

Miracle

The old world is gone. In a blaze of flames and magic, it was torn asunder by the god Maletar, whose influence began to creep into the skies and the earth and the waters. In minutes, civilizations fell. Kings died. Families disappeared. What once had been a flowering Eden, preserved by the Three Pantheons, had been ripped apart.

The War of Gods had begun.

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Miracle is a game of Gothic Fantasy Roleplaying built to allow for a minimalist ruleset and brutal combat. Miracle uses a ruleset that maximizes narration and roleplaying outside of combat and includes simulation in combat to give the best possible experience for players without becoming too difficult to track and remember.

What is Miracle?

Miracle is a narrative-focused dark fantasy game intended to allow for rapid play and accessibility while including decent combat and magic systems that allow for a wide range of events to be modeled. It also includes a setting that can be used for a broad range of games, from heroic adventuring in an attempt to fix the world to a grim effort to survive in the wake of a war that has killed gods.

Playing Miracle

Miracle is built to be played with only one twenty sided die, though multiple dice may speed up play by reducing the need to transfer the die between everyone making a roll.

Miracle requires two or more players; one player takes on the role of Game Master, while the rest of the players control individual characters trying to survive in the world. This is the tried and true formula, but you can mix it up if you want, like giving the Game Master their own character, or having some people play extra characters, or the like. From here on, the term “player” does not include the Game Master (or GM).

You will probably want a copy of this rulebook, unless you are comfortable playing from memory. A character sheet for each player, in digital or physical form, is highly recommended.

A Note on Numbers

Although it is somewhat uncommon, you may occasionally run into a fraction while playing Miracle. If this occurs, always round down, unless instructed to do otherwise.

The Setting

Miracle takes place in a fantasy world similar to many others, but with a few unique distinctions. The universe has been ravaged by a war between the gods, and its inhabitants, formerly accustomed to interacting with their divine patrons intimately, are now left with only the remnants of the War of the Gods and the changes that the gods have made. However, the promise remains that by worship and devotion, the gods may return to protect their followers or bestow blessings upon them.

Core Mechanics

Miracle's main mechanic is the roll, which always uses a twenty-sided die. This die is rolled against a “target” determined by the sum of modifiers surrounding an action, and the result is referred

to as a margin. The goal is to roll beneath the sum of all modifiers for a test. The difference between the target and what has been rolled is the margin; a roll of 6 against a target of 12 has a margin of 6.

Ratings and Modifiers

Characters in Miracle have a number of ratings that reflect their physical, mental, and spiritual capacities, as well as their background and training. These ratings take the form of attributes and histories; combat skills are trained separately from histories.

Calculating Modifiers

In Miracle, characters are built up gradually over time by increasing their ratings, but do not necessarily have modifiers to them. Every element of a character has a rating associated with it, based on the current rating of that element. The following table shows the rating for a particular element that is needed to reach a certain modifier; note that attributes, histories, combat skills, and races follow this chart, but that special abilities and magic utilize Milestones, which work differently (though they still have standard ratings).

Modifier	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Rating	1	2	3	5	7	10	13	16	19	23

Going beyond a Modifier of +10 is possible at the GM's discretion; this usually requires 5 levels Rating per modifier (so +11 would be 28, +12 would be 33, and so forth).

Circumstance Modifiers

Over the course of the game, the GM may decide that a character's standard modifiers for a particular roll are not truly appropriate for the difficulty of an action, and adjust them by a certain amount. It is up to the GM to decide what modifiers are appropriate, and some characters may suffer a larger penalty or bonus than others (for instance, a dwarf climbing a mountain in adverse conditions may be at a greater disadvantage because they cannot reach between good holds).

Attribute Rolls

Most attribute rolls are made against a target of twice an attribute's modifier. These are referred to as “attribute rolls”, and are used, for instance, when a character might be attempting something that they do not have a history of doing, or that does not require particularly much training. For instance, someone trying to hold up a heavy object may be making a Corpus test, someone trying to reason around a trickster's logic may make an Animus test, or someone trying to hide their form in the magic around them may make a Spiritus test. The exception to this are “default rolls”, which occur when a character does not have the history or abilities they need to undertake an action, but the action is something that even a novice can attempt (like crossing a chasm by balancing on a rope), in which case

Action Rolls

Action rolls are the most common roll; they are made whenever a character applies their skills to an action. Action rolls utilize a character's appropriate history (or, if multiple histories are applicable, the highest rated one) and add it to an appropriate attribute (as determined by the GM) to build a final target for the roll.

Combat Rolls

Combat rolls will be more detailed in a later section, but here's a brief overview: Combat Rolls work by calculating a character's chance to hit into a final value, their Combat Modifier. This includes their Physis Modifier (all ranged and melee attacks are made against Physis), their modifier for whatever combat skill they are using, any gear-based or magic-based bonuses, and circumstantial bonuses. Once the Combat Modifier is set, it is then reduced by the defender's Evasion.

Magic Rolls

Magic rolls utilize a character's Magic Modifier; when a character goes to cast a spell, speak a word of power, or activate an artifact that requires an external mana source, they add their Spiritus Modifier, their Channeling Modifier, and their Special Ability Modifier for whatever magic they are attempting, or the Artifact Activation Modifier if they are activating an artifact. This is then reduced by the Magical Fatigue Modifier of the character. A character always increases their Magical Fatigue Rating by 1 when they use magic, but they may increase this by the margin of error to activate a spell, word, or artifact that they failed to cast originally. Allowing magic to fail does not increase a character's Magical Fatigue.

Magical Fatigue

Magical Fatigue occurs when a character has drained their magical reserves—it functions as a penalty to the character's Channeling Rating. When a character's Channeling Rating hits 0 as a result of Magical Fatigue, they can no longer access mana to utilize magical abilities until they have a chance to recover. Magical Fatigue heals at the rate of a point per minute when resting, though special abilities may allow characters to recover more quickly or while they are engaged in combat.

Elements of a Character

Attributes

The three attributes are Corpus, Animus, and Spiritus. They reflect a character's general proficiency at using their body, mind, and spirit. Corpus governs most physical actions, such as exertion of force, endurance, or reflexes, except for actions that require concentration more than reflexes or muscle (like picking a lock). Animus governs intellectual thought, information recall, and both physical and mental concentration. Spiritus covers wisdom, a connection to mana, and the ability to interact with other people.

Histories

Histories measure a character's life achievements; these can be anything, so long as they fit within two simple rules:

- They are usefully detailed—it should not be possible to add or remove elements from them at will.

Example: Ryan decides that his character, Erethiel, is going to be a farmer. However, this is not usefully detailed, as it does not specify the depth and breadth of experience that they have. Erethiel is not just any farmer, but he's a frontier farmer, living on the edge of society and highly self-reliant. He knows how to make and repair most things, since he's had to do it in the past, he can track wild animals and build structures, and survive if he's caught out without supplies.

- They fit the setting—Anth is a large, diverse world with magic and technology that are frequently used; although most people lived in a traditional fantasy lifestyle, there were people who lived lifestyles more similar to the 18th and 19th centuries of our history.

Example: Erethiel is not just a frontier farmer, he's a frontier farmer hailing from the Republic of Lights in Celalinde, which has much more technology. While he's no mechanic or engineer, he's familiar with the basic construction and maintenance of things like firearms, coal-fired engines, and the like. Ryan rephrases Erethiel's history to state: “Frontier farmer and tinkerer, Republic of Lights”

- They have at least three separate uses, to make sure that they haven't become too specialized, and for quick reference for you and the GM so that everyone is on the same page.

Example: Erethiel's “Frontier farmer and tinkerer, Republic of Lights” history has the following uses: cultivate plants, handle animals, and repair broken tools.

Characters are not required to limit themselves to having a single history, as they may have changed what they have done for a living several times in their life, especially if they are an ageless elf or have been resurrected many times. Histories can also reflect a character's training and preparation—a rookie may still have the “Eolin Guard” history, even if they never donned the uniform to go on patrol, just because they were properly trained to become an Eolin Guard.

The GM has final say over whether or not a particular history is appropriate.

Combat Skills

Combat skills are much more specific than histories; while histories are used for the majority of roleplaying elements, combat skills determine characters' abilities to fight off their foes. Combat skills are based on weapon type, and include a few other specialized skills that are appropriate for use in only certain circumstances. Note that histories do not provide bonuses towards the use of Combat Skills; a character's history does not reflect how rough-and-tumble they are. Most combat skills are used exclusively with Corpus during, with the exception of combat healing, which functions more like a history and is used with Animus, and Channeling, which is used with Spiritus.

Weapon Category Skills: Actually fighting is a skill that not everyone, even those with martial histories, may have. A comprehensive list of the types of weapons available in Miracle can be found in the Gear section.

Maneuvering: Maneuvering skills are used when fighting foes in a manner that is more focused on moving them around than on dealing damage directly, as well as avoiding harm as a character moves around the battlefield.

Unarmed Combat: Unarmed combat is used when a character is trying to fight without weapons; in addition to the fact that the Unarmed Combat skill increases the likelihood of a character to hit their target, it also changes their damage; see “Unarmed Combat Damage” in the Gear section.

Combat Healing: Combat healing covers first aid and rapid response medical treatment. It does not provide a benefit for long-term care, the production of medical equipment, or alchemy, but allows characters to recover from damage quickly during combat with minimal lasting effects. See the Healing section for more detail. Unlike the other combat skills, combat healing utilizes Animus as its primary attribute, rather than Corpus.

Channeling: Channeling is the act of drawing mana from the manosphere, and is used whenever a spell is cast, an artifact is activated, or words of power are invoked. Channeling causes Magical Fatigue (see “Magic Rolls”), and cannot be used without special training.

Race

Characters in Anth have their race reflected in an abstract manner; much like histories, they provide benefits to specific skill sets, but may also count toward certain special abilities' cost to purchase and the like. Sometimes characters have fewer ranks in racial abilities

Character Creation and Advancement

Choosing a Race

The races of Anth are not entirely homogenous; there is a fair deal of variation between each and intermarriage has resulted in a number of individuals who do not fall neatly into any racial category.

A character gets four ranks to distribute between the races that reflect them—this may reflect a mixed parentage, or it may be a result of them exhibiting different traits than most other members of their race. In any case, characters are typically seen as belonging to the race that they most closely resemble and have the most ranks in; if a character has equal ranks in at least two different races, however, it is usually obvious that they are of mixed ancestry, though hybrids among similar looking races, like elves and humans, can be mistaken for one or the other.

Most of Anth accepted individuals of mixed race prior to the War of the Gods, but with the highly insular societies that have formed since then, even having a distant relative of the wrong race may get someone kicked out of a settlement or attacked. Elves in particular are known for their

tendency to distrust the other races, since they frequently worship gods that turned on the Elven Gods.

Because of the exotic bloodlines that many inhabitants of Anth have, they may forgo choosing up to two of their rank selections and instead use them to buy special powers (see *Other Races* on page).

Elves

The Elves of Anth are a race that prides itself on order and stability. Blessed with unnaturally long lifespans and the ability to resurrect their fallen, the collapse of Elven society in the War of the Gods has left them without the comforts they used to enjoy, and they now find themselves on equal footing with other mortals in ways that they had never been before Anth was shattered.

Elves of Anth stand an inch or two taller than the average human, and have wild skin, hair, and eye coloration that is unique to each individual. It is rare for an elf of either gender to weigh more than twenty pounds per foot of height, and even the most muscular elves weigh no more than a hundred and forty pounds. Typically, their skin is monotone, but some elves have exotic patterns. Elves are particularly magically active, and extreme exposure to magic can cause their coloration and patterning to change, though this is just as erratic as elves' born coloration. Elvish features are frequently more sharp and delicate than humans', though some elves are distinguishable only by their hair or skin color.

Half elves are not subject to the wildly fluctuating appearance of the elves; they may have the height and features of an elf, but they will always receive their pigmentation based on the non-elf parent's. Some elves are mistaken for half-elves if their coloration falls into human range, while some half-elves from exotic races or with tattoos or other body modifications can look exotic enough to be accepted as elves.

A character's Elf racial bonus is applied to their Spiritus rating. The Elf background tends to give a number of bonuses, including knowledge of the world of Anth, craftsmanship, and other skills that were frequently practiced by the long-lived elves. Mostly, however, the Elf racial background offers a benefit to social interactions with elves, something that is important to consider in the dark corners of the Worldshards.

Humans

The Humans of Anth, on the other hand, are traditional and social in their nature, forming bands based around common interests and ideology. More adventurous and more innovative than the Elves, they still valued their fellows highly, a trait that enabled them to work within and often excel at their roles in Anth's elf-dominated society. Humans, however, have had greater schisms in the War of the Gods than the Elves, in part because both the Southern and Northern human pantheons have members on both of the sides in the War of the Gods.

Humans of Anth resemble real humans, with a variety of skin colors that ranges from pale to black, with coloration typically being brown or reddish where it exists. Human hair color can range from blonde to dark black, and is often impacted by the effects of age or an inhospitable environment.

The Human racial bonus is added to a character's Animus rating. The Human background gives a bonus to the Heal combat skill equal to its rating, as well as to physical activities such as acrobatics and long-distance running, as they have better endurance and speed than the other races.

Dwarves

The Dwarves of Anth were rare prior to the escape of Maletar, but now they have become more common, as their individualism and adaptability kept them less complacent than the other races of mortals. They have often faced prejudice in recent days, especially as a result of their separation from the other races and their disregard for Elven traditions, something that led them to become associated with Maletar subtly even prior to the opening of the Rift, and has now caused them to become scapegoats for the problems that have befallen the world.

The Dwarves stand three to five feet tall, with most being just above four feet in height. They tend to be heavy, weighing as much as fifty pounds per foot of height for males, and forty to forty five pounds per foot of height for females. Males are known for their beards, and all Dwarves grow thick layers of muscle that not only provide great strength but also serve as a second skin. Dwarvish features are softer at the edges than humans' or elves', but make up for this by being particularly solid and thick.

Dwarves' racial bonus is applied to a character's Corpus rating. The Dwarf background gives a bonus to Protection equal to its rating, but also causes a similar penalty to social interactions with non-Dwarves. Dwarves also move slower than most other races, and the Dwarf racial background may become a penalty in situations where speed is of the essence. Despite their short stature, Dwarves are still Size 0 creatures.

Other Races

Anth is full of races created by one god or another to fill a need, or even by Maletar as part of his schemes to take over the world. In order to create a race, consult with your GM. Each race should provide a bonus to an attribute rating, and one bonus to appropriate histories or combat skills. Races can provide two bonuses to different types of history or combat skill if they penalize another, and three if they penalize two skills or types of history, though that should be the limit. Note that racial modifiers apply not to the *modifier* of the attribute, history, or skill but rather to the rating. Both attribute and history or combat skill increases can be switched directly for ranks in a special ability, though penalties cannot be given to a special ability.

There are a few considerations for this: Unless a race has obviously human or elven features, (and even often if they do), they suffer penalties to social interactions equal to their Racial background, as these characters are considered monstrous and often trace their heritage back to Maletar. Non-humanoids may need to have custom hit location tables made for them, similar to the ones that some vanguards utilize; it is up to the GM to determine what is appropriate in this circumstance.

Hit Location Table

Allocate Attribute and Skill Points

Select Special Abilities

Combat

Combat in Miracle is similar to a standard skill roll, with a d20 roll trying to result in a lower result than the character's Combat Modifier. A character's Corpus, skills, gear, and special abilities determine their Combat Modifier, or CM, when they attack. This number is then reduced by the target's Avoidance, to create what is known as an Attack Threshold. The d20 is then rolled. If the result is higher than or equal to the final Attack Threshold, the attack misses. Otherwise, effects are applied based on a number of situational elements. A combatant who is hit by an attack will typically lose a fair deal of Blood, may gain Bleeding, and may even suffer additional egregious effects depending on the final modified result of the attack roll.

Hit Effects

Attacks have an effect based on the final modified result of the roll. Typically, this is done to a character's Blood, but some weapons have the nonlethal quality, meaning that they only do locational damage (but cannot destroy a limb entirely) and cause stun or shock.

Damage

Damage taken is dealt either to Blood, Bleeding, or a specific body part, unless an attack or weapon specifies an alternate type of damage.

When an attack occurs, it's important to remember a few things; a margin of 0 or less is a miss, while a margin of 1-9 will cause standard damage to Blood, plus any weapon effects. A hit with a margin of 10+ will also do locational damage above and beyond any weapon's qualities.

When locational damage is done, a roll is made against a character's Hit Location Table (a standard Hit Location Table is available in the Character Creation Section).

Hit Location

Characters in Miracle have a pool of Blood and may suffer continual Bleeding damage, but this is further complicated by the fact that each character has an additional way of tracking damage; locational damage is associated with a particular body part, and has its own special effects.

Each body location has a number of Durability points, represented by boxes on the character sheet, while Blood and Bleeding are general ratings that apply to the whole character rather than a specific region. When a character's Durability boxes are crossed out as a result of taking damage, effects based on the destruction or complete disabling of that body part occur. Each box checked results

in a -1 penalty to all actions, including attacks, that utilize that body part, while a limb that has all its boxes checked becomes unusable. Damage to the head applies a penalty to all actions. A character whose groin, torso, or head are completely damaged dies or enters torpor. Damage to a certain location can be blocked by armor, which is treated as a set of boxes of damage that are lost before limb functionality is lost; this armor can be repaired by anyone with a background in working with armor, or by soldiers. A hit with a nonlethal weapon cannot destroy a body part entirely, however, and someone using a nonlethal weapon must hit someone who has lost all but the final point of Durability in a location to destroy it.

Healing

Durability can only be restored through rest and care or rapid intervention; an appropriate background or the Combat Heal skill can be applied to a character's rolls to reverse locational damage. In the case of histories that permit healing, this test is made daily, and includes the healer's Animus Modifier, their appropriate history's modifier, and the target's Corpus Modifier and a circumstance penalty equal to the number of times they have attempted strenuous actions (such as entering combat or climbing a ladder).

A character attempting to use the Combat Heal skill uses their Animus and Combat Heal Skill to determine the target for their roll,

A character who is able to function can apply their own skills to this roll, though any penalties that would apply as a result of their injury still apply. Only one healer's skills may be applied to this roll, though a healer can attempt to administer aid to three people each day. Healing locational damage only occurs if a character does nothing more strenuous than eight hours of travel at walking speed on foot; a forced march will cause them to exert themselves too much for a damaged body part to heal.

Stun

Characters who take more than half of their Corpus Rating in Blood damage in a single hit become stunned; any sustained actions they are attempting are immediately ended.

Shock

Characters who take locational damage equal to or in excess of their Corpus Modifier go into shock; when this happens they

Vanguards

During the War of the Gods, the deities warped some of their chosen; some of the deities chose the most devoted followers, others chose largely at random.

Vanguards can be warped by the deity they worship, much like lay followers, but vanguards cannot be hybridized—it may be possible for a deity to undo a vanguard's change, or to change one vanguard into their own type of vanguard, but it is not possible for them to give one being two different

sets of abilities.

Archons

Archons are Siwyn's divine messengers. Created as the last ditch effort of a dying goddess to protect her flocks, they are chosen from among priests and priestesses of Siwyn.

Archons have been blessed with supernatural knowledge and cunning, and often lose much of their mortal identity (though since their alteration was followed almost immediately by Siwyn's death, they had only a glimpse glance at the universe). Archons become, in terms of their personality and identity, who they wished to be when Siwyn changed them; most of them have become paragons of mercy and guidance, though some harbor more vengeful or violent personalities and serve as the guardians of Siwyn's orphaned flock.

Archons stand about ten to twenty percent taller than they did in mortal life, to make room for the pair of white wings that sprout from their backs. They gain the ability to channel healing energy, and although the process is not quite as fast as a competent spell, it does not cause magical fatigue.

Revenants

Revenants are Maletar's indomitable horde. They are chosen from mortals seemingly at random; they may not have been followers of Maletar, but the god hoped to tempt them into his service.

Revenants are normal mortals “blessed” by Maletar with incredible abilities and near immortality. The price for this, however, is that they become social outcasts and also face a number of special requirements. Fortunately, they can pass as humans so long as they do not have a visible wound; if they are injured, however, it is easy to observe the fact that their blood boils away in the air, and their wounds heal into black scars. Although they resemble undead in many ways, they are not truly dead and are not susceptible to the wards and magic deployed against the undead throughout Anth.

Revenants retain their racial form, though they are warped into supernaturally charged killing machines. While they do not have an innate requirement to commit acts of violence, they may remove damage from one of their limb sections whenever they strike down a humanoid opponent.

Revenants are unnaturally hard to dismember, requiring a powerful magical ritual to kill. They can, however, become heavily damaged, and despite their durability they do not heal quickly. The ritual required to destroy them must involve a focus, something that they valued highly prior to their transformation into a revenant; this does not have to be a unique object, although it is typically their most prized possession or a love interest. This focus does not have to be destroyed to kill the revenant; the same ritual magic must be cast on both the focus and the revenant (across any amount of time), or simply on the revenant.

Revenants who have not totally lost their self-identity can benefit from resurrection magic, though few people will cast it on a being associated so closely with Maletar.

Torpor

Revenants enter torpor when they have taken a massive amount of damage and they can no longer function. When their Blood reaches 0, or their groin, torso, or head are completely damaged, they will collapse into a semiconscious state known as torpor.

A revenant in torpor heals quickly, but only to the point where they can resume functioning. In an hour, they will recover with 1 Blood, no Bleeding, and any wounds that would normally send them into Torpor removed. This period can be reset if they come under attack again, but revenants cannot be killed by torpor

Needs

Revenants do not “need” traditional sustenance or sleep, though they can eat and drink or enter a slumber-like state if they feel compelled to (for instance, to hide their nature). However, revenants have their own special needs aside from this. If they belong to a spellcasting school that requires them to prepare spells, they may prepare spells while conscious, though they must specifically meditate on doing so.

A revenant is created as a force of chaos, and while they retain a fair degree of their own free will, they must spend time in contemplation and preparation each day; most revenants do this while they are “sleeping”. This is intuitive to all revenants. The amount of time that must be spent in this way depends on the prior actions of the revenant; going on a blood-filled rampage can require a revenant to spend days regaining his humanity.

Inhumanity

A revenant that does not spend time in meditation will wind up losing what fragments of their old self remain. This is a reversible process, though once it reaches a certain point it is almost impossible for the revenant to do so of their own free will.

The process starts first with losing portions of their memory; older memories are lost first over the course of a week or two, depending on the revenant's Spiritus rating. Memories created within the last week are never impacted, but it is entirely possible for a revenant to forget the identity of their traveling companions.

Once a revenant's memory is gone, they must constantly guard themselves against the influence of Maletar. Whenever they meet someone they do not remember, the revenant views them as hostile and belligerent. As time passes, even those they are familiar with seem dangerous, and a paranoia sets in.

Different revenants have different ways of responding to this, but all too often a revenant who begins to fear those around him will assuage his fears by attacking everyone he comes into contact with. This is one of the things that gives revenants a bad reputation, and is often viewed as surrender to the worship of Maletar.

Setting

Miracle focuses on the solar system of Linoriil, and the universe it inhabits. The gods discovered this universe with its laws and systems, but it was formless until they created things to fill it and inhabit it. The manasphere served as the bridge between the gods and mortals, until the deities figured out their own ways to interact directly with the universe and bypass the manasphere.

In many ways, the universe is a mystery even to the gods; Words of Power have existed for unknown aeons, and it is theorized that only a small handful of them have become known to gods and men in the brief flowering that was the birth of Anth and mortals.

Gods and Mortals

As defined by scholars, the main distinction between gods and mortals is that gods are not forced to abide by the rules of the universe; they can leave it and go beyond if they choose. There is some debate over how Maletar was able to become imprisoned in Anth, but the general consensus is that deities can descend in their entirety into the universe, and in doing so risk harm to their selves; this is one the reasons why the deities play a less active role following the War of the Gods, as their power can be siphoned away by other gods so long as they intrude into the universe.

Mortals, on the other hand, are not aware of the gods' lives outside Anth, and are constrained to it in its entirety. There is some intense debate among certain circles about whether or not mortals could ascend to become gods, but this is mere speculation.

Anth

Anth is one of three planets orbiting Linoriil. It has traditionally been known as the “home of the elves”, on account of the fact that it was the chosen planet of the elven gods and the elven race originated there. It also served as the prison for Maletar, who was lured into Anth and captured entirely.

Prior to its destruction, Anth was a large planet with two continents (known collectively as Celalinde) combining near its equator to form an hourglass. The Elven cities of Eolin and Waterviews were established on the bridge between the continent, and formed the cornerstone of a loose coalition of Elven city-states that expanded like a web into Northern Celalinde and the archipelagos of Anth's oceans. By the time of the War of the Gods, however, humans had grown to outnumber elves, and form their own societies. The humans of Northern Celalinde had a nomadic society, while the humans of Southern Celalinde separated into the warring nations of the Republic of Lights and the Empire of Leritum.

Eolin and Waterviews

Eolin and Waterviews were two major cities that had been established prior to the War of the Gods. Combined, they had a population of about three million souls (with about a million elves, a million and a half humans, three hundred thousand dwarves, and an assortment of small populations exotic races).

Eolin, City of Elves

Eolin is a city founded by elves focused on a central Council which has legislative, executive, and judicial power. Normal elven rules of succession apply, including the fact that a council-member who dies must give up their position, even if they are resurrected.

Decision making as a process depended on the type of decision. Taxes required nine out of twelve council-members to pass, while normal laws required a simple majority. The required votes to a law never dropped below six council-members. Council-members can only have their seat revoked if they are convicted of treason, something that has never occurred in the history of Eolin, and is incredibly difficult under the statutory definition of treason and the powerful position that a member of the Council had. Anyone hoping to rebuild Eolin would need to reassemble the council, or its legitimate successor.

The Council consisted of the following seats:

Two Elfborn seats, which are reserved for elves from among the bloodlines of the city's two founders. Traditionally they are passed on to the firstborn elf child of their holders. Any non-elf or half-elf descendents of the two are passed over in favor of the nearest living elf relative (then half-elves, then non-elves, in order). They are hereditary, and typically remain in the holdings of House Eothan and House Trithallos, respectively. At the time of the War of the Gods, the Elfborn seats were held by Eothan Merieth, grandniece of Eothan Aethersword, and Trithallos Elion, grandson of Trithallos Celebrithien.

Six Noble seats. While not technically required to remain among the noble houses, these hereditary seats have no restriction on their inheritance; they are passed on to the firstborn child of their holders (or any of the holder's children, even adopted, that they choose). They are referred to as the Noble Seats because of the fact that the noble houses of Eolin have held a monopoly on the seats since shortly after their creation due to attempts to intermarry with the council-members.

These seats were held by three elves, a dwarf, and two humans. One of the elven seats was held by Athiel-Galad Glewen, a favorite of the people of Eolin whose charming personality and magical prowess played a large part in the rebuilding of Eolin; she has held her position for the two millennia since then, outlasting both Eothan Aethersword and Trithallos Celebrithien as a member of the Council. The other elves on the council were Blackstone Minthellinan, whose wife, Annehild Blackstone, was second-in-line to the House Blackstone fortune, and Legaethiel Adiel, who married into the Legaethiel family centuries ago. She was the second-to-last member of the Noble seats not to be part of a Noble House, though her marriage meant that all of the seats were held by nobles.

The humans who held Noble seats were Alber Raedfrid, head of House Raedfrid and a somewhat controversial figure among some of the elves because he was believed to have bribed his predecessor into declaring him his heir, and Elric Thieder, who acquired his position upon his successor's unfortunate run-in with a runaway cart.

Urdast Cadib, the only dwarf on the Council, acquired his seat when he was adopted as heir by

the landless and houseless Uthriel Celetir, the last non-noble to hold a Noble seat, to spite his extended relatives who had moved to Waterviews. This was considered a social faux pas, but was deemed legal and within the rights of Celetir, who died naturally of old age and was otherwise regarded one of the best human citizens of Eolin. Celetir often defended his decision as being a repayment for when Urdast saved his life during their joint service as levies to the Council, and not simply an act of spite toward his admittedly unpleasant family.

Four Elected seats. Held for life, these seats are replaced with a person who is voted into office by the population of the city upon the previous holder's death. Only one seat, the Noble Elector Seat, can belong to a member of any of the recognized noble houses. The Noble Elector Seat was held by Veritus Lomun, whose election was controversial as he was already a nobleman of the Republic of Lights in addition to his position in House Magnarum. The lower elected seats were held by the human Lars Haegrim and Maelia Ethelstead, human Northerners who were second-generation citizens of Eolin, and Theriallel Cerenifinien, who fought alongside Eothan Aehtersword and had held his seat the second longest time of all the Council's members.

History

Eolin was started as a trading post on the Grand Road connecting North and South Celalinde. Here it supplied traders and travelers with much-needed supplies, and also served as a neutral ground between the various factions that controlled the two continents. Positioned on the west side of the Celalinde Bridge, it also has a magnificent natural port that led to its expansion into a fishing village.

Eolin was also home to the Great Monastery of Eolin, which had stood for centuries. Although abandoned, it was returned to glory by the presence of trade.

Eothan Galeiril and Trithallos Celebrithien were both exiles from North Celalinde who had settled in Eolin. Galeiril founded a world-renowned swordsman's school in Eolin, while Celebrithien took over the monastery and restored it to its former glory. The city of Eolin was founded with the formation of the Council of Eight, which has since become known simply as the Council as it expanded to twelve members.

Layout of Eolin

Eolin was a coastal city with a massive wall surrounding it; although it was shattered into innumerable pieces during the War of the Gods, many of its vestiges remain in the various shards, especially those that are associated with the central wards of Eolin.

The Wards

The core of the city revolves around four wards: The Fisher's Ward, The Farmer's Ward, The Saint's Ward, and the Soldier's Ward. These are named after the first noble houses, and each has its own sub-districts with their own attitudes and status.

Saint's Ward

The Saint's Ward is the city center of Eolin, and it is the largest ward. It is not, however, particularly populated; it centers on the Great Monastery that predates even the trading post at Eolin.

An enclave between the Soldier's Ward and the Farmer's Ward, it has its own walls that clearly delineate the boundary between it and the other wards. Notable landmarks include the Great Monastery, seat of House Trithallos, and a great temple for each of the major pantheons. In addition to the housing for priests, clergy, their family, and the people who work in the Saint's Ward, there are also shrines to every deity except Maletar, many of which draw pilgrims from across Anth.

Soldier's Ward

The Soldier's Ward harkens back to the days before the Council, when Eolin was still small and vulnerable to attacks on all sides. Leveled in the Great Assault, this had been the home of barracks and training grounds for soldiers, and it has been expanded greatly since then. However, many of the old training grounds and barracks have been replaced with housing; House Eothan and House Legaethiel both own a fair deal of territory here, though House Eothan technically controls the ward and its holdings they have close ties with their fellow martial house.

The Farmer's Ward

The Farmer's Ward has always existed as a farming community to the north of Eolin; protected from invasion from the east by foothills and thick forests, it also holds some of the richest and most fertile lands west of the Hourglass Divide.

Rumors about how the Farmer's Ward was founded abound; while some claim that it was the Great Mother herself that first farmed crops there, it is known to be one of the most fertile regions in Anth. However, it suffered from its proximity to a rift, and although it was difficult for foreign forces to invade the region Maletar's creations had little difficulty pillaging and plundering the land.

Following the Great Assault and Trithallos Celebrithien's partial repair of Maletar's prison, the foundation of Eolin gave the perfect opportunity for the expansion of city walls around the fertile lands to the north, and the Farmer's Ward began to flourish under the supervision of House Glewen, who were brought in to help with the construction efforts and remained as one of the first Noble Houses of Eolin.

The Fisherman's Ward

Before there was the city of Eolin there was the merchant post of Eolin, and before there was the merchant post of Eolin there was the Great Monastery of Eolin. However, before all of those, there was Eolin itself, a tiny fishing village sitting in a spot that would later become the Great Road through the Hourglass Divide.

This part of Eolin has survived for millennia, and now it serves as home to the richest family and the oldest group of residents of Eolin, House Thieder. Although the waters around Eolin remain a prime fishing area, the Fisherman's Ward serves as a hub for commerce and international trade, especially as explorations into both the northern and southern frontiers lead to the establishment of further removed cities and towns.

The Rift

The Rift was a massive cave system near Eolin. Geographically centered under Waterviews, reconstruction efforts sealed most of its exits near that city, except for a massive corridor that leads out near Anth, which has come to be synonymous with the Rift itself. Immediately surrounding the prison of Maletar, the Rift was filled with his warped experiments and attempts to create weapons for use against the followers of his enemies.

Noble Houses

The Noble Houses of Eolin are typically hereditary, though there is no requirement for a house to run along a bloodline. Noble houses have to pay taxes and field levies for the council, but in return they are given control of a part of the city. Originally there were four noble houses, one for each of the wards, but as Eolin has expanded past its original walls additional districts have been given out. Noble houses may be given control of a ward or district by the Council, although it is incredibly rare to see one noble house lose a holding and have it be given to another—only a major scandal can cause such an event to occur.

House Eothan, House of The Lord

Eothan Aethersword was one of the great founders of Eolin, and his house has ruled the Soldier's Ward since Eolin was still a small trading post on the Grand Road. Eothan nobles come from all walks of life; at times the house has been little more than a band of glorified mercenaries led by one of Eothan's successors. Recognition as a noble by House Eothan is remarkably easy to get, but hard to hold onto.

The training and resources House Eothan provides are second-to-none, but there is little room for forgiveness in their eyes. Joining House Eothan is as simple as managing to get through a sparring match with one of its senior members, while remaining a member is contingent on bringing honor to the image of House Eothan. Even senior members have been expelled from the house for failing an important task.

House Eothan held the Soldier's Ward.

Their crest is a white elven sword (with a flat pommel, recessed hand-guards, and a very shallow point) on a blue and yellow elven shield. The blue forms a ring around the shield, while the yellow makes up the body; an elven cross in the same blue as the ring cuts through the body of the shield. They have a general reputation for nobility and are well respected. They provide twice as many members as they are obligated to with the levy, typically in the form of Fighters and Cavaliers, though they do have a number of Clerics, Warpriests, Paladins, and Swashbucklers in their ranks. There is not a religious aspect to membership in House Eothan, though most of its divine spell casters and many of its mundane soldiers worship Tinil-Galad or Adwofax.

Members of House Eothan are forbidden from having and raising children; should a member of House Eothan have a child, said child is left to the other parent to raise (if they are not a member of House Eothan) or given up for adoption. Members of House Eothan are not required to be celibate.

House Trithallos, House of the Lady

Trithallos Celebrithien was the other great founder of Eolin. Her house took control of the Saint's Ward, and reflects the heritage of Eolin's Great Monastery, which has stood since centuries prior to the city's formation. House Trithallos has never fallen out of favor with the Council, and they provide much of the city's justice system with arbitrators and judges. House Trithallos is a religious order, and the vast majority of its members become devotees of either Siwyn or Tinil-Galad.

House Trithallos held the Saint's Ward.

Although it is a quasi-religious order and the majority of its members are Clerics, Oracles, or Paladins, House Trithallos also recruits religious devotees from every walk of life. Membership in House Trithallos is by invitation, and requires characters to be recognized as righteous by a group of sponsors, who must already be members of House Trithallos. The number of sponsors depends on the reputation of a character; someone who is above reproach only needs one or two formal sponsors, while someone with a more colorful history may require as many as a dozen, or may not be permitted to join at all.

House Trithallos' crest is a lavender elven shield with golden rays of light behind a red Fruit of Siwyn. It holds its followers to a high moral standard, but does not specify any other requirements of them.

House Glewen, House of the Mage

House Glewen traces its origins beyond Eolin to the legendary magician Glewen Anoumir, daughter of the Great Mother. House Glewen has enclaves all across Anth, and while it did not found Eolin it helped it recover from the Great Assault that led to the formation of the four wards. In exchange for its service, House Glewen received control of The Farmer's Ward.

House Glewen held the Farmer's Ward, but they also held an enclave in the North District where they handled most of their internal affairs.

Membership in House Glewen involves an ordeal that must be completed. The nature of this ordeal can vary depending on the exact branch of the house; often it involves the creation of a magical thesis that examines a particular school of magic (or even a single spell) and examines how it works, though it can also involve the creation of a similarly complex theological or philosophical work as well as the completion of a great magical feat. Membership in House Glewen is permanent, if only in name. Most members of House Glewen are Wizards, Sorcerers, Magi, or Arcanists.

House Glewen's crest is an elven shield with a blue star on a checkered dark green and red background.

House Thieder, Financiers of Eolin

House Thieder traces its roots back to the early fishermen of Eolin. Since that time, it has grown into a merchant house with little in its way keeping it from reaching massive amounts of success. House Thieder now handles most of the trade in Eolin, managing both land and sea trade in the city

with a near-monopoly on the city's exports and imports.

House Thieder controlled the Fisherman's Ward.

House Thieder has two internal groups; one group that represents the tried-and-true Thieder merchants and traders, and the group of adventurers and mercenaries that they maintain so that they can meet the quota for their levies in Eolin.

Membership in the upper echelon of House Thieder involves a significant financial contribution (dues are exorbitantly expensive, starting at over ten thousand gold pieces a month). In exchange, they are given the chance to rise through the upper echelons to the position of a committee chairman or a head of a department of House Thieder's operations. The rewards for solid performance in these positions easily outweigh the costs of membership. Most of these members worship either Beluthien or Suloca, though some people whisper about wide-spread worship of Sulva within the house.

Mercenaries belonging to the lower echelon, however, are recruited from any talented looking individuals who are willing to put the house above their own interests in exchange for a steady stream of money. They are given a sizeable operational budget, partly in an attempt to poach talent from the other houses and partly in an attempt to ensure that House Thieder's personnel reflect the house's wealth and power.

House Thieder's crest is a human shield with a large golden coin bearing its founder's likeness and a striped royal blue and lavender background.

House Blackstone, The Council's Hand

House Blackstone has a bad reputation among Eolin's elite for being a second-rate house. Despite the fact that its members often rise to prominence, they are often favored for political roles, and the human-run house is known to be less morally scrupulous than some of the other Noble Houses. Although they are rarely successfully linked to any crimes, the Council does use their members as deniable assets from time to time.

House Blackstone controls the Hill District.

House Blackstone is a diverse house, frequently featuring Brawlers, Rangers, Rogues, Barbarians, Gunslingers, and Bloodragers, although anyone who has the willingness to put up with the difficulties of being a member is welcome. Most devout members of House Blackstone worship Sifleda, with the second largest followings going to Cetus and Trilanius.

House Blackstone has leadership chosen and deposed based on competence; a trial for a position is not uncommon, and the house has a few dozen leadership positions that change holder frequently. The Blackstone family has long ago been supplanted by internal machinations within the house, but the house keeps the family's name out of reverence for its founders, and most of its current leaders are distant relatives of the original Blackstones.

Membership in House Blackstone is gained by recruitment. Leadership positions change all the time, often exploiting the elven rule that death leads to a loss of position, even if an immediate

resurrection follows, so it's not uncommon for there to be a certain degree of animosity and in-fighting, which can serve as an opportunity for a novice to take sides and move up (or find themselves made unwelcome).

House Blackstone's crest consists of a black bird on a checkered white and blue human shield.

House Cadib, The Mystic's Respite

House Cadib was founded by dwarves. Focusing on the extreme edges of magical lore, its members study magic that exists on the fringe of what is known to be possible. They are a relatively young house in Eolin, with the unusual distinction of having a membership on both Gilin and Anth, with magical communication linking the house's branches on both planets.

House Cadib controlled the West District.

House Cadib is diverse, and most of its members are magicians, aggressively recruiting and adopting magicians who do not fit in with the other houses. Many of its mages are Inquisitors, Alchemists, Witches, Oracles, and Magi, and they often present their levy directly to the Eolin Guard as investigators, bypassing the usual Council distribution.

House Cadib has a mentor-pupil system in place; the Grand Mentor is their highest ranking official. Mentors serve as a guide to the politics and world of House Cadib, rather than magical instructors, so pupils and mentors are placed without regard to their magical practice. Mentors have a say on whether their pupil has advanced to the point where they can have a pupil of their own, and whether they shall remain in the house, though more senior mentors may agree that a pupil or even a pupil and their mentor should be removed from the house.

House Cadib's crest is a black dwarven shield with a grid of red stars in the background and a golden lion in the foreground.

House Raedfrid, House of Scoundrels

House Raedfrid is a human noble house that is still tightly focused on its original bloodline. A smaller house compared to the others, House Raedfrid prefers to avoid overt confrontation in favor of a tendency toward deception and misdirection.

House Raedfrid controlled parts of the North District.

The Raedfrid dynasty numbers about a thousand people altogether, including members gained through adoption and marriage. Unlike elven houses, it does not recognize death as a cause for a loss in title, and the founder of the house, Alber Raedfrid, still exists as the house's head, despite being a human who has died several times from both old age and combat.

As House Raedfrid is heavily focused on its original bloodline, it has a smattering of individuals with a broad skillset that it presents as levies, as well as some hired mercenaries that it sends for the Council. Raedfrid's members tend toward secrecy and intrigue, and many are Rogues, Investigators, Ninjas, or Slayers, and the Raedfrid family has long followed Sifleda.

House Raefrid's logo is Sifleda's fox overlaid on a human shield with a green and black echelon

patterned background.

House Amharust, Wild House

House Amharust is a dwarven house that evolved out of a naturalist organization in Anth. Coming to Eolin as foreigners, they found their place in repeated engagements fighting monsters in the regions that surrounded the Eolin rift following the Great Assault. Regarded as great enemies to Maletar, they have a protected status, but recently were forced to cede parts of the East District to House Legaethiel, something that many are bitter about.

House Amharust controlled the outermost parts of the East District, and also operated outposts and settlements throughout the region.

Focusing on a pursuit of nature, House Amharust welcomes Druids, Hunters, Rangers, Shamans, Barbarians, and Bloodragers, though any suitably minded member may join. Amharust maintained a variety of outposts across the bridge between North Celalinde and South Celalinde, and have been a great force standing against Maletar in the region.

Many of the members of House Amharust have adopted Tinil-Galad as their deity, while members traditionally worshiped Adwofax or Achast prior to the group's arrival in Eolin.

Members of House Amharust were required to patrol the wilderness and man House Amharust outposts for half of the year. Levies have this duty waived in return for their service to the Council.

House Amharust's crest is a dwarven shield with a cream background partially filled by a green diamond, and a blue wolf in the foreground.

House Magnarum, the Great House

House Magnarum originated outside of Eolin, and is the ruling house of the Republic of Lights in South Celalinde. Often called simply “the Great House”, they control more resources than all of the other noble houses of Eolin combined. However, their efforts are largely focused at maintaining internal stability as their reign in the south has become challenged by foreign and domestic threats.

House Magnarum controlled the Lake District.

House Magnarum typically accepts any follower of the southern pantheon into its ranks, and will accept anyone else who is willing to take an additional oath of loyalty to uphold the virtue of the southern pantheon even if they follow a deity from another pantheon.

House Magnarum reflects an assortment of classes and social backgrounds, as its presence in Eolin is part of a concerted diplomatic agenda, and it fields levies according to the requests of the Council.

House Magnarum's crest is the seal of the Republic, which is two large keys crossed behind a

fountain. When placed on a banner or painted on a surface, the background is typically blue while the image is in gold and white.

House Camiae, the Loyal Hounds

House Camiae is a human house, but it has been in Eolin since shortly after the Great Assault. Driven north from their territorial holdings in South Celalinde, the Camiae family ensured a future for themselves and their compatriots through pledging allegiance to the Council.

House Camiae controlled the Southern District.

House Camiae's loyalty is above reproach, and they are in many ways indistinguishable from the Council. A common joke in Eolin is that House Camiae doesn't pursue seats on the Council because they wouldn't know what to do with them—the joke overlooks the fact that House Camiae often holds Council seats, and is the most influential human house by far.

Members of House Camiae swear loyalty first to Eolin. House Camiae emphasizes loyalty, faith, and honor, and not worshipping a deity is rare among the Camiae. Despite the house's southern origin, members are split almost equally between followers of Eni and Isylius due to the fact that many human immigrants to Eolin joined the faction, with a smaller minority worshipping Beluthien.

House Camiae is renowned for its ability to train ranged combatants, such as rangers and gunslingers, something which complements its levies of fighters and barbarians.

House Camiae has an elven shield for their crest, rather than a human shield. It has an orange and yellow checkered background, with a white wall occupying the center of the shield.

House Legaethiel, the Inquisitors

House Legaethiel is unique because it is not the first house to take that name. The first House Legaethiel was destroyed in the Great Assault by the complete extermination of its members. House Legaethiel had holdings at Waterviews, rather than in the city of Eolin, and the settlement was razed in such a violent manner that not all of the victims could be found for resurrection.

House Legaethiel is not a traditional house because its founder did not carry the Legaethiel name; Beliar Stonemark was an elven paladin of Emelus who took up the name after having a vision at the site of Waterviews. To this day they remain the most militant of the houses, actively hunting down followers of Maletar.

House Legaethiel held the inner parts of the East District, something which put them at odds with Amharust, but they also had a monastery at Waterviews, and were its de facto rulers.

House Legaethiel is a religious order worshipping Emelus but with a strong trend toward elven traditions. They identify themselves by wearing tonsure, and include Paladins, Monks, Warpriests and Samurai at their core, though any follower of Emelus or Tinil-Galad may join if they demonstrate sufficient devotion to the fight against Maletar.

House Legaethiel's crest is an elven shield with a golden background punctuated with red

diagonal stripes. A black bow with an arrow nocked occupies the foreground.

House Occitum, the Empire's Reach

House Occitum comes from an offshoot of the Southern Empire of Leritum, which occupies some of the southernmost explored frontier of South Celalinde. As foreigners, they are somewhat untrusted, but they still have strong ties to the foreign markets and as such are tolerated within Eolin. Most of the members of House Occitum are emigrants from Leritum, though some are sent to join the house by order of the Empire while others simply went to Eolin to seek their fortunes and later joined the house.

House Occitum controlled the Human District.

House Occitum's claim to fame is its great artists, with Bards and Skalds that are in great demand, but it also has powerful Clerics and a strong contingent of feared Fighters that train in similar ways to the Imperial Army. Their healers are also famous, though they do not frequently work with the larger population of Eolin like the house's artists do.

Members of House Occitum are expected to follow the laws of both the Empire and Eolin, which can quickly become tiresome, and the house reports directly to Imperial oversight, resulting in a large administrative overhead and a lack of trust from the Council. Their levies are often split up so that no more than one or two members of House Occitum operate together under the Council's command. In addition, members of House Occitum must follow a deity of the southern pantheon.

House Occitum's symbol is a rectangular shield with a golden gladius wreathed with olive branches, surrounded by the letters TICES around the gladius, standing for the gods of the Empire.

Waterviews

Waterviews has a troubled history; the site of the largest and most violent massacre in history, it was entirely destroyed by Maletar during the Great Assault. Since then it has been rebuilt, but remains only a specter of its former glory.

Technically its own city outside of Eolin, as both cities have grown it is now a matter of hours travel to and from Waterviews via horse. Waterviews sits on the Crest of the Gods, a plateau hollowed out by magic on top of the Hourglass Divide. While Eolin serves as a water trade route, Waterviews sits on an older land route, and the cities have a complex relationship. For the large part, though, House Eothan and House Legaethiel cooperate in mutual defense of the region from Malekar, and the two cities have enjoyed a period of good relations. As North Celalinde has become more settled, particularly in the east, Waterviews has developed close ties with Eolin to decide upon appropriate tariffs for merchants passing through from the Republic of Lights and Empire of Leritum to the south; taxes on travelers are shared between both cities in exchange for the Council of Eolin extending its protection to Waterviews.

Other Worlds

When Maletar escaped, Anth was separated into a collection of fragments referred to either as Anth or “the Worldshards” by their inhabitants. Interplanetary possible was difficult but possible prior to the War of the Gods through magical teleportation, but since it was dependent on the Books and Bridges of Garalas, who is now dead, it is no longer possible to move between planets except by taking a very lengthy journey through space, which is something that is not feasible for the inhabitants of Anth.

Still, the planets of Gilin and Mar are still intact, and many people who tire of the ruined state of Anth quest slavishly to find a way to travel to its neighbors for a more peaceful life, entirely oblivious to any events that may have unfolded there.

Magic

Magic predates both the gods and their creations, and has been flowing through the universe for an untold amount of time. Normally passive, the introduction of life has disrupted the manasphere, and those with the proper training or intuition can invoke words of power and spells, or harness great artifacts.

Deities

Accord of the Gods

The Accord of the Gods include the sins of Maletar and the guidelines for creation. All gods known to mortals obey the rules; the exception being when they have the permission of another god to act in contravention of their usual authority.

- Gods will not undo each others' acts, for this was the sin of Maletar.
- Gods will not meddle in each others' affairs, for this was the sin of Maletar.
- Gods will not hold grudges against each other, for this was the sin of Maletar.
- Gods will not destroy each others' creations, for this was the sin of Maletar.
- Gods will not create alone, for this was the sin of Maletar.
- Gods will not create new planets or stars, for this was the sin of Maletar.
- Gods will not create aimlessly, for this incurs disaster.
- Gods will not create unless there is a need, for this incurs disaster.
- Gods will not bring creations between the planets, for this incurs disaster.

Miracle takes place in the universe of Anth following the awakening of Maletar, the Rebel God.

History

Before the War of the Gods

The elven gods were the first gods to become aware of the world; Siwyn's first breath created

Linoriil, and she drew the other elf gods to it. They collaborated to make the planets of Mar and Gilin, but it was Siwyn who created Anth, all by herself. Maletar slipped away while they were creating, and began to breathe his own stars into existence. He called the other gods, but they did not answer. Frustrated, he returned to Linoriil. Frustrated at the other gods' apathy about his creations, he attempted to destroy Linoriil. Tinil-Galad fought with him, destroying thousands of his stars. Maletar decided to use Anth as a shield to defend himself against Tinil-Galad. Hearing Siwyn's cries as Tinil-Galad prepared to destroy Anth, Nil-Gaviel created a prison for Maletar, trapping him inside Anth. Beluthien declared that this was just, and Garalas recorded his sentence forever in her song.

The gods decided that there would be no more planets, and instead settled with making moons to go around the planets. Around Anth there was one moon, around Mar there were two, and around Gilin there were three. After a time, however, the moons of Gilin collided and settled into a ring.

The gods tired of shaping the worlds and the moons. It was Siwyn who once again led the way, breathing the first elf, Filmandir, into existence on Anth. Puzzled by this creature, she began to shape the world for it, creating plants and seas and animals for the elf. Time passed, and the other gods became aware of Filmandir, the Great Mother, as the elves began to discover the meaning of suffering and cry out. Maletar, ever vengeful, had unleashed monsters upon the world. It was Garalas who answered their cries, coming to their aid. She gave them the knowledge of the world and the gods, and gave them the means to survive Maletar's assaults by showing them magic. At this time, Anth was the only world with life.

Other gods became aware of Garalas' song, and came to Linoriil. The Human Gods first, and then the Dwarf Gods. The Elf Gods debated what to do, then came to a conclusion. So long as these new gods followed the Rules of the Gods, they would be permitted to claim their own planets. The Human Gods chose Mar, and the Dwarf Gods chose Gilin. Each group brought elves to their world, but they did not do well. Mar was created too fertile, a veritable paradise free from Maletar's influence. So the Human Gods cut the lifespan of their creations, turning them into the humans we see today. Gilin was too wild for elves; they died at the hands of the strange experiments of the Dwarf Gods, so they were transformed into the robust and short dwarves that we see today.

In the aeons that have passed, humans and dwarves came to Anth, and elves and dwarves to Mar, and elves and humans to Gilin. The planets are still out of each others' reach, in a concurrent orbit, but the gods brought their followers to the planets they controlled. Urissa the Curious, however, brought everything she could to Gilin, and wound up spreading the creations of Maletar to the other worlds through her actions, which led to a ban on the practice of moving worlds' inhabitants without getting permission from each of the other deities. As a result, each culture and race now thrives on each of the planets. Generally, though, inhabitants of Anth identify with elven culture, inhabitants of Mar identify with human culture, and inhabitants of Gilin follow dwarf culture.

The War of the Gods

The Rift that had contained Maletar began to unravel and dissolve. Even though it was untouchable to the dark god, his influence began to creep out, searching for any way to exert itself. A

spell in the wrong place at the wrong time granted his wish, and he fled his Rift to a pocket dimension, from whence he returned to Anth.

The Elf Gods, distracted by their creation, failed to notice the deity's escape, and Maletar made a pact with the Human Gods Kaerix, Sifleda, Emelus, and Cetus through his follower, Sulva, whom he had corrupted. With their forces combined, they staged an assault on the Elf Gods, who cried out for help but found none. Set upon by this coalition of gods, they found that the Human Gods who had not turned to Maletar refused to turn against their brethren, until the unthinkable happened.

Maletar struck down Garalas. As she died, her song died with her, and even the mighty Tini-Galad recoiled in terror. In this instant, Maletar ripped apart Anth, and with it Siwyn, who gave her life to protect her children from total destruction. In horror, Urissa, Achast, Eni, Edelhild, Adwofax, Trilanius, and Isylius joined forces with the remaining Elven Gods, forming the Protector's Pantheon to stand in opposition to Maletar's coalition. The two factions of gods fought until stars and worlds were torn apart.

Aftermath

The War of the Gods still rages, but its participants have worn themselves into impotence. Their followers decimated, each god began to become aware of the role of sacrifices in their power; the dark adepts of Maletar had long sacrificed to him, and the power that awaited him when he stepped out of the Rift was like nothing else. The gods began to demand sacrifices from their followers, but the accord of the gods had lapsed

Anth has been shattered into the Worldshards, mere remnants of the glory of Anth. The gods have been driven away by the forces and legions of Maletar, who has created agents to destroy what remains. Many people have been twisted into revenants, foul remnants of the things that they once were.

The Gods

Dead Gods

Siwyn, Goddess of Hope

In the cosmology, Siwyn pulled Anth through the skies around Linoriil, allowing it to remain warm so that its inhabitants could live. She symbolizes the cycle of life, healing, and growth. Her anti-aspect is disease.

Followers pleased Siwyn by being a productive member of society, healing others (even plants or animals), and by spreading her word. Farmers and others who work with agriculture came under her special protection, and she favored them with her boons. She appreciated those who prevent unnecessary violence. She required her followers to be respectful to all of the gods.

Siwyn frowned upon unnecessary violence, though she does not forbid violence in all cases.

She also frowned upon those who blaspheme the name of any deity, even Maletar, and those who spread disease, even unintentionally.

Her Crusades focused on stamping out disease by any means necessary, up to and including quarantine; Siwyn's followers have been known to put cities under siege to prevent plagues from spreading to a larger population.

Siwyn did not smite unbelievers or heretics.

Her symbol is the Fruit of Siwyn, which is depicted as a triangle with three ellipses coming out of the points to symbolize the three fundamental parts of Elven life (shelter, food, family).

Garalas, Goddess of Knowledge

In the cosmology, Garalas sang the song of Maletar's sentence to warn the universe of his malice. She embodies knowledge, learning, and magic. Her anti-aspect was ignorance.

Followers pleased Garalas by inscribing and sharing knowledge, as well as by studying libraries and codices of information. Studying a Book of Garalas aimlessly was also a way to please Garalas. She was especially pleased when people contribute to the Book of Garalas. Researching a new spell also pleased Garalas. Education was a core tenet of Garalas' followers, and she protected teachers and scholars.

Garalas frowned on the destruction of any book, but especially spellbooks. She was easily offended by blasphemy, and also disliked people who disdain learning or disrespect well-read people.

Garalas did not typically smite unbelievers, but on rare occasions she sent troubling thoughts to a heretic or enemy of the Three Pantheons to prevent them from preparing spells.

Garalas' symbol is an eye.

The Protector's Pantheon

Tinil-Galad, God of Battle

Tinil-Galad held back the stars to protect Anth at night, keeping them from smashing apart Maletar's prison. He symbolizes struggle, valor, courage, and conquest. His anti-aspects are fear and betrayal.

Followers of Tinil-Galad earn favor by being victorious in his name. He approves of honorable one-on-one combat, or any fight that requires courage, such as cooperating with others to take down a great beast or fighting a great horde. He also approves of making great speeches that bolster courage, and those who record the history of war.

Tinil-Galad frowns upon deception or underhandedness. Killing someone without warning, or by using overwhelming numbers, is frowned-upon. Blaspheming his name earns his wrath.

His Crusades are always directed at traitors or deception. His crusaders gain immunity to

critical attacks, and any harmful effects that can be thwarted by immunity to critical attacks cannot be applied to them (harmless effects are not impacted).

Tinil-Galad does not smite unbelievers, but those who blaspheme his name or otherwise incur his wrath may have their minds warped and twisted. They will suffer a -1 CM penalty when attacking any of Tinil-Galad's followers unless they can find a way to reverse the trauma that the god of battle visited upon them.

His symbol is a warhammer.

Followers of Tinil-Galad become warped into ideal soldiers; capable of healing quickly from wounds, they begin to acquire scales akin to a dragon's that further protect them from harm.

Beluthien, God of Law

Beluthien spun Anth, making sure that each part got an equal amount of day and night. He symbolizes law, justice, preservation of order, and fair trade. His anti-aspects are crime and corruption.

Followers of Beluthien earn favor by being fair and upholding the law in their daily lives. He approves of those who deal fairly with others even when they have a consequence-free opportunity to do otherwise, and those who help the poor and downtrodden. He also approves of those who attempt to prevent or report crime.

He frowns upon any criminal or unethical behavior, especially as it regards to trade or charitable actions. Financial or business fraud, including lying about due payment, is enough to incur great wrath from Beluthien.

Beluthien does not smite unbelievers, but those who blaspheme his name are known to lose fortunes in mysterious accidents, even to the point of permanently “misplacing” a prized possession.

Beluthien's symbol is a pair of scales.

Those warped by Beluthien have glowing eyes that are said to pierce to the souls of those they gaze upon. They gain the ability to see into the minds of others, as if they had a mild telepathy directed only on an individual that they can normally see, and can determine if they are lying and deduce their planned course of action.

Nil-Gaviel, Goddess of the Home

Nil-Gaviel held Anth together so that Maletar's force could not rip it apart. She symbolizes tradition, harmonious peace, fertility, and family life. Her anti-aspect is rejection of society.

Followers please Nil-Gaviel in a number of ways; having children, coming to peaceful resolutions to problems, honoring their family, and living in cities aligned with elven culture. She appreciates ceremonial worship, as well as the telling of tales and histories relevant to a family or society.

Nil-Gaviel frowns upon those who sow discord within a family or society. She hates those who

split families, and has been known to entirely turn her back on elves who leave a marriage.

Nil-Gaviel does not punish unbelievers or heretics, but will turn her back on those who offend her entirely, leaving them without the chance to redeem themselves.

Her Crusades can focus on any threat to elvish culture or the elvish race.

Nil-Gaviel smites heretics and enemies of the faith with infertility, and may also mark them as exiles in extreme cases.

Nil-Gaviel's symbol is a tree with many long branches.

Those warped by Nil-Gaviel gain a gland that produces a sickly-sweet sap. The scent of this sap causes people to listen to the follower with more credence than they normally would, and it can be applied in doses to have an exaggerated effect.

Urissa the Curious Scholar

Urissa is responsible for many of the gods' innovations, but also made the mistake of bringing Maletar's corrupted creations to worlds other than Anth. She is associated with discovery and experimentation, as well as its consequences.

Urissa favors those who seek to expand their knowledge into fields unknown. She also likes followers to press onward despite the potential consequences of their actions. Urissa encourages her followers to spread knowledge by word of mouth and test each others' discoveries.

Urissa does not appreciate people publishing information in writing, as she feels that it hinders future experimentation.

Urissa's symbol is a caliper.

Those warped by Urissa lose their eyes; they instead gain a supernatural knowledge of the shape, size, composition, and spacial relations of their environment. Those who are not severely warped may retain vestigial eyes, though blindness occurs quickly.

Achast the Magnificent Wheel

Achast is the dwarven god of travel and society. An aspect of dwarven culture, he celebrates both the pursuit of individualism and the need for cooperation with a larger community.

Achast favors those who experience the world both alone in explorations of nature and paths less traveled and in groups of fellow travelers and other members of dwarvish society.

Achast does not anger over inaction, although blasphemy may provoke his wrath, as does failing to show hospitality to travelers.

Achast is often represented as a wheel with wide spokes, which doubles as his symbol.

Those warped by Achast become taller, with their legs extending to give them more speed while they travel. They also become more lean, as their stomach begins to shrink. More severely warped

individuals absorb nutrients from the air around them and grow roots into their surroundings as they rest or climb.

Eni, Leader of the Gods

Eni is considered to be the leader of the Northern Gods because of his wisdom. The least chaotic of the lot, Eni encourages introspection and reflection, traits which often leave his followers paralyzed by inaction, but which can also help them overcome great challenges. His aspects are meditation, reflection, and understanding.

Eni's ordeals focus on presenting wisdom to others. Solving a major problem, such as a dispute over resources, is often considered to be an ordeal by Eni, but other ordeals can be more simple, such as helping a friend through a sufficiently difficult situation.

Eni's symbol is a great bear, but he does not manifest in an avatar.

Those warped by Eni become weathered and gain an aged appearance; they gain the ability to focus their mind away from distractions or pain, and have a subtly intoned voice that is particularly good at manipulating others.

Adwofax, God of Courage

Adwofax and Tinil-Galad share many things in common, but Adwofax encourages his followers to live a more wild life; followers of Adwofax are encouraged to seek out and vanquish great challenges alone, and his followers are encouraged to seek out trouble rather than Tinil-Galad's focus on protecting a society. His aspects are battle, glory, and vanquishing.

Adwofax's ordeals focus on defeating a powerful foe. While this often takes the form of a great monster, this can also include mortals who oppose the worshipper, including those who exert political influence rather than force. Adwofax does not proscribe trickery, stealthy attacks, or underhanded means of completing ordeals.

Adwofax's symbol is the wolf. He has been known to manifest in both a wolf and human avatar to provide guidance to his followers.

Those warped by Adwofax gain an acute sense of smell and are able to notice minutiae as they occur, enabling them to capitalize on the smallest windows in combat and find vulnerabilities in things that were otherwise believed to be impenetrable.

Edelhild, Goddess of the Hearth

Edelhild is the most reserved of the Northern Gods; unlike Eni, who will speak his mind openly on issues, she is much more reserved. Sister to Kaerix, and second to awaken to the world, she is much the opposite of her sister; her domain is unity, harmony, and relationships.

Edelhild's ordeals focus on creating an identity for a group of people, or reuniting lost members of a family or group.

Edelhild's symbol is the cat, and she has been known to appear in the form of a cat to lead her lost followers home.

Those warped by Edelhild gain additional eyes in various places of their body; both their original eyes as well as their new eyes gain a durable protective sheath. This protective sheath extends over their entire body, forming a filmy layer that is resistant to many effects.

Trilanius, the Drunken God

Trilanius is often known by those who do not follow him as a wild and drunken figure, a notion that is not always abolished by his followers. However, Trilanius is actually associated with freedom and expression, rather than drunkenness, by those who worship the Southern Gods.

Those who specially worship Trilanius wear a blue sash or toga to signify their alignment with him. In addition to this sign of devotion, they carry a flask with a blank scroll rolled up inside it as a reminder of the freedom that Trilanius loves. Priests of Trilanius attach a scroll case to the sash or toga that marks them as a follower of Trilanius.

Trilanius encourages his followers to speak their minds and live for the moment, and he only punishes them if they do not respect the rights of their fellows to do likewise.

Trilanius' symbol is a drop of wine.

Trilanius' warped followers find themselves becoming more sedate and calm, and are able to remain in control of almost any situation. They are capable of reacting extremely quickly, though their body lags behind their mind, which often leads to slurred speech and the need for compensating motions.

Isylius, the God of Land

Isylius is considered to be one of the most stoic, slowly changing gods in any pantheon. He is more contemplative than even the ancient elven gods. Isylius' focus is on the planets themselves; he examines them and crafts them to fit the needs of mortals.

Those who specially worship Isylius wear a brown sash or toga to signify their alignment with him. In addition to this sign of devotion, they carry a small globe with them. Priests of Isylius carry a level with them, signifying the god's calculating philosophy.

Isylus' symbol is a stone.

Isylus's followers whom he has warped gain rough patches on their skin that end up becoming calcified, looking something like stone. This is a somewhat painful process, and these extrusions can shatter like bone.

Maletar's Coalition

Maletar, the Rebel God

Maletar is trapped beneath Anth's surface for defying the other gods. His aspects are disease, fear and betrayal, crime and corruption, rejection of society, and ignorance.

Maletar gives his favor to those who reject traditional Elven society. Actions that please Maletar include betrayal of one's family, ignoring elven laws, and spreading disease. Maletar is especially pleased when people desecrate actively used holy sites of the other elven gods.

Maletar is difficult to anger, as he has relatively little stake in even his immediate surroundings in Anth. However, he may be angered when his plans are foiled. He does not have any recourse to address such grievances, though, as his prison prevents him from doing so.

Maletar has never called a crusade, and his followers do not have the religious hierarchy that the other gods have created to enable them to call a crusade.

Maletar had no symbol, though societies of his followers have adopted several during his exile. His chosen symbol, now that he is free and has unified some of the communities of his worshipers, is a crown.

Note that openly worshiping Maletar is proscribed in almost every society, even those who traditionally and may still worship gods who have aligned themselves with him, since he has been personally responsible for so much destruction.

Those who are warped by Maletar become revenants; those who he sees fit to further change gain unrestrained muscle as well as talons, fangs, and other features devoted exclusively to destruction..

Kaerix, Goddess of Change

Kaerix was the first of the human gods to awaken, and her first act was to seek out the song of Garalas. Kaerix searches for new things and encourages their growth; she and her followers attempt to make sure that new innovations do not disappear but are instead maintained forever. Her aspects are knowledge and the cycle of life and death. Her sister is Edelhild.

Kaerix's ordeals tend to focus on seeking out new knowledge from obscure corners of the world and returning it to other followers of Kaerix. Kaerix also considers the destruction of powerful undead to be an ordeal, as she hates such creatures.

Kaerix' symbol is the raven, her favorite creature. She occasionally appears in the form of a raven to communicate knowledge to her followers.

Those who follow Kaerix tend to be supernaturally faster and more agile than their peers, with the only physical sign of their differences being a noticeable impulse to move, including constant twitching that could be mistaken for a palsy were it not for their exceptional coordination in their intentional movements.

Sifleda, Goddess of Trickery

Sifleda is a goddess of deception, something that earned her few friends when she first awakened. Ever plotting, she maintains a tenuous relationship with the other gods, but her respect for the Rules of the Gods, if grudging, guarantees her safety. She is one of the most active gods. Her domain is trickery, deception, and cunning. Sifleda and Kaerix hate each other, and Sifleda often puts undead, even those who do not worship her (as most sapient undead who are religious do), under her protection.

Sifleda's ordeals focus on infiltration and revelation; someone who manages to pull off a great feat of cunning and deception that fools large groups of people or very cunning people. A counterpart to this ordeal is that they must make their deception known, potentially incurring the wrath of those they have fooled.

Sifleda's symbol is the fox. She is not known to manifest in any particular form, but some scholars believe that she will manifest in a physical form like some of the other human gods; she is just more subtle about it.

Those warped by Sifleda gain a remarkable control of their body; they can feign a variety of physical conditions so well that only powerful magic can see through the disguise, and they can even reshape their bones to look like someone else.

Emelus, the God of Vengeance

Emelus is the upholder of oaths and bonds. His role among the Southern Gods is to settle conflicts over interests and to punish the party that is in the wrong. He is, along with Garalas and Beluthien, one of the most fervent upholders of the Rules of the Gods.

Those who specially worship Emelus wear a purple sash or toga to signify their alignment with him. In addition to this sign of devotion, they keep a shrine to the law, and carry a ritual knife that is used to seal blood oaths. Priests of Emelus carry a short sword in addition to their other possessions, which is occasionally used to execute especially heinous criminals by means of stabbing.

Emelus will strip his benefits from any of his followers who renege on a signed contract or blood oath unless the other party has violated the agreement first. Followers who repeatedly violate verbal agreements may also be stripped of benefits.

Emelus' symbol is a dagger.

People who have been warped by Emelus find that they are more wiry, and observers note a supernatural notion of hunger that surrounds them.

Cetus, the Masked God

Cetus is an enigmatic figure among the Southern Gods. Little is known about Cetus other than the fact that he keeps a massive set of records, none of which are written in a language known to mortals. Cetus is responsible for preserving a sense of mystery and intrigue in the world, providing the

wonderment that comes from a new day.

Those who specially worship Cetus wear a black sash or toga to signify their alignment with the deity. Cetus' followers also carry a full-face mask, typically worn on the belt. Priests of Cetus wear these masks at all times, identifying themselves with a unique token instead of showing their faces.

Cetus' rules are enigmatic and unclear, but he has been known to revoke his blessings from followers who go too far in attempting to explain his mysteries.

Cetus' symbol is a mask.

Those warped by Cetus begin to lose any physical signs of differentiation from others; this often appears as a softening or hardening of their form that removes distinguishing marks or features, but this can get more extreme; some followers of Cetus find that their eyes become blankly white.

Sulva, the Corrupt God

Sulva is a dwarven god who was consumed entirely by Maletar and forced into his prison. Despite this, she maintains a following during the time of the Three Pantheons, and both these and her later her followers swear by her divine blessings. She is unpopular with elves in particular, as her domain is change, alteration, and upheaval, and the revelation that she has joined sides with Maletar makes both her traditional and new-found worshipers somewhat unpopular.

Sulva favors those who are pragmatic. Her followers are required to carry a token of her blessing, which can take a number of forms; typically these are related to cycles (a calendar, a mobius strip, a clock or diagram thereof). Followers show devotion by cutting loose from relationships and organizations that they do not contribute to or benefit from in pursuit of their goals.

Sulva will forsake followers who become too comfortable in a routine, but she largely does not anger or does not have the means to show such anger, and any heretics or pariahs are simply not considered followers.

Sulva's symbol is a closed eye.

The worship of Sulva was theoretically permitted by most elven theological interpretations, but in many places in Anth, including Eolin, they were considered either blasphemers (a real god would not fall to Maletar) or followers of Maletar in disguise. Traditional members of sects that worshiped her, as well as more modern sects, typically have a fervent dislike for most followers of the Protector's Pantheon.

Those warped by Sulva become often gain a ghostly or incorporeal appearance, aiding them in fading into their environment. They lose some of their natural coloration, and their bodily fluids become black, including mucus; for those heavily affected the eyes may become black.

Enheluhun, Who Awaited the Dawn

Enheluhun is a recently awakened god that only appeared at the advent of the War of the Gods, though he had been aware of the universe for some time before that. Observing the other gods, he

noticed that he would have no place among them, and waited for the balance of power to change.

Enheluhun is associated most frequently with the space in between the Worldshards, as he encourages his followers to attack worshipers of gods that he is not aligned with, something that leads to them waylaying and murdering travelers.

Enheluhun fashions himself as a moral authority for his followers, and does not claim a particular domain or aspect. He has a strict set of tenets for his followers, and awards them with a variety of stages of “enlightenment”, which are accompanied by physical alterations.

Enheluhun's symbol is a flame.

As followers become warped by Enheluhun, they lose humanoid features, having them replaced by an increasingly invertebrate alien appearance; some of the more extremely warped followers of Enheluhun are only recognizable as coming from a humanoid race by the fact that they have four tentacles and a larger mass that could be said to be a body.

Neutral Gods

Not every deity chose to take a side in the War of the Gods, and to this day Suloca, Goddess of Fortune, and Durzhagad the Forge have not officially sided with one deity or the other; Suloca did occasionally intervene on the side of one faction or another, only to exhaust her resources, but Durzhagad the Forge remained entirely oblivious to the conflict in his own introspection.

Suloca, the Goddess of Fortune

Suloca is a friend to everyone she meets, bringing joy and bounty with her. Her role among the Southern Gods is to bring prosperity to the people and ensure that needs are met. She keeps the fields protected from the weather and traders protected from bandits.

Those who specially worship Suloca wear a gold or yellow sash or toga to signify their alignment with her. In addition to this sign of devotion, they carry a special two-faced coin, a reminder that Suloca always watches out for her faithful. Priests of Suloca carry a weighted scale as a reminder to their fellow followers that the goddess weights the odds in their favor.

Suloca has few prescriptions or proscriptions for her followers; blasphemy is one of the few things that she despises, and those who curse her or deny her intervention will not receive any boons from her.

Suloca's symbol is a coin.

Suloca does not warp her followers or enemies, though her luck tends to build up over a period of devout following.

Durzhagad the Forge

Durzhagad is one of the more alien gods; unlike the other gods he rarely communicates, except

through the creation of artifacts. Durzhagad appears often in the form of moods and inspiration, bringing enlightenment to his followers.

Durzhagad favors followers who worship him, but otherwise he is largely fickle. He usually favors dwarves when he goes to award his boons, but the exact reason for this is unknown; many people theorize that Durzhagad does not actually comprehend the Rules of the Gods, and grants his inspirations primarily to dwarves as most of his worshippers are dwarves.

Durzhagad does not anger, though those who desecrate an object he inspired are often inspired to recreate it themselves, frequently pursuing their goal to the detriment of their own wellbeing.

Durzhagad is known to inspire random individuals, typically dwarves, to create works of great value and beauty. Any such work requires expensive components that are often available only in distant lands, but when created will often have an unusual and magnificent magical effect. Once materials are gathered, even a novice can create the artifact, as Durzhagad guides the craftsperson's hands over the course of the object's creation. The object takes about as long to create as a normal object of its type, though it has decorations and designs that require the laborer to move at speeds almost imperceptible to any onlookers. The legendary products of Durzhagad are some of the most valuable items in the known universe.

Durzhagad's fits of inspiration vary in form. Some may simply take the form of a brilliant idea, while others form maddening compulsions. This does not always directly correlate to the deity's favor; most scholars believe it is based on how important Durzhagad views the item to be, though they dispute on whether it is the mere existence of the item or a particular purpose that the deity looks for.

There is no symbol associated with Durzhagad.

Durzhagad does not warp his followers intentionally, but those who receive frequent inspiration may find that their identity slips away from them as they spend more and more time in moments of inspiration.

Game Master's Guide

Miracle depends heavily on the quality of its GM. If you're unfamiliar with running a game as Game Master, there are a few things to consider when you go into the game. You have a unique role in your group, and as a narrator and storyteller as well as a rules arbitrator and content creator, you will need to keep everything going in line. It sounds very difficult, but it's really not, and Miracle's systems are designed in order to give you a bunch of flexibility and options without overwhelming you with arcane mechanics.

It's About Fun

As a GM, your first rule is that it's about having fun, both for you and everyone else. Miracle is a game, and while it's got a ton of rules they should be ignored or improved at any opportunity; the ruleset is a tool to help you settle disputes and play within the context of a setting, not an anvil to drag

you to the bottom of the ocean. Remember that your enjoyment of the game is as important as your players (the old adage “happy wife, happy life” is true for Game Masters too), and try to tell a story that interests you, not merely one that you think you should be telling. The setting of Anth, while detailed, is largely detailed in its history; Maletar's escape and the War of the Gods have changed society forever, and many historical figures may be dead, corrupted, or lost while others will have been changed in the crucible of a new life.

Power and Balance

Characters in Miracle can quickly become overpowered.

How Miracle is Designed

Miracle is designed to address my gripes with a lot of games on the market; it's fast and doesn't have a whole lot of room for foregone conclusions. It's built around the idea of a core combat mechanic that is brutal and unforgiving.

Inspirations for Miracle

Miracle is built around a number of concepts and ideas; it draws inspiration from a half-dozen or so tabletop games, such as the World of Darkness, SLA Industries, Warhammer 40,000, 13th Age, Dungeons and Dragons, and Eclipse Phase. It's most closely inspired by the video games Demon's Souls and Dark Souls in terms of style and setting, but there's a good touch of Christian symbolism and themes thrown in there for kicks. Classical myth is also used as a resource, as are Tolkien's ideas on myth and fantasy. Narnia inspired more metaphysical mechanics than one would think, though I apply my own twists, and my conception of magic is inspired heavily by both mechanics from a variety of video games and the style and feel of Shadowrun's magic.

Miracle's conception was based around a d20 System game which I hadn't been particularly enjoying as a GM. The setting of Anth was serving as a basis for our game, but it didn't really translate terribly well into the rules. While Anth allowed for all but one of the first-party classes and races of the system, the game's diversity and bulk got in the way of progress, and I started to think about how I would change certain things, and eventually the combat system evolved into a full-fledged game.

In particular, the things that Miracle attempts to change about the d20 system are the meaninglessness of high-level characters' dice rolls, the difficulty of creating meaningfully unique characters, and the bloat and lack of detail that comes with certain d20 game mechanics (like the huge number of feat trees). The only d20 System games I've really loved that element of the mechanics design for were Spycraft and Ops and Tactics, and when I experimented with the former I was younger and more naïve.

13th Age really got me thinking about the nature of game mechanics; d20 System games are all derived from a common wargame base, and while I've never been a huge fan of strictly narrative games it was 13th Age that put me on the track of thinking about defining characters loosely rather than by exclusion as d20's skills and feats systems have often done.

Special abilities, coincidentally, are a holdover of superhero games, many of whom include a robust character generation system with categorized powers. The d6 system is also somewhat influential here. Pathfinder's hybrid classes, as recently released as they were at the time that Miracle began development, were also an inspiration because they pointed out that characters built around merging multiple traditional character and gameplay archetypes were not only interesting but viable.

Magic, as mentioned before, is influenced by Shadowrun, but Miracle is really a much more magical setting than most. If it weren't for the horrific events that have unfolded, Anth would fit most high fantasy genre conventions, and as a result it developed from the Vancian magic that is widespread in the d20 System. To remain true to its setting, however, magic couldn't necessarily be limited to a number of spells per day; characters in the setting frequently would use last-ditch effort spells beyond their normal capacity. In the d20 System, this was represented by a number of passive boons and buffs based on membership in organizations and the patronage of certain deities, but because the setting not only developed with the War of the Gods and the switch to original mechanics, it is now reflected in specialized and distinct schools of magic.

Miracle follows a simple adage: Keep It Simple, Stupid. I've been guilty of building some needlessly contrived systems in my day, and Miracle is purposefully designed to keep things to a minimum. The only things that get complex rules are things for which complex rules were deemed to be important, like combat's locational damage, and even then I try to keep the whole gameplay process down to two rolls.

The idea of simplicity inspired the three-prong attribute system of Corpus, Animus, and Spiritus; abstract enough to be applied broadly but specific enough to be valuable to everyone, having too heavily unbalanced stats risks a number of repercussions, but

Interestingly, combat in d20 system games is largely unspecific, with characters having the ability to use certain weapons and a general value, then gaining specialization through feats, while Miracle's features a more The Dark Eye inspired mechanic of having individualized weapon skills for each character. Its locational damage system is inspired by games like Dark Heresy and Battletech, but simplified to allow for more narrative flexibility and quicker play.