Long ago, the world was torn from the heavens, and drifted through the great void. The oceans boiled away in the West, and not a sapling endured the cold of the East. One Sea remained, and the Potamis flowing to it, where the naked clashed with the civilized. And yet she remains, the spirit in every leaf and beating breast, Aenya herself. Welcome to Aenya.

It’s all about the story . . .

The AENYA RPG is based on the works of Nick Alimonos, which include Ages of Aenya and The Princess of Aenya. To learn more, you can visit: www.writersdisease.net or www.aenya.net

If you are already familiar with Role Playing Games, you can skip to the Battle section. If not, read on:

For me, a tabletop RPG is the most fun you can have with a group of people. You may have played something similar on a computer or with a game console, except in a traditional RPG, all the characters, monsters and places exist in your head. While this may sound less appealing at first, tabletop RPG’s offer so much more in terms of possibilities. Since the game exists entirely in your imagination, there is no limit to who you can be and what you can do.

In its most basic form, an RPG or “role playing game” is a kind of communal story telling. It’s about creating a shared experience that is both fun and memorable for everyone involved. The best way to describe it is “playing pretend for older people” or “playing pretend with dice and numbers.”

There are two types of players in every RPG: the player-character and the GM or “Game Master”. The player is like an actor without a script. He or she decides how the character will
react to any given situation. When confronted with a threat, do you run away in terror or face the
danger with sword in hand? Do you make alliances with the other players’ characters or stab
them in the back and take off with their gold? The goal of the GM, on the other hand, is to ensure
everybody is fully immersed in the game’s imaginary world. The GM is the storyteller, the
director and the referee. The goal of the GM is not to “beat” the players. There is no “winning”
in a real role-playing game. Just like any novel, the game ends when the GM concludes the story.

So what are all these numbers for?

Tabletop RPG’s utilize a lot of numbers and dice, which can be daunting, at first. And yet, I have
played entire adventures without having to look at a single number. Much of the game depends
on the style people prefer and the kinds of story telling the GM likes to tell. Dice rolling comes
into play when someone makes an action that the GM leaves to chance. A story telling session
might go something like this:

*GM:* You are running as fast as you can, feeling the broken terrain beneath your
bare feet, but the bogrens are getting closer. You come to the edge of the forest
where, dropping ten feet below, a river cuts through the valley. A rope bridge
crosses to the other side, but it looks rather worn. What do you do?

*Jasmine (playing Thelana):* Can I jump to any of the rocks below?

*GM:* You can try, but there is a chance of falling. Hurry, you can hear the bogrens
getting closer.

*Jasmine (playing Thelana):* OK, I’ll take my chance with the bridge.

*GM:* You run across it as it starts to collapse. Roll (the dice) to see if you grab onto
something.

The above situation called for an action roll. Dice rolling falls into two categories: action rolls
and battle rolls.

**Battle (melee):** Battle occurs when a character meets a monster or when two characters
cross paths and wish to fight.

- In melee, an initiative roll is made using a d6 (a six sided dice) to determine which
character reacts faster; the player with the higher number makes the first attack.
- Attacks are made with the d20 (20 sided dice). If the roll equals or exceeds the target’s
ARMOR, the hit succeeds, and HEALTH points are taken equal to the attacker’s damage.
- A roll of ‘20’ always hits, regardless of ARMOR.
- For characters, the type of weapon being used determines damage. A short sword, for
instance, deals 2 dmg.; this is written as: short sword 2. For monsters who do not use
weapons, damage may be listed simply: dmg 3.
- The GM rolls dice for enemies.
When an enemy is killed, the player is rewarded with XP equal to the HEALTH of that enemy: for * multiply by 2, for ** by 3 and for *** by 4. For instance, if you kill a bogren with 3 health, you are rewarded 3 XP. If the monster is listed as having HEALTH 3*, you are rewarded 3 x 2 = 6 XP.

**Battle (ranged):** Certain weapons allow for ranged attacks. A ranged attack can be made: if the target is within range, a clear shot (nothing in the way), and a straight shot (no shooting around corners). Ranged attacks can be made while moving or standing still. When a character moves into the range of another, the one standing wins initiative, even if not their turn. Ranged attacks cannot be made in melee (on the same point).

**Battle (fleeing):** If a battle is going badly, a player may attempt to run away. Upon fleeing, the character incurs one free attack. The GM decides whether an enemy chooses to pursue. If a creature’s Move rate exceeds the character, the character is unable to escape, unless an alternative to running is found: hiding in a room, a high perch, etc. The base move rate for humans is 3 (3 squares on a board), although this may be increased through skills or magic items.

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**ROLLING TO HIT**

Rolling to hit is the most needlessly complex mechanic in gaming—but in THE AENYA RPG, by simply knowing your target’s ARMOR, you know what to roll. While limiting the number of “hits”—this easily satisfies the need to simulate hitting and missing while treating combat more realistically. Surviving a blow from a medieval weapon is rare, and being continuously “grazed” by swords and axes in an RPG makes little visual sense. Even if the notion is that “Health” equals some abstraction, such as “heroism,” what is all this talk of hitting and missing for? Great warriors knew how to execute a kill and this is where damage comes into play. In short, there is no need for a “modifier worksheet” in THE AENYA RPG—all you should be thinking about is your skills and how best to use them.

---

**ARMOR BREAKDOWN (WHAT THE NUMBERS MEAN)**

1. WOODEN CHOPPING BLOCK
2. SLEEPING MAIDEN
3. DRUNKEN THUG
4. UNSUSPECTING PEASANT ATTACKED FROM BEHIND
5. SOLDIER KNOCKED PRONE
6. MERQUID
7. A RUNNING CHILD
8. ILMARIN
9. BANDIT WITH LEATHER ARMOR
10. AGILE ROGUE
11. MAN-AT-ARMS WITH SHIELD AND HELMET
12. SEPTHERAN
13. CENTURION IN LEATHER, PLUMED HELM AND HOPLON
14. SEPTHERAN, TRUE
15. GOLEM
16. SNAIL, GIANT
17. GOLEM, ANCIENT
18. ZO ARCHITECT
19. + CONCRETE WALL

**ACTIONS**

An action is anything the player can imagine doing, from running along a wall to somersaulting through a ring of fire—the more creative the action the better. It is up to the GM to assign a difficulty for each action from 1 to 20:

<table>
<thead>
<tr>
<th>RATING</th>
<th>DIFFICULTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>A CHILD COULD DO IT</td>
</tr>
<tr>
<td>4-6</td>
<td>VERY EASY</td>
</tr>
<tr>
<td>7-9</td>
<td>EASY</td>
</tr>
<tr>
<td>10-12</td>
<td>CHALLENGING</td>
</tr>
<tr>
<td>13-15</td>
<td>HARD</td>
</tr>
<tr>
<td>16-18</td>
<td>SKILLED</td>
</tr>
<tr>
<td>19-21</td>
<td>DAMN NEAR IMPOSSIBLE</td>
</tr>
</tbody>
</table>

**EXAMPLES OF ACTIONS AND THEIR DIFFICULTY**

<table>
<thead>
<tr>
<th>BREAKING DOWN A DOOR</th>
<th>JUMPING A CHASM</th>
</tr>
</thead>
<tbody>
<tr>
<td>DOOR TYPE:</td>
<td>DIFFICULTY</td>
</tr>
<tr>
<td>AGED WOOD</td>
<td>10</td>
</tr>
<tr>
<td>STRONG WOOD</td>
<td>13</td>
</tr>
<tr>
<td>STRONG WOOD WITH IRON RIVETS</td>
<td>18</td>
</tr>
<tr>
<td>IRON DOOR</td>
<td>22</td>
</tr>
<tr>
<td>CONCRETE WALL</td>
<td>30</td>
</tr>
</tbody>
</table>

Advice for GM’s: When calculating Difficulty, consider it as pertaining to the average human—so while jumping across a 15 foot chasm may seem *Damn Near Impossible* for Joe the Peasant, it might actually be easy for a monk with an impressive Agility Bonus.

Actions are divided into four types: AGILITY, WISDOM, STRENGTH AND ENDURANCE.
EXAMPLES OF STANDARD ACTION TYPES

<table>
<thead>
<tr>
<th>Action Type</th>
<th>Attribute</th>
</tr>
</thead>
<tbody>
<tr>
<td>JUMP</td>
<td>Agility</td>
</tr>
<tr>
<td>CLIMB</td>
<td>Agility</td>
</tr>
<tr>
<td>ROPE SWING</td>
<td>Agility</td>
</tr>
<tr>
<td>SWIM</td>
<td>Agility</td>
</tr>
<tr>
<td>DIVE</td>
<td>Agility</td>
</tr>
<tr>
<td>TIGHT ROPE WALKING</td>
<td>Agility</td>
</tr>
<tr>
<td>MOVE UNDETECTED</td>
<td>Agility</td>
</tr>
<tr>
<td>DODGE TRAP/SPELL</td>
<td>Agility</td>
</tr>
<tr>
<td>PICK POCKETS/LOCKS</td>
<td>Wisdom</td>
</tr>
<tr>
<td>DETECT (ONCOMING ENEMIES)</td>
<td>Wisdom</td>
</tr>
<tr>
<td>HAGGLE/PERSUADE</td>
<td>Wisdom</td>
</tr>
<tr>
<td>DETECT TRAP/SECRET DOOR</td>
<td>Wisdom</td>
</tr>
<tr>
<td>READ ANCIENT TEXT</td>
<td>Wisdom</td>
</tr>
<tr>
<td>TRACK/WILDERNESS SURVIVAL</td>
<td>Wisdom</td>
</tr>
<tr>
<td>BREAK BARRIER (DOORS/WALLS, ETC.)</td>
<td>Strength</td>
</tr>
<tr>
<td>LIFT/MOVE/PULL/TIP OBJECT</td>
<td>Strength</td>
</tr>
<tr>
<td>ENDURE (COLD/HEAT/TORTURE)</td>
<td>Endurance</td>
</tr>
<tr>
<td>RESIST MENTAL CONTROL/FEAR/POISON</td>
<td>Endurance</td>
</tr>
</tbody>
</table>
Guidelines for Making Your Own Hero (or Villain):

As in any good story, a good role-playing game needs an engaging protagonist. The protagonist is your character; the role is played by you. Before the adventure can begin, you’ll need to decide who you want to be:


- **STEP 2**: *Get creative!* Give your character a name, a back story and a quote—something that makes him or her memorable.

- **STEP 3**: *Get some skills!* Using XP (eXperience Points), purchase Skills (see Character Classes for more).

- **STEP 4**: *Are you tough enough?* Add your Starting Health (see Character Classes) to your *basic training* bonus (see Skills) to determine your MAX HEALTH.

- **STEP 5**: *How high can you jump?* Add your *Base Action Bonus* (see Character Classes) to your purchased skills’ bonuses to determine your four basic Action Bonuses: Strength, Agility, Wisdom and Endurance.

- **STEP 6**: *Grab your gear!* Buy weapons and items (see Hedonia). This will determine your ARMOR score. Your funds depend on the GM. Some races are born into wealth and others into poverty.

**SKILLS THAT KILLS**

*THE AENYA RPG* begins the character building process with skills. After all, people do not learn Martial Combat because they are agile already—they learn Martial Combat to become agile. The same logic is applied in *THE AENYA RPG*. If you want to be a great warrior, practice your sword techniques first, then go out into the world and bash some heads.
WHAT DO ALL THESE NUMBERS MEAN?
--- CHARACTER CHEAT SHEET ---

MAX HEALTH: (Number of points of damage you can lose before dying). Unless otherwise noted, most human characters begin the game with a base 3 HEALTH.

ARMOR: (Other players/monsters must roll this number or above on a d20 to hit you). Armor is calculated using a base score of 8 (you start with 8). Bonuses are added from items you buy (such as a helmet) or skills. For example, a knight with chainmail +1, a helmet +1 and a kite shield +2 (8 +1 +1 +2) has an Armor of 12. If a better item is purchased, subtract the old bonus before adding the new one. Bonuses do not stack for same type items. Your Endurance score determines the amount of armor you can wear. With max Endurance +10, Armor tops at 18. Armor also affects Agility (see below).

WEAPON/DMG: (Number of health points you subtract with each successful hit). Buy weapons using ruples or “r”. Your Endurance determines the heaviest weapon you can wield (see below).

STRENGTH: For any race/class you make, base Strength score is +0. This is the average Strength for a human character. Add this number to your d20 roll when grappling with an enemy. See Advanced Battle options. This attribute may also come in handy depending on the monster you are fighting. The maximum amount of Strength a character can have is +10.

WISDOM: For any race/class you make, base Wisdom score is +0. This is the average Wisdom for a human character. Wisdom helps you make good choices and avoid obstacles. It also increases your chances of stealing, assassinating, haggling, persuading others, and anything requiring mental acumen. This attribute may also come in handy depending on the monster you are fighting. The maximum amount of Wisdom a character can have is +10.

ENDURANCE: For any race/class you make, base Endurance score is +0. This is the average Endurance for a human character. Endurance determines the heaviest armor you can wear and the heaviest weapons you can wield. Armor weight is equal to its bonus and weapon weight to its damage. With Endurance +5, for instance, you can use a weapon that deals a maximum DMG: 5; you can also upgrade your armor up to 5 points for a maximum ARMOR: 13. The maximum Endurance a character can have is +10.

AGILITY: For any race/class you make, base Agility score is +0. This is the average Agility for a human character. Add this bonus to jumping, climbing, tight rope walking and anything requiring physical dexterity. ROLL: Make a d20 + Agility vs. attack roll to avoid damage from monsters with BASH, since BASH attacks disregard Armor. For each point of non-magic armor, subtract 1 point from Agility. Minimum Agility -10 / Maximum +10.
CHARACTER CLASSES

In Aenya RPG, race and class are treated interchangeably. This allows for a greater variety of characters and helps to avoid stereotypes. The world of Aenya is home to countless races and infinite possibilities. You can choose to make your own race or use one of the four below. To make your own, start with an XP of 2000, a base HEALTH of 3 and a Base Action Bonus +0. Want to start your hero off with more health or superior attributes? Simply subtract 100 XP for each point of Health/Bonus beyond the base. For classes/races listed below, Starter Skills are already figured into the Base Action Bonus.

Ilmar

Starting HEALTH: 4+
Base Action Bonus: +1 Strength
+1 Endurance +1 Agility
Build Xp: 1600
Ruples: 0
Starter Skills: Armor of Flesh
Home: Ilmarinen
Description:

You are a primitive outcast. Since the beginnings of human history, your kind has survived in the wilds of Aenya, hiding in the mountains, river valleys and forests. You excel at simple tool making, favoring obsidian daggers, spears and atlatls. Most of your time is spent gathering, farming or hunting. War, government and currency are alien concepts to you. Beyond the borders of your home, you are seen as primitive and barbaric, especially in largely populated areas. While you do not normally wear clothing, you will try to blend in by adopting local customs.

Religion: You believe in the Goddess, Alashiya, the spirit of nature who dwells in all things and is part of all things.

What matters most: Family
Centurion

Starting HEALTH: 3+
Base Action Bonus: +1 Strength +1 Endurance
Build Xp: 1300
Ruples: 48
Starter Skills: Weapon Mastery: Spear, Defensive Position
Home: Hedonia

Description:
You are a proud soldier of the Empire. At age eight, you were taken from your parents to live in a barracks with other boys your age. There, you were taught to make war, to obey and not question orders. Your home city is the wealthiest and most powerful on the planet and your people command the greatest port and the largest fleet. On Aenya, there is but the One Sea, and it belongs to you. Wherever you go, people both fear and admire you. But this reputation did not come easily. Rivers of blood were shed for the glory of Hedonia. Countless lives were paid to ensure freedom for both you and your loved ones. As centurion, it is your duty to make certain your ancestors did not die in vain.

Religion: Your people believe in Sargonus, God of the Sea, but you have been taught to rely more on your wits than in gods.

What matters most: Honor
Delian
Starting HEALTH: 5+
Base Action Bonus: +1 Strength +2 Endurance
Build Xp: 1450
Ruples: 32
Starter Skills: Epic Blow
Home: Northendell

Description:
You come from a long line of strong, rugged people. Every moment is one spent proving yourself. In all things you must excel. When drinking, outdrink everyone at the table. When brawling, brawl until you can no longer stand. When speaking, do so with the most conviction, and you will be thought the wiser. Moderation is for the weak. Live every moment to the utmost, for death can come at any moment. When you are not brawling or drinking, you love a good story told well, especially if it involves courage against overwhelming odds. Your ancestors represent the ideal; and they will always remain stronger and braver than you can ever be.

Religion: You believe in Strom, god of thunder and battle.

What matters most: Courage

Avian
Starting HEALTH: 2+
Base Action Bonus: +2 Agility +1 Wisdom
Build Xp: 1600
Ruples: 0
Starter Skills: Fly 8
Home: Nimbos
Special: Avians cannot wear human armor.

Description:
As a being who can fly, you look down upon most of humanity, assured of your moral and intellectual superiority. To you, humans are excessively warlike and simple, unworthy of the lofty kingdoms you inhabit. But while most of your kin keep to their own, some like yourself are curious, often dropping from the clouds to inspect a village or give counsel to a king, whether it is asked for or not. A few avians have also been known, out of boredom, to take jobs as messengers.

Religion: There is no specific god to which you pray, but you believe in the Ascendency, a fabled hierarchy of beings, beginning with the king of the bird people and ascending upwards to the highest reaches of the sky, where only the purest of beings are said to dwell for eternity.

What matters most: Life
SKILLS

To advance new or premade characters throughout gaming, players need only to keep track of their XP. XP is gained by:

- Killing a monster = 1 XP per HEALTH, x2 for * or x3 for **
- As partitioned by GM’s during an RPG session for acts of heroism or creativity.

For every thousand points of XP, your character levels up, at which point you can purchase skills or make new skills. XP can only be lost by spending it on character advancement. Unused XP can be saved up for later levels. Certain skills require lesser abilities or levels to be reached before purchasing its upgrade, or can only be used if certain items (like a shield) are equipped. Advanced skills cannot be purchased at the same time as its lesser component; under Requirement, these are listed as +1 level. For example, a player could not obtain both Slide Maneuver and Aerial Maneuver at level 2.

<table>
<thead>
<tr>
<th>Advancement</th>
<th>XP Cost</th>
<th>Action Bonus</th>
<th>Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Training: Learn how stay alive longer; gain +1 Health per purchase.</td>
<td>100</td>
<td>+1/3 Endurance (round down)</td>
<td>Max ten 1st level Max six/level+</td>
</tr>
<tr>
<td>Weapon Mastery: You are master of your weapon— Gain +1 damage with preferred weapon.</td>
<td>300</td>
<td>Nil</td>
<td></td>
</tr>
<tr>
<td>Superior Weapon Mastery: +2 damage with preferred weapon</td>
<td>500</td>
<td>Nil</td>
<td>Weapon Mastery +1 Level</td>
</tr>
<tr>
<td>Athleticism: +1 initiative, (if lightly armored), Move 4</td>
<td>300</td>
<td>+1 Agility</td>
<td></td>
</tr>
<tr>
<td>Olympian: +2 initiative max (lightly armored), Move 5</td>
<td>300</td>
<td>+1 Agility</td>
<td>Athleticism +1 Level</td>
</tr>
<tr>
<td>Ambidextrous: Make two attacks/round with a dagger in each hand: dmg 1/1</td>
<td>200</td>
<td>+1 Agility</td>
<td></td>
</tr>
<tr>
<td>Superior Ambidextrous: Make two attacks/round with a light weapon in each hand: dmg 2/2</td>
<td>500</td>
<td>+1 Agility</td>
<td>Ambidextrous +1 Level</td>
</tr>
<tr>
<td>Advancement</td>
<td>XP Cost</td>
<td>Action Bonus</td>
<td>Requirement</td>
</tr>
<tr>
<td>----------------------</td>
<td>---------</td>
<td>--------------</td>
<td>---------------------</td>
</tr>
<tr>
<td>Slide Maneuver</td>
<td>200</td>
<td>+1 Agility</td>
<td>Athletics, +1 Level</td>
</tr>
<tr>
<td>Ambidextrous</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slide to an adjacent square while attacking. If hitting, reroll initiative</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Aerial Maneuver</td>
<td>500</td>
<td>+2 Agility</td>
<td>Slide Maneuver, +1 Level</td>
</tr>
<tr>
<td>Stab medium humanoid enemies with your dagger while leaping over them: hit or miss, reroll initiative. Cannot use with multiple combatants (allies or foes) in melee.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Thievery:</td>
<td>300</td>
<td>+1 Wisdom</td>
<td>Athletics</td>
</tr>
<tr>
<td>By passing another character and making a successful Wisdom vs., pick pocket a single small item (gem, boots of Speed, etc.). If theft fails, do not pass, and other player makes one free attack and engages battle.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3-in-1 Blow: Make up to 3 attack rolls in melee after each killing blow</td>
<td>250</td>
<td>+1 Strength</td>
<td></td>
</tr>
<tr>
<td>Whirlwind of Carnage: Make continuous attack rolls after each killing blow to all enemies in melee.</td>
<td>500</td>
<td>+2 Strength</td>
<td>3-in-1 Blow, +1 Level</td>
</tr>
<tr>
<td>Epic Blow: On an attack roll of 20, deal double damage with preferred weapon</td>
<td>250</td>
<td>+1 Strength</td>
<td></td>
</tr>
<tr>
<td>Superior Epic Blow:  On an attack roll of 19—20, deal double damage with your preferred weapon.</td>
<td>500</td>
<td>+2 Strength</td>
<td>Epic Blow, +1 Level</td>
</tr>
<tr>
<td>Ride: Learn to ride a horse non-flying mount</td>
<td>200</td>
<td>+1 Agility</td>
<td></td>
</tr>
<tr>
<td>Joust: Pass an enemy in mounted combat to joust, bypassing initiative. Deal double damage if hitting.</td>
<td>300</td>
<td>+1 Agility</td>
<td>Ride, Mount, +3 Agility, +1 Level</td>
</tr>
<tr>
<td>Aerial Ride: Learn to ride a flying mount</td>
<td>500</td>
<td>+1 Agility</td>
<td>Joust, +1 Level</td>
</tr>
<tr>
<td>Advancement</td>
<td>XP Cost</td>
<td>Action Bonus</td>
<td>Requirement</td>
</tr>
<tr>
<td>---------------------------</td>
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<td>--------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td><em>Aerial Joust:</em> Pass an enemy on an aerial mount, bypass initiative, deal triple damage</td>
<td>1000</td>
<td>+2 Agility</td>
<td><strong>Aerial Ride</strong> + Aerial Mount +6 Agility +1 Level</td>
</tr>
<tr>
<td><em>Focus Move</em>—Move without being seen (one person per Wisdom)</td>
<td>200</td>
<td>+1 Wisdom</td>
<td></td>
</tr>
<tr>
<td><em>Martial Combat:</em> Make attack rolls after each successful hit dealing 1 damage</td>
<td>500</td>
<td>+2 Agility</td>
<td><strong>Focus Move</strong> + Olympian +1 Level</td>
</tr>
<tr>
<td><em>Superior Martial Combat</em></td>
<td>500</td>
<td>+1 Agility</td>
<td><strong>Martial Combat</strong> +1 Level</td>
</tr>
<tr>
<td><em>Missile Catch:</em> Roll a d20 higher than your attacker to catch incoming missiles.</td>
<td>300</td>
<td>+1 Agility</td>
<td><strong>Superior Martial Combat</strong> +1 Level</td>
</tr>
<tr>
<td><em>Qui Strike</em>—On a roll of 20, incapacitate any creature with 10 or less health. If the creature has more than 10 health, the attack deals 1 damage.</td>
<td>300</td>
<td>+1 Wisdom</td>
<td><strong>Superior Martial Combat</strong> +1 Level</td>
</tr>
<tr>
<td><em>Superior Qui Strike:</em> Effective against enemies with 15 Health or less</td>
<td>300</td>
<td>+1 Wisdom</td>
<td><strong>Qui Strike</strong> +1 Level</td>
</tr>
<tr>
<td><em>Way of the Lotus:</em> Using Martial Combat, alternate between damaging armor or Health (MIN ARMOR 8)</td>
<td>300</td>
<td>+1 Wisdom</td>
<td><strong>Superior Martial Combat</strong> +1 Level</td>
</tr>
<tr>
<td><em>Path of Peace:</em> Using Martial Combat, if a medium enemy misses you on a roll of 5 or less, the enemy is disarmed.</td>
<td>500</td>
<td>+1 Wisdom</td>
<td><strong>Superior Martial Combat</strong> +2 Level</td>
</tr>
<tr>
<td><em>Loaded Dice:</em> +2 to gambling rolls</td>
<td>150</td>
<td>Nil</td>
<td></td>
</tr>
<tr>
<td>Advancement</td>
<td>XP Cost</td>
<td>Action Bonus</td>
<td>Requirement</td>
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</tr>
<tr>
<td><strong>Metalsmithing:</strong> Make</td>
<td>300</td>
<td>+1 Wisdom</td>
<td>100 r for equipment</td>
</tr>
<tr>
<td>simple metal tools,</td>
<td></td>
<td></td>
<td>x1/2 per item price</td>
</tr>
<tr>
<td>weapons and armor:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 point per Wisdom</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Armor of Flesh:</strong> You endure</td>
<td>300</td>
<td>+1 Strength</td>
<td>Armor negates</td>
</tr>
<tr>
<td>suffering better than most.</td>
<td></td>
<td>+1 Endurance</td>
<td></td>
</tr>
<tr>
<td>Gain +1 Armor per Wisdom</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Wilderness Survival:</strong> Negate</td>
<td>200</td>
<td>+1 Wisdom</td>
<td><strong>Armor of Flesh</strong></td>
</tr>
<tr>
<td>penalties of forest travel.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Make fire. Find water.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Woodcraft:</strong> Make simple</td>
<td>200</td>
<td>+1 Wisdom</td>
<td><strong>Wilderness Survival</strong></td>
</tr>
<tr>
<td>wooden tools, traps, rope,</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>bows, arrows, daggers and spears:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>max dmg: 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Superior Woodcraft:</strong> Make</td>
<td>300</td>
<td>+1 Wisdom</td>
<td><strong>Woodcraft</strong></td>
</tr>
<tr>
<td>shelter out of trees/plants,</td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td>obsidian arrowheads dmg: 3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Heal:</strong> Heal self completely</td>
<td>400</td>
<td>+2 Endurance</td>
<td><strong>Armor of Flesh</strong></td>
</tr>
<tr>
<td>after 1 day in nature without</td>
<td></td>
<td></td>
<td><strong>Wilderness Survival</strong></td>
</tr>
<tr>
<td>fighting or traveling.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Cure Poisons:</strong> Find cure to</td>
<td>150</td>
<td>Nil</td>
<td><strong>Wilderness Survival</strong></td>
</tr>
<tr>
<td>venoms and poisons.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Nature’s Balm:</strong> In wooded</td>
<td>300</td>
<td>+1 Endurance</td>
<td><strong>Cure Poisons</strong></td>
</tr>
<tr>
<td>areas, stop bleeding wounds,</td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td>instantly heal 1 HEALTH per</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>wisdom/day</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Battle Medic:</strong> Heal ally</td>
<td>500</td>
<td>+1 Wisdom</td>
<td><strong>Nature’s Balm</strong></td>
</tr>
<tr>
<td>after 1 day in nature (outside of</td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td>dungeons) without fighting or</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>traveling.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Camouflage:</strong> Remain</td>
<td>300</td>
<td>Nil</td>
<td><strong>Wilderness Survival</strong></td>
</tr>
<tr>
<td>invisible to enemies until you</td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td>attack them (Diff. Check)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Battle Cry:</strong> Once per day,</td>
<td>300</td>
<td>+1 Wisdom</td>
<td><strong>Armor of Flesh</strong></td>
</tr>
<tr>
<td>stir strength in others; those</td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td>that fight beside you gain +1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>damage for the remainder of battle.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Advancement</td>
<td>XP Cost</td>
<td>Action Bonus</td>
<td>Requirement</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------</td>
<td>--------------</td>
<td>-----------------</td>
</tr>
<tr>
<td>Berserk: <strong>If</strong> reduced to 5 or less health, go “berserk” —dealing +2 damage for the remainder of battle</td>
<td>500</td>
<td>+2 Strength</td>
<td>Battle Cry +1 Level</td>
</tr>
<tr>
<td>Superior Berserk: If reduced to 8 or less health, go “berserk” for +4 damage for the remainder of battle</td>
<td>750</td>
<td>+2 Strength</td>
<td>Berserk +1 Level</td>
</tr>
<tr>
<td>Dying Breath: <strong>If</strong> reduced to 0 Health, you make a final attack before death</td>
<td>500</td>
<td>+2 Endurance</td>
<td>Superior Berserk +1 Level</td>
</tr>
<tr>
<td>Stave Off Death: Continue fighting even if reduced to -10 Health. Die at the end of battle</td>
<td>1000</td>
<td>+3 Endurance</td>
<td>Dying Breath +1 Level</td>
</tr>
<tr>
<td>Hunter: Detect hidden monsters from 3 spaces or another room (Diff. Check) / Find food.</td>
<td>200</td>
<td>+1 Wisdom</td>
<td></td>
</tr>
<tr>
<td>Shadow Hide: Avoid enemies until you attack them. (Diff Check)</td>
<td>300</td>
<td>Nil</td>
<td>+4 Agility</td>
</tr>
<tr>
<td>Shadow Teleport: Use smoke bomb to escape battle (move 5 squares)</td>
<td>300</td>
<td>Nil</td>
<td>Shadow Hide +1 Level</td>
</tr>
<tr>
<td>Assassinate: Kill any medium humanoid by making a successful Wisdom vs. If assassinate fails, enemy gains a free attack and engages battle. +2 ARMOR</td>
<td>750</td>
<td>Nil</td>
<td>Shadow Teleport +1 Level</td>
</tr>
<tr>
<td>Shadow of Death: Assassinate without penalty</td>
<td>1000</td>
<td>Nil</td>
<td>Assassinate +1 Level</td>
</tr>
<tr>
<td>Defensive Position: Subtract from damage and and move it to armor</td>
<td>400</td>
<td>+1 Strength</td>
<td>Hoplon</td>
</tr>
<tr>
<td>Advancement</td>
<td>XP Cost</td>
<td>Action Bonus</td>
<td>Requirement</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>---------</td>
<td>-------------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td><strong>Hoplon Repel</strong>: If an enemy (medium) rolls 3 or less to hit you, attack is repelled and the attacker suffers its own damage.</td>
<td>750</td>
<td>+1 Strength</td>
<td>Defensive Position</td>
</tr>
<tr>
<td></td>
<td></td>
<td>+2 Endurance</td>
<td>Hoplon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td><strong>Bull’s-Eye</strong>: On an attack roll of 20, kill medium humanoid enemies with your arrow</td>
<td>300</td>
<td>+1 Agility</td>
<td>Bow &amp; Arrow</td>
</tr>
<tr>
<td><strong>Lucky-Shot</strong>: Roll twice for ranged attacks. Use the better result.</td>
<td>300</td>
<td>+1 Agility</td>
<td>Bull’s-Eye</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td><strong>Ax Drawback</strong>: Surrender initiative and your first ax attack deals +2 damage</td>
<td>300</td>
<td>+1 Endurance</td>
<td>Ax</td>
</tr>
<tr>
<td><strong>Battle Execution</strong>: On a roll of 20, decapitate medium humanoid enemies.</td>
<td>500</td>
<td>+2 Strength</td>
<td>Ax + Ax Drawback</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td><strong>Skull Walker</strong>: Hop from enemy to enemy (medium); make 1 attack as you land on each head (must be no more than 5’ apart). Fall prone if you miss by 5 or less.</td>
<td>300</td>
<td>+1 Agility</td>
<td>Aerial Maneuver</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td><strong>Wall Run</strong>: Run straight up walls (1’ x Agility) to escape enemies or reach high places.</td>
<td>300</td>
<td>+1 Agility</td>
<td>Skull Walker</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td><strong>Buddy Blow</strong>: In close combat (10’ circle), when an enemy misses you, make a Strength v. check to direct his damage to an ally.</td>
<td>400</td>
<td>+1 Strength</td>
<td>Defensive Position</td>
</tr>
<tr>
<td></td>
<td></td>
<td>+1 Agility</td>
<td></td>
</tr>
<tr>
<td><strong>Falling Thrust</strong>: From a high location 10’+, drop on an enemy for triple damage Take double damage if you miss by 5 or less</td>
<td>300</td>
<td>+1 Strength</td>
<td>Wall Run</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td><strong>Wrestle</strong>: Pin an enemy so an ally can attack him freely. Strength v. check/round</td>
<td>400</td>
<td>+2 Strength</td>
<td></td>
</tr>
<tr>
<td>Advancement</td>
<td>XP Cost</td>
<td>Action Bonus</td>
<td>Requirement</td>
</tr>
<tr>
<td>----------------------</td>
<td>---------</td>
<td>---------------</td>
<td>------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Fencing</strong></td>
<td>500</td>
<td>+1 Agility</td>
<td>Olympian + Superior Weapon (one-handed sword) +1 Level</td>
</tr>
<tr>
<td>Deflect medium</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>melee attacks</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>with your weapon—</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>use weapon’s damage</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>as an ARMOR bonus.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Do not stack with</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>other skill ARMOR</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>bonuses.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Mounted Archery</strong></td>
<td>300</td>
<td>+1 Agility</td>
<td>Joust + Lucky Shot</td>
</tr>
<tr>
<td>On open ground,</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>shoot your bow</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>while mounted,</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>evading melee attack</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>from most creatures.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Haste</strong></td>
<td>1000</td>
<td>Nil</td>
<td>Fencing</td>
</tr>
<tr>
<td>Attack twice per</td>
<td></td>
<td></td>
<td>+1 Level</td>
</tr>
<tr>
<td>round with mastered</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>weapon.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Does not stack with</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>hasted weapons.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Titanic Blow</strong></td>
<td>1000</td>
<td>Nil</td>
<td>Superior Epic Blow</td>
</tr>
<tr>
<td>Deal damage equal to</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>your Strength bonus</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>with any two-handed</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>weapon.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Monk Agility</strong></td>
<td>500</td>
<td>Nil</td>
<td>Skull Walker</td>
</tr>
<tr>
<td>Add your Agility</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bonus to ARMOR;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Do not stack with</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>other armor bonuses.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Indomitable Will</strong></td>
<td>1000</td>
<td>Nil</td>
<td>+10 Endurance</td>
</tr>
<tr>
<td>Learn Basic Training</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>techniques at half</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>the cost (50 XP)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Worldly Wisdom</strong></td>
<td>1000</td>
<td>Nil</td>
<td>+10 Wisdom</td>
</tr>
<tr>
<td>Double XP gains from</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>each victory.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Thelana

CLASS/RACE: Ilmar
LEVEL: 1
MAX HEALTH: 9
ARMOR: 11 (nude)
Bow Sword: 3
Longbow: 3 / 6 range

AGILITY +2  STRENGTH +1
WISDOM +3  ENDURANCE +4

Skills:
   ➢ *Athleticism:* +1 initiative (if lightly armored), Move 4
   ➢ *Armor of Flesh*:* You endure suffering better than most. *As a racial bonus, add Wisdom bonus to Armor. Clothing or armor negates this ability.
   ➢ *Heal:* Heal self completely after 1 day in nature (outside of dungeons) without fighting or traveling.
   ➢ *Wilderness Survival:* Negate penalties of forest travel. Make fire. Find water. Avoid characters and monsters while moving through wooded areas.
   ➢ *Hunter*—Reveal hidden monster from

ITEMS:
   ❖ Bow Sword: 3 dmg (melee); 3 dmg / 6 (range)
   ❖ Jade cloak
   ❖ 50’ rope and grappling hook

XP: 0
Xandr

CLASS/RACE: Ilmar
LEVEL: 1
MAX HEALTH: 11
ARMOR: 9 (nude)
Zweihander "Emmaxis": 5*

AGILITY +1  STRENGTH +2
WISDOM +1  ENDURANCE +5

Skills:
- Armor of Flesh*—You endure suffering better than most. *As a racial bonus, add Wisdom bonus to Armor. Clothing or armor negates this ability.
- 3-in-1 Blow: Make up to 3 attack rolls in melee after each killing blow
- Heal: Heal self completely after 1 day in nature without fighting or traveling.

ITEMS:
- Baldric for two-handed sword
- *Emmaxis: This magical two-handed sword possesses a number of special qualities:
  - Damage equals the wielder’s Endurance or Strength score (whichever is greater)
  - It can only be wielded by someone of Zo descent.
  - It is impervious to damage.
  - It deals double damage (dd) to large creatures
- Water gourd

XP: 50
ADVANCED STRATEGIES: THE BATTLEGROUND

When it comes to battle, few truer words were spoken than these: “WAR IS CHAOS.” Rarely will two combatants square off face-to-face, samurai-showdown style. In life or death situations, your hero may be backing away from a swarm of angry merquid, fighting from atop a crumbling statue. In the chaos of war, anything can and does happen. Your hero might . . .

<table>
<thead>
<tr>
<th>SCENARIO</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>. . . be surprised</td>
<td>Incur one free attack and reroll initiative</td>
</tr>
<tr>
<td>. . . ambush attack</td>
<td>Make one free attack and reroll initiative</td>
</tr>
<tr>
<td>. . . have higher ground</td>
<td>Gain +2 ARMOR</td>
</tr>
<tr>
<td>. . . have lower ground</td>
<td>Lose 2 ARMOR</td>
</tr>
<tr>
<td>. . . stab from behind</td>
<td>Deal +2 damage</td>
</tr>
<tr>
<td>. . . get stabbed from behind</td>
<td>Take +2 damage</td>
</tr>
<tr>
<td>. . . be taking cover (from ranged attacks)</td>
<td>Gain +2 ARMOR</td>
</tr>
<tr>
<td>. . . be surrounded by four+ enemies</td>
<td>Enemies attack with a d30 (or equivalent dice)</td>
</tr>
</tbody>
</table>

ADVANCED STRATEGIES: ACTIONS IN COMBAT

The AENYA RPG motto is “if you can think it, you can roll it.” This mechanic allows for literally infinite possibilities during battle. With this motto in mind, players are encouraged to work with the GM to create action packed scenarios.

The GM’s Role: As with standard actions, the GM sets the Difficulty of an action in combat but must also determine the effects of the action and possibly the consequences of failing the action.

There are three types of Combat Actions: Directed Attack Rolls, Combat Action Rolls, and Defensive Actions: Evading, Parrying, Rolling and Absorbing.

DIRECTED ATTACK ROLLS

An example of an Attack Roll is rolling the d20 to hit—but players may opt for more interesting attacks by chancing to roll higher numbers; this is called a Directed Attack Roll. Examples of Directed Attack Rolls include:

- stun (s); enemy loses 1 round
- double damage (dd)
- knock prone (p); enemy loses 1 round and -5 ARMOR for that round
- blind (b) enemy loses 5 ARMOR permanently
- (k) enemy is killed
- (LL) Enemy loses one or more limbs + ½ max health
For instance, against a bogren you could:

<table>
<thead>
<tr>
<th>ACTION</th>
<th>TO-HIT PENALTY</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Just hit him!</td>
<td>+/- 0</td>
<td>Basic damage</td>
</tr>
<tr>
<td>Aim for his elbow</td>
<td>-1</td>
<td>Stun</td>
</tr>
<tr>
<td>Aim for his kneecap</td>
<td>-2</td>
<td>Knocked prone</td>
</tr>
<tr>
<td>Aim for his head</td>
<td>-3</td>
<td>double damage + stun</td>
</tr>
<tr>
<td>Stab out his eye</td>
<td>-4</td>
<td>dd + s + b</td>
</tr>
<tr>
<td>Decapitate him!</td>
<td>-5</td>
<td>Kill (instant)</td>
</tr>
</tbody>
</table>

Special: Roll the exact same attack number twice in a row on the same opponent, hitting both times

Once the player calls the action, if the hit misses with the penalty, even if it would have hit normally, the attack misses completely. In most cases, attacks to the body deal normal damage including the desired effect. If the damage causes an unexpected kill—such as when rolling the knight’s epic blow—the GM may describe a more dramatic scenario; for instance, rather than wounding the kneecap and knocking the bogren prone, the GM could say, “You swing for the leg and drop the bogren to the ground. Blood gushes from the stump where its knee used to be.”
ADVANCED STRATEGIES: COMBAT ACTION ROLLS

With *Combat Action Rolls*, the player makes a Difficulty check before the attack roll. Some actions require only that you roll equal to or higher than the Difficulty, while other actions require a competing rolls. For example, if you wish to wrestle a horg, you must roll higher in Strength than the horg rolls; such actions are marked with a v. (verses) after the Difficulty. To determine a monster’s Strength bonus, divide its HEALTH by 2: an horg’s Health is 10 so its Strength bonus is 5.

In certain cases, failing an action roll can make situation worse. Under the Success category listed below, bonuses are for players, whereas, under Failure, bonuses are for enemies while penalties are for the player.

When creating actions, players should try to think like the character they are playing and not tell the GM what bonuses or penalties the action should do. For example, you could say, “I want to . . .

<table>
<thead>
<tr>
<th>ACTION</th>
<th>TYPE</th>
<th>DIFFICULTY</th>
<th>SUCCESS</th>
<th>FAILURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>. . . jump off the wall and backstab that bogren”</td>
<td>Agility</td>
<td>12</td>
<td>+2 dmg.</td>
<td>-1 round +reroll initiative</td>
</tr>
<tr>
<td>. . . disarm the guard”</td>
<td>Agility</td>
<td>14</td>
<td>Guard loses his sword</td>
<td>Nil</td>
</tr>
<tr>
<td>. . . dive between that horg’s legs to escape”</td>
<td>Agility</td>
<td>16</td>
<td>You escape</td>
<td>+2 dmg. -3 ARMOR</td>
</tr>
<tr>
<td>. . . limbo slide under the horg’s legs for a crotch attack”</td>
<td>Agility</td>
<td>18</td>
<td>+2 dmg. +s</td>
<td>+2 dmg. -3 ARMOR</td>
</tr>
<tr>
<td>. . . knock him prone with my shield”</td>
<td>Strength</td>
<td>Strength vs.</td>
<td>Knock prone</td>
<td>Nil</td>
</tr>
<tr>
<td>. . . knock into trap, off cliff, etc., with my shield”</td>
<td>Strength</td>
<td>Strength vs.</td>
<td>variable</td>
<td>Nil</td>
</tr>
<tr>
<td>. . . leap onto the caw’s head and stab repeatedly”</td>
<td>Agility</td>
<td>16</td>
<td>+2 dmg.</td>
<td>Nil</td>
</tr>
<tr>
<td>. . . stay on caw’s head and continue stabbing”</td>
<td>Agility</td>
<td>15</td>
<td>+2 dmg./round +1 round</td>
<td>You’re tossed 20’ and fall prone</td>
</tr>
</tbody>
</table>
ADVANCED STRATEGIES: DEFENSIVE ACTIONS

Normally, when it’s the enemy’s turn to attack, you rely on your armor or agility to avoid harm—either your shield takes the brunt of the blow or you manage to dive out of the way. This is called an Evasive Action, but in some cases the player may choose more advanced defensive techniques, such as Parrying, Rolling or Absorbing.

PARRYING: AGILITY vs. STRENGTH OR AGILITY
To perform a parry, use Agility vs. Strength or Agility vs. Agility. Your weapon must be the same size (or larger) than the thing (weapon/arm/maw etc.) attacking you. A horg’s club or a caw’s mouth cannot be parried, but an horg’s mace, while slightly larger than a longsword, can be parried. You are allowed one parry per round for every 3 points of Agility. If you fail the first parry against multiple attackers, you cannot make a second attempt.

To perform a parry, you must state your intent to do so before the enemy’s roll. Since you are not avoiding attack, ARMOR is not used in a parry, so the enemy needs only to roll higher than your d20+ Agility roll to do damage. If the attacker tries a special action, apply penalties to their roll.

Steel vs. Flesh: If you parry a limb with a bladed weapon, like a monk’s fist, the monk suffers his own damage. If the damage is significant enough to drop the attacker to 0 Health, the limb is severed.

Steel vs. Stone: If an attack roll of 20 is parried (possible with Agility Bonus), whichever weapon is weaker, regardless of whether it is attacking or parrying, breaks. For instance, if a steel sword hits with a 20 and a stone club parries it, the club shatters; likewise, if the stone club is parried by the sword, the club still shatters. If both weapons are of equal strength, neither breaks. Weapon strength is based on damage, so a weapon dealing 4 is stronger than one dealing 3, and so forth.

ROLLING: AGILITY vs. D20
Often, when a monster is too big to parry, the player can opt for a defensive roll. This technique uses the monster’s size to your advantage as you roll under its claw/club/legs, etc; it also becomes crucial against huge monsters with BASH—such as from a horg’s foot or an elder caw’s tail. For the most part, shields and helmets are useless against BASH, so players must move out of the way or take damage. To do so, roll d20+ Agility vs. the monster’s attack roll.

ABSORBING
In unusual circumstances, players may choose to throw themselves into an attack, using the brunt of their armor to absorb the damage. This action may be called at any time (attack rolls are not made) and can be used only by characters with body armor. Damage is absorbed equal to the ARMOR bonus of the item, so a +3 cuirass absorbs 3 points of damage. The downside to this tactic is that for every point of damage the armor takes exceeding its bonus, it permanently loses 1 point of defense. For instance, a cuirass absorbing a hammer for 4 damage loses 1 ARMOR (target takes 1 damage), becoming +2; if hit again, it becomes +1. Once the armor’s bonus
reaches 0, it falls apart, becoming useless. If the cuirass is used to absorb a smaller weapon like a dagger (which deals 1), it will take 3 separate hits before becoming damaged. Damaged armor may be repaired for half its original price.

**MAKING NEW SKILLS**

A good way to make new skills is to discover them by the Action Rolls you use in game. If, for example, you grow fond of “dive between enemy’s” you can make it a skill by purchasing it with XP. New skills can be made and purchased once every level.

When an Action Roll becomes a learned skill, you can attempt it without worrying about the effects of Failure. In addition, invented skills add to your Action Bonus. To determine a new skill’s Action Bonus, divide its Difficulty by 10 (rounding down) and add to the corresponding Type. For example, with a difficulty of 12, “jump off the wall and backstab enemy”—let’s call it *Wall Jump*—would add +1 (12 / 10 = 1.2) to Agility.

To calculate the XP Cost of a new skill, multiply its Action Bonus by 20. To learn *Wall Jump*, for instance, you would need $12 \times 20 = 240$ XP. Keep in mind that this is merely a guideline. For the purposes of maintaining balance, it is ultimately up to the GM to determine the limits and cost of new skills.

**HEALTH & HEALING**

If reduced to TWO Health, your character is exhausted. You can no longer fight, run or explore. However, you can always fight to save your life.

At ONE or less Health, you are **critically wounded**. If wounded by a sharp edged weapon, you may be bleeding profusely; if you’ve been crushed by a horg’s mace, you may have a broken bone. At one Health, you must seek medical attention promptly by either returning to camp, a town or village, or by receiving aid from a character with the *battle medic* skill. You can survive at one Health for a number of hours equal to your Endurance score.

Healing requires rest and medical attention. Resting means no fighting or exploring. The amount of time it takes to regain Max Health is dependent on your Endurance score. If you have not been critically wounded, you are fully healed after a rate of 1 point/hour minus Endurance. For instance, at HEALTH 10 / Endurance 3, you attain Max Health in seven hours, even if you started with 9. If **critically wounded**, Max Health is regained at 1 point/day minus Endurance, unless you have the *Heal* skill, visit a medic, or use a magic potion.
HEROES NEVER DIE

Unlike many RPG’s, in AENYA RPG the hero (that’s you) can never actually die unless an agreement has been reached between the player and the GM to allow the hero to retire from adventuring with glory. After all, the focus of any good RPG is the story—and who wants the story to end with the hero dying from a goblin’s stray dagger or from the hero accidentally falling down a pit trap? It’s no fun getting killed when your friends keep on playing. And the magic solution—the wandering prophet with resurrection powers—takes all the drama out of death.

In AENYA RPG, NPC’s (Non-Player Characters) may die, but when a hero drops to 0 HEALTH or less, he is merely defeated. The hero may fall into a deep coma or collapse with exhaustion—or may even be conscious but unable to continue the fight. In this instance, the player loses all XP (but not skills) and ruples (but not items) gained up to that point, and may also lose certain items, such as the magic talisman needed to complete the adventure. It is up to the GM to decide what happens after—the hero may be enslaved by bogrens and forced to fight monsters in an arena, or may wander the land with amnesia, or may simply be revived after their wounds are tended to by another.

In short, the game should never end simply because a player’s character dies. The story may take a dramatic turn for the worse, and things may become very difficult for the player (death should never be easy) but the story goes on.
AENYA BESTIARY

TERMS:

- **Move**: On a dungeon grid, *Move* is the number of 5’ squares a monster can move *per round*. Move can also be indicated by type, such as *Fly* or *Swim*.

- **Passive/Aggressive**: Passive creatures will not attack you unless provoked by an attack. Do not roll initiative when instigating battle with a passive creature. Aggressive creatures attack on sight.

- **BASH**: This refers to attacks of overwhelming force where ARMOR is of little or no consequence, such as from a horg’s mace. Against BASH, heroes can only hope to move out of the way by making an evasive ROLL or Agility check (d20 +Agility vs. the monster’s attack roll).

- **d30**: Makes all attack rolls with a d30 (or equivalent dice)

- **Monster Mounts**: A monster must first be tamed before attempting *Learn to Ride*. Aggressive monsters attack when failing a *Tame* or *Learn to Ride* action. Succeeding *Learn to Ride* indicates that the monster will come to your service for battle or transport.

- **Combat Action**: These strategies may prove useful, but these are only suggestions. There are, in actuality, infinite ways to fight a monster. Failing a *combat action* incurs an attack of opportunity.

- XP gained for killing or defeating a monster is equal to its HEALTH, double HEALTH for * or triple for **.

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Arctic Crawler: HEALTH 25*, ARMOR 13, BITE 7, TRAMPLE 2/2/2/2, Move 3, Aggressive
- On a roll of 19—20, the arctic crawler devours medium enemies whole
- On a 3 or 6, arctic crawler tramples medium enemies as BASH for 2/2/2/2
- Takes double damage from fire.
- *Combat Action*: Ride Crawler—Agility/Difficulty 12
- What is it? *Enormous insectoid made of ice and crystal*

Aquatic Horror: HEALTH 30**, ARMOR 14, d30, Pincer 4/4, Move 2 (6 in water), Aggressive
- If both pincers hit, enemy is grappled and slammed for 6 damage/round. Break free—Strength check/Difficulty 20
- What is it? *Titanic crustacean from the deep. A merquid siege engine.*
Bogren, Digger: HEALTH 3, ARMOR 6, Pickax 2, Move 2, Passive

Bogren, Foreman: HEALTH 6, ARMOR 8, Cat-O’-Nine Tails 2, Move 2, Aggressive

Bogren, Warrior: HEALTH 6, ARMOR 8, Battleaxe 3, Move 3, Aggressive

Bogren, Chieftain: HEALTH 10, ARMOR 10, Battleaxe 4, Move 3, Aggressive

Caw: HEALTH 35**, ARMOR 11, TALON 4, Fly 24, Aggressive
- Snatch—On a roll of 18—20, the caw snatchs a single enemy, flies him into the air and drops him. Make a successful attack roll or Strength vs./Difficulty 20, or die by falling.
- *Combat Action: Climb On—Agility/Difficulty 16 (free attack)
- What is it? A predatory vulture like bird, large enough to pick up mammoths.

Devastation Worm: HEALTH 48*, ARMOR 8, BITE 10, CRUSH 10, Move 2, Aggressive
- Resists 2 damage, immune to poison, charm
- On a 3, worm crushes enemies under its girth as BASH for 10 damage
- On a 6, worm moves through the ground causing an earthquake, dealing 4 damage to all in a 20’ radius and restarting initiative. Negate effect with Agility Roll/Difficulty 10
- Swallow whole on a hit roll of 18—20
- Devastation worms can burrow between spaces and under walls and solid objects
- *Combat Action: Ride Worm—Agility/Difficulty 15

Golem, Ancient “HORDE”: HEALTH 30*, ARMOR 15, d30, BASH/TRAMPLE 8*, Move 1
- *On a hit roll of 18—20, Horde knocks opponents prone and then tramples over them as a second attack for 8 damage
- Resist damage 3
- On a roll of 3, Horde fires a beam of searing energy for 10 health damage and 2 damage to all non-magical weapons and armor—Roll Agility vs. to avoid
- On a roll of 6, Horde can create the illusion of monsters. These illusions can kill as though real. Monsters continue fight until killed or dispelled. To dispel, make Wisdom check/Difficulty 18

Halfman: HEALTH 12, ARMOR 10, Claws 3/3, Bite 3, Move 6, Aggressive
- *If both claws hit, roll for bite attack

Hippocampus: HEALTH 8, ARMOR 10, Dmg: Nil, Move 12 (over land and water), Passive
- Action: Tame—Charm or Wisdom/Difficulty 8
- Action: Learn to Ride—Agility/Difficulty 8
- What is it? Aquatic horse with a dolphin like hide used by Hedonian cavalry.

Horg, Female: HEALTH 15*, ARMOR 9, BASH 6 (pykrete mace), Move 4, Aggressive
- *Combat Action: Grapple from Behind—Agility/Difficulty 12 (free attack)
Horg, Bull: HEALTH 20*, ARMOR 10, d30, BASH 8 (pykrete mace), Move 4, Aggressive
  - Combat Action: Grapple from Behind—Agility/Difficulty 12 (free attack)
  - Combat Action: Through the Knees—Agility/Difficulty 18 (+2 damage, reroll initiative)

Ib: HEALTH 10, ARMOR 10, Claw 1/1, Fly 24, Passive
  - Action: Tame—Charm or Wisdom/Difficulty 18
  - Action: Learn to Ride—Agility/Difficulty 18
  - What is it? A giant bird, used by the avian people as winged mounts.

The Tyrant, Saurian: HEALTH 40**, ARMOR 10, Bite 12*, Stomp 8, Move 12, Aggressive
  - *On a roll of 3 or 6, Purple Death Adder bites for 4 damage +poison.
  - Whip 1, Serpent Bow 4 (ranged), Move 6
  - On a roll of 3 or 6, the Tyrant stomps (as BASH) for 8 damage.
  - Combat Action: Ride Tyrant—Agility/Difficulty 20
  - Combat Action: Under the Legs—Agility/Difficulty 15; reroll initiative
  - What is it? A two-legged, meat eating dinosaur

Septhera, Abomination: HEALTH 8, ARMOR 8, By weapon type + poison, Move 3, Passive
  - Pass for human. Make a Wisdom check/Difficulty 15 to detect.
  - Assassinate: If alone and sleeping, make Wisdom vs. d20/check or be killed.

Septhera, Slaver: HEALTH 10, ARMOR 11, Whip 2, Move 3, Aggressive

Septhera, Warrior: HEALTH 12, ARMOR 12, Khopesh 3, Arrows 3* / range 2, Move 5, Aggressive
  - *Ambush attacks: Player must have a ranged weapon or be surprised (incurring two free attacks).
  - +2 initiative

Septhera, True “Purple Death Adder”: HEALTH 18, ARMOR 14, d30, Moon Blades 3/3 +Tail
  - Whip 1, Serpent Bow 4 (ranged), Move 6
  - On a roll of 3 or 6, Purple Death Adder bites for 4 damage +poison. If bitten, roll
    Endurance/Difficulty 20: if rolling under, die from venom; roll even, no effect; roll over, become immune.
  - Combat Action: Cut Off Tail— -1 to hit, Effect: No more tail whip attacks

Snail, Giant: HEALTH 6, ARMOR 16, Bite 5, Move 1, Aggressive
  - Combat Action: Ride on Shell—Roll Agility/Difficulty 8, Effect: Free attack

Spawn of Gulgola: HEALTH 10*, ARMOR 10, Tentacle 1/1/1/1*, Move 2, Passive
  - *If two or more tentacles latch onto victim, the victim takes 4 damage each round
    until breaking free with Strength check/Difficulty 13
  - What is it? Squid like creature that moves on land and water.
Mammoth: HEALTH 18*, ARMOR 8, Gore 2/2, Trample 6, Move 3, Passive

- On a 3 or 6, Trample as BASH for 6 damage
- **Combat Action:** Flank to avoid gore—Roll Agility/Difficulty 8 / per round

Merquid, Common: HEALTH: 3, ARMOR 6, Claw 1/1*, Bite 2, Move 2 (8 in water), Passive

- *If both claws hit, roll for bite

Merquid, Chieftain: HEALTH: 10, ARMOR 10, Trident 4, Move 2 (8 near water), Passive

- On a roll of 6, summon Aquatic Horror

Tiger, Green: HEALTH 16, ARMOR 10, Claw 4/4*, Bite 4, Move 8, Aggressive

- If both claws hit, roll for bite
- +2 initiative

Terastios Scorpios: HEALTH 12*, ARMOR 15, Pincer 2/2*, Move 4, Aggressive

- If first pincer hits, roll second attack. If both pincers hit, roll Endurance/Difficulty 20: if rolling under, die from tail stinger venom; roll even, no effect; roll over, become immune.
- What is it? Giant scorpion.

Tetra Claw Beast: HEALTH 11**, ARMOR 11, Claw 2/2/2* +acid**, Bite 6 +acid**, Move 8 (through narrow corridors) or 2 (open spaces), Aggressive

- *If two claws hit, roll for bite damage
- **Acid dissolves 1 point from non-magical weapons and armor
- **Combat Action:** Sever limb—ARMOR 14, Effect: Monster loses 1 claw attack
- What is it? Round, five-armed creature with concentric, crystalline teeth.

Trike (triceratops): HEALTH 44, ARMOR 10, BASH/TRAMPLE 9, Move 2, Passive

- **Combat Action:** Flank to avoid—Agility check/Difficulty 9 / per round

Unicorn: HEALTH 10, ARMOR 10, Horn 3, Move 16, Passive

- Unicorns can warp to nearest safe haven or room
- **Action:** Tame—Charm or Wisdom/Difficulty 22
- **Action:** Learn to Ride—Agility/Difficulty 15

Venus Doom Man Trap: HEALTH 15, ARMOR 8, Bite 3*, Move 0, Aggressive

- *On a roll of 20, swallows victim whole. Each round in belly, victim suffers damage until breaking loose with a Strength check/Difficulty 15.
- Immune to poison, charms
- Takes double damage from fire

Ziff: HEALTH 13, ARMOR 8, Horns 2, Move 8, Passive

- **Combat Action:** Flank to avoid—Roll Agility/Difficulty 8 / per round
- What is it? Herd animal between a giraffe and a zebra.
After the Great Cataclysm, over ten millennia ago, Aenya was forever altered. Without rotation, the planet was left with one side always facing the sun, an eternal desert, and another shrouded forever in darkness. Only a thin strip of land between the two hemispheres was suitable for human habitation. War quickly broke out throughout Aenya. The strongest, wealthiest, or smartest found a place in this new planetary median, as the weak and poor lost their lands to become vagabonds.

In time, these vagabonds found themselves as exiles to the dark side, joining with those from fallen civilizations who managed to eke out an existence under a sunless sky. Forever in search of food, those living in the dark hemisphere bore witness to the worst of humanity, routinely denied admittance to settlements whose resources were stretched too thin, picked off by beasts who hunted in the darkness, and slain by members of their own number as desperation took its toll. After decades, nomadic groups settled in the underground caverns created by the ancient Zo that, some say, reaches to the core of the planet. Adapting to their new surroundings, these humans salvaged mining tools with which to carve an ever expanding network of tunnels to house their increasing numbers. Never forgetting the cruelty inflicted upon them by their more physically imposing brethren, they evolved into an altogether new species, the bogren, and as the centuries passed, their hatred of humanity only intensified.

PHYSICAL ATTRIBUTES
Ironically, the small, thin stature allowing the bogren’s human forefathers to be forced from their homes also made them better suited to life in the caverns below Aenya. Smaller statures required fewer calories and also helped in hiding from predators. Natural selection favored this attribute, so that adult bogren are scarcely taller than a human toddler. With the only light coming from fire, volcanic vents, or Aenya’s twin moons, the bogren developed large eyes. Ear size also increased, for hearing predators and prey, and for navigating pitch black tunnels through a weak form of sonar. Perhaps the most extreme change came about due to sun deprivation and a drop in average temperatures, which drastically altered the bogrens’ physiology to synthesize Vitamin-D without sunshine, and to handle the cold, resulting in a dull gray in hue, fish-like skin.

Each bogren is distinct in appearance, sometimes more so than humans. One bogren may have almost human features, while another may have more exaggerated ears, ridges above the eyes, or bat like facial features. In rare cases, bodies vary widely from the norm, with large muscular
upper torsos or bulbous stomachs, a far cry from the usual lithe frames possessed by most bogren. These may represent a number of subspecies, each subspecies having evolved independently in different parts of the dark hemisphere.

The Bogren and the Dark Side Beasts
To supplement what they lack in physical power, the bogren have domesticated a number of beasts. Familiar with animal taming from before the Great Cataclysm, the bogren and their more human predecessors found new beasts to master, and as their skill and their numbers grew, they began to set their sights on bigger and more fearsome companions, like the horg. The bogren’s domination of these great beasts highlights not only their cunning, but also the depths of their cruelty. Bogren seek out the young and relatively weaker of the species, which is baited with icksak fruit, rendering the horg numb and unconscious. Using a gruesome form of needlework surgery, the bogren then install a network or strings to the horg’s brain. The end result is a horg which may be crudely manipulated like a marionette. This is indescribably invasive to the horg itself, permanently traumatizing the creature, which serves to make it even more ferocious in battle, giving the usually meek bogren advantage enough to make their armies increasingly formidable.

Bogren, Digger: HEALTH 3, ARMOR 6, Pickax 2, Move 2, Passive

Bogren, Foreman: HEALTH 6, ARMOR 8, Cat-O’-Nine Tails 2, Move 2, Aggressive

Bogren, Warrior: HEALTH 6, ARMOR 8, Battleaxe 3, Move 3, Aggressive

Bogren, Chieftain: HEALTH 10, ARMOR 10, Battleaxe 4, Move 3, Aggressive
HALFMAN

It is believed the name halfman originated with the Zo, who considered the species to be, in evolutionary terms, between beast and man. The nomenclature is not scientific, however, as the halfman shares 98% essence (DNA) with humans. Being a fearsome predator and omnivorous, the halfman is well suited to survival. Barring any cataclysm that might alter its habitat, the halfman is unlikely to evolve into a more human like state.

HISTORY: Halfman did not evolve from humans, like the bogren and the horg, but do share a common ancestor. They subsist primarily in tropical rain forests. After the Great Cataclysm, mass deforestation and loss of prey reduced their numbers to near extinction levels, as with 99% of all other species. No more than a thousand are thought to remain in the wildwood near Kratos, but since the wildwood is too vast and dangerous to be charted, precise numbers are impossible to ascertain.

ATTRIBUTES: Halfman are truly terrifying to encounter. Adult males have been weighed at between 350 to 400 lbs. Their spines are curved so that they appear to be stooping, and they walk partly on their knuckles, supporting their weight on massive arms the length and breadth of which equal their thighs. In its natural position, the halfman stands between 6' and 6 1/2' tall, but a fully stretched corpse has been measured at more than 7' from head to toe. A halfman skull is characterized by deep set eye sockets, a wide nostril ridge, and extremely long, jagged teeth of about 3" to 4". Like human fingernails, halfman teeth grow continuously, often pushing out older teeth. Its claws possess similar qualities. The halfman's most striking feature is its shaggy fur, which reddens with age from yellow (at birth) to orange (children) to red (young adult) to crimson (aged).

BEHAVIOR: Halfman are solitary hunters rarely seen with others of its kind. Adult males have been known to kill each other over a kill, which might explain their preference for seclusion. They prefer ambush tactics to direct chases, hiding high in the treetops under cover of foliage. Halfman kill in a variety of ways, including breaking the spines of smaller prey, bashing skulls in with rocks, even using pointed weapons against larger prey. Its claws, though lethal, are used primarily for wounding. Should the halfman's quarry escape the initial ambush, the halfman is not averse to giving chase. With remarkable speed and agility, a combination of bipedal movement and swinging from branches, they can outrun most creatures of the forest.
SOCIETY: Being that its resemblance to humans is minimal, the name half man may refer, instead, to the species' human like intelligence. Halfman use language (but cannot write), bury their dead, and can make fire and simple tools. These tools consist of clubs, crude obsidian tipped spears, daggers with obsidian shafts, and hammers made with stones and sticks fastened by twine. They will adorn themselves in the blood of their kill, to darken their fur and grow their social standing, and may also wear trophies of bone and sinew. Despite their intellect, they are utterly lacking in curiosity, prone to superstition, and easily fearful. They have even been known to hide from a thunderstorm. When it comes to foreign species, halfman are shy and reclusive, just as likely to hide from a human as to attack one. But they are quite social among their own kind. Villages consist of a central fire pit, used for cooking and heating, and crudely thatched huts made of mud, straw and sticks. Except for hunting or to look for water, halfman rarely wander far from their tribe, and even then, it is only the adult males who do so. Females and children have never been seen in the wild. For this reason, it is believed that they are extremely protective of their families. Halfman rarely migrate, but if forced to abandon their homes, they make certain to hide any evidence of habitation.

The eldest and most revered of the species is the shaman. Though never proven to exist, Kratan rangers describe the shaman as a blood-red creature with loose fur, bone piercings, and wearing bone trinkets. Shamans are said to carry small carved objects called totems. Through use of the totem, the shaman is thought to curry favor from the gods.

Halfman: HEALTH 12, ARMOR 10, Claws 3/3, Bite 3, Move 6, Aggressive
  • *If both claws hit, roll for bite attack
The very mention of the horg sends shivers down the spines of both children and seasoned adventurers alike, and with good reason.

**EVOLUTION**
The horg may be classified as a human subspecies, having originated from human ancestors after the Great Cataclysm (c. 40 AGM). It is believed that the post-cataclysm humans of the eastern steppes were forced to seek drastic measures to survive, and after generations of bitter cold under the greater moon and with a scarcity of vegetation, two distinct subspecies developed: the diminutive bogrens, and the horg.

**PHYSICAL ATTRIBUTES**
In the horg, evolution favored many inhuman attributes. The endless night of the dark hemisphere resulted in a dearth of plant life, forcing the horg to becoming exclusively carnivorous. Standing between ten and thirteen feet tall and weighing nearly 500 kg at maturity, the horg towers over humans and half-men alike. A drastic increase in size helped the horg to efficiently hunt and kill large prey, and a frightening set of tusks fend off other aggressors. Due to the horg’s fearsome nature, most of Aenya’s predators do not consider the horg prey, regardless of numbers. Its large size and a coat of fur also protect against the unceasing winter of the dark hemisphere. Large green eyes illuminate for low light vision, a common trait among dark hemisphere dwellers, and brighten with phosphorous whenever the beast is enraged, discouraging even intelligent hunters. Fortunately, most of the horg’s human-like intelligence has been lost to the ages. They retain the ability to use crude weapons, like clubs and throwing rocks, but the ability to make fire or anything more sophisticated is beyond them. There have been a number of scattered reports of horg possessing horns, wrapped around the sides of their head like a crown. However, the lack of any such specimen having been captured or killed makes these claims dubious, relegating them to the realm of myth, like the tale of how the Dark God Skullgrin transformed the worst and most savage of humans into horg so that they might revel in the slaughter of their kin; in retrospect, this may not be so far from the truth, considering the role evolution can play in transforming one species into another.
BEHAVIOR
Horg are solitary creatures by nature. This makes mating between them a rare occurrence. The species can go between 30 and 50 years between mating, and in their brief adolescence, the beasts have been known to be targeted by more intelligent enemies. Despite the rarity of offspring reaching maturity, their numbers are maintained due to long life spans of up to 250 years and an accelerated healing and immune system. In an ironic twist of fate, the horg’s smaller, much less physically imposing cousins, the bogren, have managed to use this enhanced healing to their benefit. Using a crude form of surgery, bogrens manipulate horg like marionettes from strings attached to the horg’s exposed brain, allowing bogrens to use horg as weapons of war.

HISTORY
In recent history, horg have been used as siege engines on the tundra under the Pewter Mountains during the annual invasion of Northendell. Many men-at-arms have perished at the hands of the horg. In the Plains of Narth, an entire Krat’ battalion, led by the brilliant tactician Captain Dantes, was decimated by bogren armies, due, in part, to the bogren’s use of the horg.

Horg, Female: HEALTH 15*, ARMOR 9, BASH 6 (pykrete mace), Move 4, Aggressive
- Combat Action: Grapple from Behind—Agility/Difficulty 12 (free attack)

Horg, Bull: HEALTH 20*, ARMOR 10, BASH 8 (pykrete mace), Move 4, Aggressive
- Combat Action: Grapple from Behind—Agility/Difficulty 12 (free attack)
- Combat Action: Through the Knees—Agility/Difficulty 18 (+2 damage, reroll initiative)
MERQUID (singular or plural)

Otherwise known as gill, or waterlings to the avian people, merquid are relatively benign, reclusive creatures. It is thought that they are the oldest intelligent species on the planet. Tales of sailors encountering merquid can be found among the most ancient of Hedonian and Shemselinharan texts, featuring prominently in the Ages of Aenya, and among the myths and lore of coastal cities and villages. Before the Great Cataclysm, merquid dominated the planet, living in ocean-vast cities that have since become desert. What remains of their species is now concentrated along the coasts and depths of the One Sea.

PHYSICAL ATTRIBUTES: Merquid are amphibious anthropoids, but despite their humanoid like appearance, differ biologically in significant ways, and having evolved independently, are of no relation to humans or other humanoid species. Their hide consists of a waxy membrane not dissimilar to a jellyfish, reinforced by chitinous, fish like scales. The torso narrows much more than a human, so that a fully grown adult, at 5' in height, measures from shoulder to shoulder like a ten year old boy, tapering to a waist half that width. This shape allows the merquid to glide effortlessly through the water, but on land serves as a disadvantage; being top heavy and unaccustomed to bipedal movement, merquid move slowly and awkwardly on land. While merquid possess both gills and mammalian-type lungs, allowing them to breathe in and out of water, their tender membranes dry quickly. A merquid can die of bodily "thirst" after a single day without moisture. While benign in appearance, merquid can become terrifying when threatened or hunting prey. With a set of retractable teeth, much like an angler fish in appearance, and barbed claws and wide glossy eyes the size of teacups, a distressed merquid can give any sailor pause. Depending on the region of the Sea from which they spawn, merquid may differ in size, color and with regards to the shape and location of their fins, as might types of shark. While these other groups, or schools, are thought to be of another species, this is a misconception, owing to the fact that a majority of merquid are encountered by fishermen in and around the coast of Sarnath, and little to nothing is known of their kind from lesser explored
parts of the Sea.

HISTORY: While next to nothing is known of their history, merquid once congregated along the coasts of the One Sea, building strange monuments of coral. But with the rise of human settlements, violence against the species became common. At Sarnath, upon which the city of Hedonia was founded, merquid were hunted down and burned, and as the species is relatively peaceful and soft bodied, they had no recourse but to return to the depths. For this reason, it is believed, merquid avoid confrontations with humans to this day.

CULTURE: Owing to their alien minds, comprehension of merquid culture may be nigh impossible, which might explain the many misunderstandings and resentments between human and merquid over the ages. Among their many oddities, there is no concept of action or use of any verbs in the merquid language. Everything in their society can be described as simply a state of "being." Their perception of time may also differ. Vocal sounds are made through a number of water-filled cavities in their skulls, making their language impossible for others to learn or speak, but varies enough so that merquid can mimic any sound to communicate with any species. Females lay spherical eggs the size of melons, which are often mistaken for giant pearls due to their color and texture. Every year, tens of thousands of eggs are produced. Males move them into protective coral houses, known as pods, while fending off predators. After only thirty days, eggs from the same pod hatch simultaneously. Newborns swarm among the females without any affinity for the biological parent. Merquid exist solely for the community, without any concept of marriage or family. In defense of their offspring, however, they are aggressive and violent, and will not think twice before giving their lives to preserve the species as a whole. Though rare, merquid may go rogue, separating themselves from their schools to travel the Sea. Encounters with humans have resulted in limited trade and emulation of human habits. While land fabrics typically disintegrate in salt water after time, merquid have developed aquatic alternatives, using shell, pearl and seaweeds with which to adorn themselves.

TECHNOLOGY: Merquid use primitive tools made of shell, coral and barbs from urchins and mollusks. Much of their technology is based on a type of symbiosis with other aquatic species. While their relationship with other living organisms remains a mystery, merquid have been known to manipulate massive crustacean and cephalopods to their purposes.

RELIGION: Even less is known of merquid religion, if one exists as humans perceive it. According to the High Priests of Hedonia, merquid worship an enormous squid known as Gulgola, which may or may not refer to Tsunamis, a monster described by Omeos, a Hedonian poet.

I looked out across the waters and there came Tsunamis mightiest of the depth’s demons that with flailing arms, shook the seas, and split beams of ships, and made cities fall

—Omeos, Hedonian poet
Merquid, Common: HEALTH: 3, ARMOR 6, Claw 1/1*, Bite 2, Move 2 (8 in water), Passive
  *If both claws hit, roll for bite

Merquid, Chieftain: HEALTH: 10, ARMOR 10, Trident 4, Move 2 (8 near water), Passive
  On a roll of 6, summon Aquatic Horror
SEPTHERA (plural)

Otherwise known as snake men, reptile-kin or lizardfolk, Septhera are said to be a long extinct race that ruled over Aenya approximately twenty thousand years ago, or 10,000---9000 BGM (Before the Greater Moon). They are infamous for having enslaved the early race of man or protohuman. Traces of their civilization have been mostly lost beneath the sands of the Dead Zones. However, Shess, a prominent city now in ruins, can be found far to the west of the Great White Flat. Descendants of the Septhera are rumored to exist. Remarkably adaptable, these "snake spawn" alter their skin, much like a chameleon, to take on a more human appearance. Despised by the native races of Aenya, these progeny of the Septhera live in hiding as nomadic merchant traders, though some are hired as assassins due to their stealth and face changing ability.

HISTORY: With little material evidence, what is known of Septheran history is conjecture, pieced together by pictographs found on ruin walls and fragments from the Ages of Aenya, the lost tome of Zo historian, Eldin. Despite the lack of knowledge, Septheran history is of crucial importance, as their past is inseparable from that of early man. The history of the Septhera is, in essence, the history of Aenya.
Aeons ago, before history was recorded, when humans and halflings shared many characteristics, there existed a civilization beyond this world, that shone among the stars like a pale dot against the sun. This world was wet, warm and tropical. Massive reptilian creatures, called saurians, dominated its landscape, and of these, two became self-aware. The first were the Xexaz, but so little is known of them that they are referred by Eldin as the Forgotten. Xexaz were large, slow moving, and deeply curious about the nature of existence. But as they focused their acumen on their ever expanding understanding of the universe, their bodies deteriorated, and the lesser race, which valued strength, came to wage war against the elder. Stealing technologies they could not replicate or comprehend, the Septhera soon dominated the planet, and in doing so, doomed themselves to extinction. What they did not know was that their sun was expanding, and had been expanding for untold aeons. Only the Xexaz knew to keep the sun from scorching their world, but as the Septhera had slaughtered them to the last, intent on driving the elder race to extinction, their only recourse was escape. In a massive ship, called the Ark, the Septhera gathered those of royal blood and their servants, along with the giant saurians they most valued for meat and labor, and set to the stars in search of a new home.

When the Ark landed upon Aenya c. twenty millennia ago, the Septhera found a primitive world, far different than what is known today. Only the merquid, who dwelt in vast coral cities spanning planet-wide bodies of water called oceans, could contest them, but being elusive creatures, the merquid paid the newcomers little mind. The protohumans on the land, however, were simple hunters and gatherers. They did not wear clothes or build shelters, but knew to make fire and bury their dead, and use farming tools like the spade and the hoe, and weapons like the spear and the atlatl. Primitive and scattered, the protohumans were no match for the Septhera, who were physically stronger and faster, and armed with steel. For centuries, men and women were herded like livestock, forced to do labor, fight for entertainment, and at times, used as food. It was not until a man known as Batal, who was made to battle a Septheran prince, did the protohuman revolt en masse. Martyring himself to defeat the greatest of their race, Batal proved humans capable of overthrowing their masters. Once organized, the Septhera were overwhelmed by superior numbers, and when the last of their kind, their Pharaoh, was slain, the newly united race declared that they were, "free from slavery and death," calling the new age, The Age of Life, and themselves the Zo, a word meaning "Life."

PHYSICAL ATTRIBUTES: The Septhera vary in appearance greatly, but all have scales, elongated and flexible necks that can turn in a complete circle and move independently from the torso, and tails between half and double the length of the body. Females stand between 5' and 6', while males can grow up to 8' with neck extended. In hue, Septhera can be utterly black, green, red, purple or multicolored. Fangs can grow from 3" to 9". Stripes, ovals and diamond patterns along the arms, legs and tail are common among females, the more colorful, the more attractive to a male. Though smaller, females are just as agile and deadly. Septheran royals can be identified by their hoods, a membrane that expands from the head and neck, and are the only of their kin to produce natural venom. Death by venom, which is known as the "purple death," is quick and painful. Bony ridges and hard scaly protrusions define the lesser castes. While clothing is unknown to the species, Septhera adorn themselves in elaborate ornaments of gold, whether bangles, necklaces, or tattoo like plating implanted directly onto their scales. Their weapons are finely wrought and deadly works of steel, curved like their teeth, which include daggers, scythes,
sickles, khopeshes, and the moon blade, named for the waning crescent of the moon. Physically, Septhera are stronger and faster than humans; they are also ambidextrous and can jump from a standing position up to 15'. Despite these advantages, their lack of imagination and inability to organize served their downfall.

CULTURE: Females abandon their eggs in sand. A Septheran comes into the world alone and fights for survival from birth. For this reason, they are physiologically incapable of compassion or mercy, or of even understanding the suffering of others. Mating between Septhera is a brief and often violent affair, and it is not uncommon for males to be killed in the process. Their only respect is for power and so their society revolves around a power hierarchy. The lowest caste are workers and slavers, followed by warriors, with royals at the top. Status is attained by killing someone of equal or higher status, which is why those of the royal caste must continually prove themselves worthy in battle. This is why, it is thought, when a lowly human (Batal) managed to slay a royal and prince in battle, the social hierarchy was thrown into chaos.

TRANSLATION OF GLYPHS FROM A SEPTHERAN STELE

First came the Xexaz  
And the Quid bowed to them  
And the Ilman bowed to them  
And the Seps bowed to them  
But with Time the Seps envied  
And stole the fire of the stars  
And stole the words from the minds  
And the Life from the Xexaz  
Now the Quid hid in the waters  
And the Ilman of the mountains in the clouds  
And the Ilman of the woods in the woods  
But the Ilman of the land hid in himself  
and became Man  
Then was the Seps  
And Man bowed to them.

Septhera, Abomination: HEALTH 8, ARMOR 8, By weapon type + poison, Move 3, Passive
- Pass for human. Make a Wisdom check/Difficulty 15 to detect.
- Assassinate: If alone and sleeping, make Wisdom vs. d20/check or be killed.

Septhera, Slaver: HEALTH 10, ARMOR 11, Whip 2, Move 3, Aggressive

Septhera, Warrior: HEALTH 12, ARMOR 12, Khopesh 3, Arrows 3* / range 2, Move 5, Aggressive
- *Ambush attacks: Player must have a ranged weapon or be surprised (incurring two free attacks).
- +2 initiative
Septhera, True “Purple Death Adder”: HEALTH 18, ARMOR 14, Moon Blades 3/3 +Tail Whip 1, Serpent Bow 4 (ranged), Move 6

- On a roll of 3 or 6, Purple Death Adder bites for 4 damage +poison. If bitten, roll Endurance/Difficulty 20: if rolling under, die from venom; roll even, no effect; roll over, become immune.

Combat Action: Cut Off Tail— -1 to hit, Effect: No more tail whip attacks
ILMAR (HUMANS)

The Ilmar (plural) or Ilmarin (singular, descriptive) go by many names: savages, barbarians, or wild humans. Though few true Ilmar exist, they are viewed by most civilized people as more animal than human. This prejudiced view is perpetuated by the little that is known of their culture. Due to fear or misconceptions about their humanity, Ilmar are often forced into wars or labor camps, or, ostracized by society, become beggars and prostitutes. Women frequently fall victim to rape or are taken as sex slaves. Few become wives, adopting local customs while keeping their heritage secret.

PHYSICAL ATTRIBUTES:
Biologically, the Ilmar are as human as any other race calling itself by that name. Once subsumed by other cultures, they are difficult to distinguish aside from their darker skin tone and extremely light, almost translucent color eyes. Despite evolving in an ideal climate, their skin is thicker than most other humans' and therefore more resistant to extreme temperature. By never knowing shoes, the soles of their feet can be as hard as tanned leather. A rugged landscape of hills, mountains and river valleys, along with a limited diet, has helped the Ilmar maintain a lean, muscular physique.

HISTORY:
The Ilmar are believed the last vestige of proto-human, the earliest humans to have evolved on the planet. According to an inscription found within a Septheran ruin, the first word for human was 'ilma', which the Ilmar use to denote their species, as they do not recognize themselves as a separate social group. The proto-human lived peacefully for one hundred thousand to one million years until the arrival of the Septhera c. 10,000 BGM. Finding the dominant species of Aenya defenseless, the Septhera conquered the planet with ease, enslaving all humanity except for a small population hidden in a region in the mountains of Ukko. There, the proto-human continued to thrive, oblivious to the changes occurring beyond his borders. It was not until 5 BGM that the people in the river valleys of Ukko were discovered by a Zo researcher. Known as Kjus, the researcher became so enamored by their simple way of life, he abandoned his own society to become one of them, naming the people 'Ilmar' and the land 'Ilmarinen,' meaning 'land of ilms' after the unique flower of orange and violet that grew in abundance there, or possibly, 'land of humans'. Kjus taught them of Zo science, history, philosophy and medicine, but made certain not to pollute their way of life with the excesses of civilization. To protect this knowledge, Kjus built a monastery high in the mountains, and before his death, founded the Order of Alashiya, also known as the Keepers.
CULTURE AND SOCIETY:
Knowing nothing of war, crime, or government, the Ilmar live a simple agrarian life. Since everything in their community is shared, they have no concept of currency or wealth or poverty. As one saying goes, "No man is poor who wants for nothing." Much of their day is spent farming and gathering, though Ilmar are known to hunt during food shortages. In their leisure time, they enjoy singing, dancing, and conversing. Through song and dance, they relate their myths and their history. The holiest time is the Solstice Night, the longest night of the year, when families throughout the land join to celebrate life, love and creation. It is during this time that boys and girls of a certain age, showing hair about the loins, pair off to jump the sacred bonfire, after which the pair is forever joined. It is believed that during this ceremony, the souls of lovers from past lives find one another again. Contrary to what many believe, the Ilmar do not engage in orgies or fornicate recklessly, but only with those with whom they are joined. When Solstice Night ends, it is expected that the female move into the male household, and by the following year, that she bear him a child. Having many children is regarded the highest honor for women. Despite their duty as mothers, however, females are given greater status than males, since it is the female that has power to create life.

The Ilmar lack many technologies, but are skilled woodsmiths and clay workers. Their artifacts include elaborately carved farming tools, throwing spears, atlatls, and pottery. They also excel in the shaping of trees to produce "living homes." Giant camphor and oak are hollowed out to make bedrooms and kitchens, though eating, bathing and grooming is typically an outdoor activity. As they are without any concept of crime, the Ilmar typically do not have doors or locks, though partitions may include curtains of bead or bone.

LANGUAGE AND CUSTOM:
For the Ilmar, concepts of body shame and nudity do not exist. Genitals are regarded no differently than any other part of the body. For this reason, they do not wear clothing of any kind, nor produce any material that might be used as clothing. During their menstrual cycles, women camp by the river, where their blood is offered to the gods. Likewise, they have no word in their language for nude or naked, nor secret, lie (deception), or honesty. The Ilmar are not, however, without a sense of style or individuality and will decorate their bodies with flowers, bones, semi-precious stones like jade or lapis lazuli, and with elaborate mud patterns called henna. Neither sex cuts its hair. Women wear a single braid which can reach down to their ankles, while the men can grow their locks to the middle of the back, either loose or done up in multiple braids.

To foreign ears, the Ilmarin language sounds hard and clipped as they often use conjoined consonances. Common names include Xandr, Baldr, Heimdl, and Borz. Female names typically avoid the conjoined consonant, and end in 'a'. Examples are Thelana, Aliaa and Anja.

RELIGION:
To the Ilmar, all life is sacred, from the smallest insect to the greatest camphor tree. They make no distinction between human or sentient life and animal or non-sentient (plant) life. All are part of a singular essence known as the Mother Goddess, or Alashiya. The goddess is thought to exist everywhere and in all things, even in non-living matter, such as in the wind, in sunlight and in the earth. Alashiya is never seen or heard, but can be "sensed" through the skin. According to
myth, the Goddess was born of two elder gods, Anu and Eru. At the beginning of time, these primordial deities danced through the astral void, singing to one another and making love continually, birthing new worlds in the process. After Aenya and Alashiya were created, the elder gods moved on.

The Ilmar do not consider dreams separate from reality. Each and every dream is a literal experience. By grinding the ilm flower into a fine powder and drinking it, ritual leaders embark upon purposeful dream journeys, which, they believe, can take them across time and space, into other dimensions, and to worlds beyond death.

In death, the Ilmar believe they become one with Alashiya, as they were before birth. The body is marked by a cairn close to home, typically under a tree, which is then absorbed into the soil to become new life. Due to limited medicine and nutrition, the average lifespan for the Ilmar is sixty years.

Starting HEALTH: 4+
Base Action Bonuses: +1 Strength +1 Endurance +1 Agility
Build Xp: 1600
Ruples: 0
Starter Skills: Armor of Flesh
AVIAN

The avian or “bird man” is a human subspecies, and can best be described as a cross between a human and a bird.

HISTORY: The origin of the avian race is unique to Aenya in that their development from proto-human into a winged/feathered species is due largely, in part, to culture, in an example of ‘controlled evolution.’ Beginning at about 10,000 to 9,000 BGM (Before the Greater Moon), early hominids from the Nimbos valley fled from the invading Septhera, ascending into the mountains. Those slow to follow were enslaved or eaten by predators, the most terrifying of which was the caw, a bird with a 60’ wingspan. The dreaded caw became a focus of proto-avian myth and history. It was once worshipped as a deity, and animal sacrifices were commonly proffered to abate its hunger. All the while, the proto-avian subsisted on a diet of fowl, as the chain of Nimbos Mountains housed a multitude of feathered species. As time passed, dozens of breeds were domesticated, including falcons, carrier pigeons and owls. Most notable was the giant ib, a timid, dove-like creature with a 12’ wingspan. The ib was used for travel, hunting, and evading predators. Not soon after, tales of hunters braving the caw’s nest spread to every tribe. While the proto-avian never managed to tame the greatest of aerial predators, its eggs, feathers and skeleton became prized possessions, and to be adorned in its plumage became a mark of status. The skulls of unborn and newly hatched caw were worn by kings and priests as masks. After less than a century, between 9,000 and 8000 BGM, the proto-avian joined wax and feathers to produce simple winged gliders, which could be used to descend the mountain quickly.
Consequently, the proto-avian came to see themselves as children of godlike, winged beings, that aeons ago were cast down to grovel in the earth. It was, therefore, avian destiny to return home to the clouds, and achieving flight became a cultural obsession. Each generation came closer to this realization, as traits conducive to flight were actively fostered. These traits included longer arms, shorter legs, stronger torsos, and a shallow, tapering bone structure. As biotechnologies advanced, the proto-avian grew more sophisticated in this endeavor, manipulating their species at the level of the chromosome, until their infants were born with feathers and wing-like membranes along the arms. By 2000 BGM, the once human species was successfully transformed into a new species: the avian.

PHYSICAL APPEARANCE: Avians are as diverse in appearance as the birds of Aenya. Their plumage may be as black as a crow’s wing or a rainbow of hues. Differences in coloration depend largely on diet, which is determined by territory.

Avians tend to be thinner and shorter than humans, a typical male weighing between 85—115 lbs, and standing at about 5’. A thin, wing-like membrane extends from the wrist to the heel, which can be folded in on itself to allow use of the hands. Completely unfurled, wingspans average from 9’ to 10’. At a 2:1 ratio, they are less aerodynamic than their aerial mounts, which is why they spend most of their time soaring from great heights. To increase altitude, the avian oscillates its wings in a manner similar to a hummingbird or a bat.

An avian’s feet are hard and scaly, with long, talon-like nails, which can be used for snatching prey and clinging to mountainsides. Their eyes glitter like crystal in the sun, and are much larger than a human’s, approximately the size of a lemon, with the iris extending to the edge of the skull.

Avian’s have little use for clothing, but are highly fond of ornamentation. Intricately wrought bangles of gold, jewels and semi-precious stones are commonly worn. Of their earliest traditions is that of the beaked mask, which mimics a myriad of bird species, albeit in abstract and impressionistic fashion.

CULTURE: Avians are reclusive and fearful, tending to avoid contact with other humanoid races. They are also proud, believing themselves morally and intellectually superior. This comes as no surprise, as their culture revolves around the concept of “ascendency.” Those of higher status live at greater altitudes, with their governing body, The Ascendency, dwelling at the very peak of Mount Nimbos. At 80,000 feet above Sea level, it is the highest point on Aenya. Their divine ancestors are imagined to live above them in the clouds.

Appearance is of utmost importance to an avian. Those born with more colorful plumage and bird-like features are thought to be more beautiful, and are more frequently selected for mating. Color also dictates social standing, marking regional and tribal divisions. Darker and more muted hues are considered less desirable, whereas blues and purples are indicative of royalty.
Despite their namesake, avians are mammals, and as such, do not hatch from eggs. They are born unable to fly, but slowly learn to glide as they mature. When an avian comes of age, at thirteen years, they are expected to partake in the Trial of Ascension. Tribal members gather upon the sacred plateau, known as The Crag of Destiny, whereby the uninitiated youth must prove their manhood by flying upwards onto a higher elevation, across a distance of one hundred and twelve feet. While a measure of air currents provide lift, many have been known to have died during the ceremony. Over the centuries, as the avian species evolved into its present state, the frequency of such deaths significantly decreased.

Most avians abhor violence, aside from the occasional hunt, but a small number of warriors are trained in use of the wingfoil, a lightweight sword consisting of many bladed feathers hammered together in the semblance of a silver wing.

Avians are skilled craftsmen, working with remarkably lightweight materials, including a lighter than air mesh called whisper. Whisper is used for everything, from clothing and receptacles to building material. The dome-shaped Tower of Heaven, where the Ascendency resides, is made from pure whisperstone.

RELIGION: The avian faith is a kind of ancestor worship. Those of higher social standing are more closely related to the first of their race, who is called Az, The Most High One. Az is thought to live above the world, in a city made of cloud, with his progeny. Each successive descendant falls lower in rank. These include Az's son, Aza, his grandon, Azael, and his great-grandson, Azrael. King Azrael IX is said to be of this lineage.

Starting HEALTH: 2+
Base Action Bonus: +2 Agility +1 Wisdom
Build Xp: 1600
Ruples: 0
Starter Skills: Fly 8
Special: Avians cannot wear human armor.
**Eldin’s Timeline of Aenyan History**

Key:
BGM = Before the Greater Moon
AGM = After the Greater Moon

> 8,000,000,000 BGM ----- Solos forms in the Milky Way Galaxy, 3 billion years before Sol (the sun of Earth) a white star with thirteen planets. Among these are proto-Reptos, proto-Aenya, and the gas giant Infinity. As the rocky planets cool, the first micro-organisms emerge, giving rise to Life. On Aenya, she will come to be known as the Goddess.

>100,000 BGM ---------- Early Aenya is covered with oceans and hot tropical forests. In this environment, a hairless child is born to an ape like creature. This "naked" child can shed heat more efficiently and run longer than any other animal. With weapons made of wood and obsidian, she becomes the greatest hunter on the planet. Her name is Ilma, and she is the first proto-human. Migrating quickly about the planet, the early proto-humans are hunters, gatherers, and farmers. They build fire, make simple domiciles of mud-brick, and use atlatls and throwing spears. Due to an idyllic climate, clothing is never developed. At around the same time, the more advanced, amphibious merquid species starts to build elaborate cities of coral beneath the oceans.

>10,100 BGM ----------- On Reptos, the planet closest to Solos, a species known as the "Forgotten," or Xexaz, reaches a pinnacle of scientific and philosophical development. But as the centuries pass, the Xexaz become apathetic and slothful, and are conquered by the less advanced reptilian race, the Septhera.

10,000 – 9000 BGM ----- Solos begins to expand into a red giant, subsuming Reptos. Using borrowed technology, the Septhera escape their doomed world, settling on the neighboring sister planet of Aenya. Merquid escape Septheran rule by hiding in their underwater cities. But the primitive ilman, or proto-human, is quickly enslaved, though large numbers manage to escape into the Mountains of Nimbos, evolving into the avian race, while in the river valleys of Ukko, the ilman remain undiscovered for millennia, keeping to their simple traditions. Thus begins the Dark Age of Man.

9900 BGM ----------- Batal martyrs himself fighting the Septhera, inspiring mankind to rebellion. Eldin dies millennia before his birth.

9800 BGM ---------- After a century of warfare, the Septhera are exterminated. Humanity joins together under the banner of the Zo (named after the Goddess of Life) to form a more advanced society.

9000 — 2000 BGM ----- Civil war ravages the planet, as the Nova Knights, the military arm of the Zo, fight to dominate those who would remain without rule. In short time, every human race is made to acknowledge the Zo governing body, known as the Ascendancy. With peace restored, splendid cities spread globally, and the capital city of
Tyrnael is founded at the pole, in the center of the Crown of Aenya Mountains.

c. 1999 — 200 BGM ---- Zo scientists re-engineer Xexaz technology for their own use, boasting mastery over physics. In the decades following, weapons of dead-sun matter are forged, and portals bridging space-time, Fantastigates, are opened.

c. 120 BGM --------------- Mathematician and historian Eldin becomes fascinated with filling gaps in the historical record. After his discovery of “strange angles in space-time” he disappears.

40 BGM ------------------ The Zo philosopher Kjus is born. He warns the Ascendancy against excesses of technology, which he believes harmful to human identity, arguing that, “Knowledge not tempered by wisdom sows destruction.” To achieve immortality, the Zo begin transferring their consciousnesses into golems.

5 BGM --------------------- Solos’ expansion begins to heat up the planet. To save Aenya from falling into the sun's corona, Zo engineers create a mass piston at the core, using dead sun matter to swing Aenya into a more hospitable orbit, but the Zo lose faith in the project and choose, instead, to escape to a new world in an invincible golem known as Horde. After a heated debate with Kzell, a scientist and engineer, Kjus rejects the Zo Ascendancy and their plan, choosing to remain in exile, to age and in time, die as a mortal man.

0 AGM ------------------- Aenya is moved by the mass piston, but passes too closely to the gas giant, Infinity, falling under its gravitational influence to become “tidally locked”. Volcanoes, earthquakes, ash, and acid rain devastate the world’s ecology. The Ocean evaporates, becoming the Dead Zones. The Dark Hemisphere forms. Human civilization turns to ruin. At the same time, the Zo Ascendancy escape in the body of Horde. This is known as the Great Cataclysm and so begins the second Dark Age of Aenya. From everywhere on the planet, the gas giant can be seen in the sky. Historians mark this time as After the Greater Moon.

5 AGM ------------------- Kjus’ search for simplicity leads him to the valley of Ilmarinen, where he finds the Ilmar, a race untouched by time. He builds the Monastery of Alashiya in the Mountains of Ukko, to preserve the wisdom of the Zo, while safeguarding its technology from those who lack the wisdom to use it.

c. 40 AGM --------------- Vegetation freezes in the Dark Hemisphere and burns in the Dead Zones. Within forty years, ninety percent of all surface species perish. Mass migrations result, gathering about hospitable lands near the Potamis River and the one remaining Sea. Others remain in the Dark Hemisphere, living under the planet’s crust, from thermal vents and chemo-synthetic vegetation. Underground cities reach as deep as the core, in tunnels left by the Zo engineers. In the North, the descendants of the once great capital of Tyrnael, known as Mythradanaiil to the outside world, continue to thrive amidst the ruins.
c. 40 AGM — 4999 AGM ----- Continuous wars break out over resources. Humans from the Dark Hemisphere evolve into two distinct species, the bogren and the horg.

5000 AGM ------------- Having fallen to ruin, the island of Aea sends a convoy with a copy of Eldin’s history to find a new home on the coast of Sarnath. The immigrants mingle with the merquid species, but as their population explodes, the merquid are pushed from the land. Hedonia is founded.

7000 AGM ------------- Barbarians ransack Hedonia. This creates a hatred and mistrust of “uncivilized” peoples. Hedonia begins an expansion policy based on securing its borders, subsuming other coastal states to form the Hedonian Empire.

8600 AGM ------------- Northern frontiersmen fashion Hoarfrost, an immense mead hall in the Crown of Aenya Mountains. Terraced settlements grow overnight. Walls are added to defend against subhuman species, forming Northendell.

10,011 AGM ------------- Xandr is born.

10,035 AGM ------------- Radia Noora of Tyrnael assumes the throne of Aenya.
Places of note:

Ilmarinen: With a perfect year-round climate, rich soil, and a flower (the ilm) with remarkable medicinal properties, the Ilmar know nothing of war, greed, or shame. The impassable Ukko Mountains to the north, and the dense Wildwood jungle to the south, has kept Ilmarinen hidden from invaders for ten thousand years, that is until recently, when a shift in climate and an invading host of bogrens forces its people to abandon their ancestral home. Ilmarinen is home to Xandr and Thelana, the heroes of *Ages of Aenya*.

Hedonia: In a world with only one Sea, coastal land is precious, and he who controls it rules the world. Ages past, Hedonia used its navies to subdue neighboring city-states, becoming an empire.
Northendell: Access to fresh water is crucial to life, so the Potamis River is "the lifeblood of Aenya." It flows down from the Crown of Aenya Mountain Range (also called the Pewter Mountains) to all the lands of Aenya. At its mouth stands the stronghold city of Northendell. Being so near to the dark hemisphere, Northendell has remained in a perpetual state of war for centuries, as subhuman races from the sunless East mount annual sieges against it. The Delian people chronicle their history and their myths in song, the most renown of which is *The Song of Strom*.

Aea: This tiny island was once home to a powerful, matriarchal civilization. Though largely forgotten, its people continue to thrive. In towering temples from another age, they venerate the three goddesses, Zoe (Life), Maki (War) and Irene (Love and Sex). Aea was featured in my short story, *The Gorgon’s Lover or The Ballad of Titian and Midiana*.

Alogas: This village, north of the Endless Plains (it's not really endless!), is home to an equestrian culture. It was featured in my short story, *The Nude Equestrian*.

Nimbos: This cloudy peak is home to the Avian race, who are also called "bird people." Once human, Avians attained the power of flight after centuries of "controlled" evolution.

Tyrnael and Yefira: These two locations are featured in my latest novel, *The Princess of Aenya*. Before the Great Cataclysm, circa ten millennia ago, Tyrnael was home to the Zo, and the global capital of Aenya. Though its advanced knowledge has been lost, the genetically modified ancestors of the Zo can live for hundreds of years, without sickness or the ailments of aging. But without a sense of purpose, life has stagnated, and even sexual intercourse has become forbidden. That was until the coming of Zaibos, step-brother to the reigning heir, Princess Radia. Zaibos desires to return to the city’s heyday, and he aims to achieve it through terror and conquest. After a bloody coup, Radia flees from Tyrnael with the aid of her protector, Demacharon, an ex-soldier from Hedonia. Sailing down river, they end up in the peaceful trading town of Yefira, known for its rolling hills, windmills, and airships.

The boundary of the dark hemisphere is not constant, since it is not a geographically determined region. Just as the length of an afternoon changes here on Earth, depending on the seasons, so does the night side change on Aenya. Further to the north, the dark hemisphere creeps deeper and remains longer, during what is called "High Moon." This is similar to what happens in Scandinavia, where night can last for 20+ hours. On Aenya, Infinity is most visible in the sky during High Moon, and temperatures are at their lowest. This is also when the bogren and horg march from their lands to invade Northendell.
On Aenya, time and astronomy are inseparable. This is similar to how ancient peoples conceived of the day/night cycle, with the sun dominating the day, and the moon being associated with night. The role of astronomical bodies on Aenya, however, extends to all aspects of time. Two moons dominate the sky (or one gas giant and one moon), which move about in regular, predictable patterns. The Greater Moon (the gas giant Aenya orbits) is referred to as Infinity (endless time) whereas the smaller moon is called Eon (a billion years).

**Passings:**
Instead of hours, people on Aenya measure their day in *passings*. A passing is roughly 80 minutes, the amount of time it takes for Eon to cross the face of Infinity. Since the larger moon is also moving, Eon can cross from left to right and back again from right to left. You can imagine this as a giant clock in the sky. But the value of a passing is not always accurate, as the orbital speed of these bodies changes depending on location, viewing angle, and time of year. Sometimes, people on Aenya will refer to a half passing or a quarter passing.

**The Day-Night/Eclipse Cycle:**
Because Aenya is tidally locked to Infinity, one hemisphere perpetually faces away from the sun. There is a misconception that the eastern half of the planet is shrouded in blackness, but the Greater Moon dominates one fourth of its sky, reflecting a considerable amount of light from Solos (the sun), which makes for an eternal, albeit "bright" night, like what we might see on Earth during a full moon.

Though the planet does not rotate, as Earth does, its orbit about Infinity results in similar periods of darkness in and around the central (or twilight) regions. Nightfall
occurs when the gas giant moves between Solos and Aenya, which is why night is sometimes referred to as the time of eclipse. At dawn, the sun rises from the western horizon, and at dusk, eclipses behind the moon in the East.

Depending on where you are, and the time of year, the length of day can stretch from nil (no sunlight) to perpetuity (eternal sunlight). The closer one moves into the West, toward the Dead Zones, the lower Infinity sits on the horizon (looking east), and the longer the day. In the desert oasis city of Shemselinihar, for instance, the sun can last for 30 passings. Moving eastward, toward the dark hemisphere, Infinity looms largest on the horizon (looking east), so that, if you’re living in Yefira, the sun eclipses after only 8 passings.

Cycles:
A cycle is ten days, and is similar to a lunar cycle on Earth. It is roughly the time it takes for Infinity to cross the sky from north to south.
**High Moon / Low Moon:**
These represent the two seasons, which split the year in half. On our world, seasons are determined by the Earth's tilt and rotation, but on Aenya, high and low moon coincide with the apogee (furthest point) and perigee (closest point) of Infinity. During high moon (perigee), Infinity is closest and appears largest in the sky. Because more of the sunlight is being blocked, high moon brings lower temperatures, but this effect is much more pronounced in the North and East. Closer to the equator, where Ilmarinen is located, the change in climate is negligible.
HEDONIA

The most powerful city on Aenya, the Jewel of the Sea, Hedonia was built on the Coast of Sarnath c. 5000 AGM by human settlers from the island of Aea. Finding the land occupied by amphibious merquid, the colonists formed an uneasy truce lasting less than a century. As the human population exploded and resources became scarce, the merquid were forced from their coral homes. All traces of merquid habitation was destroyed but for a solitary idol of the merquid god, Gulgola. The idol remained at the center of the city to commemorate the ousting of the merquid and the conquest of the coast. In the centuries that followed, Hedonian colonies spread quickly along the One Sea. Traffic and trading increased its wealth, until, by 7000 AGM, barbarians from the north ransacked the Temple of Sargonus for its gold. To defend its borders, Hedonia established a naval army like none the world had seen. This unchecked show of force, and the ensuing disputes over control of the Sea, resulted in clashes with other powerful city-states. In time, Thetis and Thalassar would surrender to Hedonian rule and become subsumed by the Hedonian Empire.

Hedonia is said to be a theocracy, with the god of the Sea, Sargonus, sitting at the head of the political hierarchy. The High Priest, whose lifelong position is conferred upon childhood, is said to interpret the wishes of Sargonus through an ancient book of prophecy known as the Ages of Aenya, written by the Prophet Eldin, which is believed to have been brought from across the Sea by the first settlers from the lost island of Aea. In matters of dogma, the High Priest consults the red mystics, a monastic order who seek higher states of consciousness through mind-altering agents. The true power in Hedonia, however, may rest in the hands of the regent commanders, the great military arm of the Empire, who govern directly over the conquered provinces.
HEDONIAN BAZAAR

ARMORY
- Leather breast +1: 8r
- Chain skirt +1: 8r
- Pauldrons +1: 8r
- Armlets +1: 8r
- Plumed Helmet: +1: 8r
- Bronze Plate: +2: 16r
- Buckler +1: 8r
- Hoplon (shield): +3: 32r

WEAPONS
- Dirk: dmg 1: 4r
- Gladius (sword): dmg 2: 8r
- Spear: dmg 2/range 2’xStrength: 8r
- Morningstar: dmg 3: 16r
- Battleax: dmg 4: 16r
- Spathi (sword): dmg 3: 32r
- Longbow: range 2/range 3’xAgility: 10r
- Crossbow: range 6: 15r
- Arrows: dmg 3 (each): 1r

NORTHENDELL SMITHERY

ARMORY
- Ringmail +1: 8r
- Pauldrons +1: 8r
- Helm: +1: 8r
- Armlets +1: 8r
- Cuirass: +3: 32r
- Kite Shield +2: 16r

WEAPONS
- Dirk: dmg 1: 4r
- Spear: dmg 2/range 1’xStrength: 8r
- Morningstar: dmg 3: 16r
- Battleax: dmg 4: 16r
- Bastard Sword: dmg 4: 32r
- Claymore: dmg 5: 32r
- Zweihander: dmg 6: 64r
- Longbow: range 2/range 3’xAgility: 10r
- Crossbow: range 6: 15r
- Arrows: dmg 3 (each): 1r
Buying items in Aenya:
Choose from these three options: Barter/Haggle/Threaten.

❖ To Barter: Offer an item of equal or greater worth. If you’ve killed a monster, you may offer its bones/teeth/hide/weapons in value equal to its HEALTH.

❖ To Haggle: Don’t like the seller’s prices? Make a Haggle Check: d20 + Your Wisdom vs. d20 + discount amount you want. You can attempt to haggle a total of three times per item.

❖ Rob/Threaten: Why exchange money for things when you can pay the iron price? You may attempt to take an item by force, but be forewarned, not all sellers are pushovers, as determined by the dice roll:

   Seller Stats: HEALTH: 2d12, ARMOR: 3d6, DMG: By weapon type

❖ To determine whether the seller is intimidated, make an Intimidation Check: d20 + Your Wisdom vs. d20 + Seller’s Health. If the seller is not intimidated, he will engage you in battle.