Mystics

FOR USE WITH
GREEN RONIN GAMES'
Mystics
Core Rules Supplement

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Mystic

Mystics are philosopher warriors who specialize fully in unarmed and unarmored combat. While they don’t ignore weapons training they rely instead on their own skill and coordination. Also called monks in other contexts, mystics are somewhat rare but are more common in Ochelea on the Isle of Dawn and in Sind. While mystics seem to have spell-like abilities, they are not spellcasters and are not subject to any spellcasting penalties or bonuses such as spell stunts. Mystics crave knowledge of the self as much if not more than obscure knowledge of the world, and their fighting capabilities mimic this.

**Primary Abilities**
Dexterity, Perception, Willpower

**Secondary Abilities**
Communication, Constitution, Cunning, Magic, and Strength

**Starting Health**
25 + Constitution + 1d6

**Weapon Groups**
Brawling plus any two of the character’s choice. Typically this will be from this list: Axes, Bludgeons, Heavy Blades, Spears, or Staves.

**CLASS POWERS**

Mystics gain the following powers at the specified level.

**LEVEL 1**

*Mind and Body:* Your limbs are considered brawling weapons or light shields as needs be to qualify for talents. You may use any Style talent that applies when unarmored.

*Heightened Awareness:* You are extremely aware of your surroundings. You can perceive all corporeal opponents within a radius equal to your Perception in yards. This negates the attack bonus of a backstab attempt, but will not reveal the exact location of an invisible foe. Furthermore you always add half your Perception to your Defense (round normally). This bonus is negated when you are bound, unconscious or asleep.

*Starting Talents:* You become a novice in one of the following talents: Chirurgy, Lore or Music.

You also become a novice in the Unarmed Style talent.

**LEVEL 2**

*Stunt Bonus:* You become faster and react better to your opponents in combat. You can perform the Lightning Attack stunt for 2 SP instead of the usual 3.

**LEVEL 3**

*Martial Discipline:* Choose a particular martial discipline. You may ignore the requirement for learning this talent or advancing it. This particular Talent is considered your Martial Fighting Style.

*New Talent:* You become a novice in a new talent or gain a degree in a talent you already have.

**LEVEL 4**

*Energy Resistance:* You gain +3 bonus to resist magic spells and breath weapons that deal energy damage. You likewise gain a +3 bonus to overcome hazards such as freezing cold, and high heat.

**LEVEL 5**

*Catlike Grace:* Your ability to move with agility and grace is astounding. You only incur half the normal damage from any fall and otherwise gain a +1 bonus to any test made to keep your footing.

*New Ability Focus:* You now gain one of the following ability focuses: Cunning (Research), Dexterity (Calligraphy) or Perception (Empathy)

*New Talent:* You become a novice in a new talent or gain a degree in a talent you already have.

**LEVEL 6**

*New Specialization:* You may choose one specialization for your class. You gain the novice degree of its specialization talent.

**LEVEL 7**

*Four-Way Defense:* You are perceptive enough to find holes in every attack, even when being attacked by many foes at once. Enemies that outnumber you by less than 3 to 1 do not gain attack bonuses against you.

*New Talent:* You become a novice in a new talent or gain a degree in a talent you already have.
LEVEL 8
New Specialization Talent: You gain the journeyman degree in the specialization talent you gained at level 6.
New Weapon Group: You learn a new weapon group of your choice.

LEVEL 9
Hidden Presence: You can hide your presence, making it very difficult for enemies to perceive you. You always gain a bonus to Dexterity (Stealth) checks equal to half your Willpower (round normally). You can also hide in plain sight once per day.
New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 10
Improved Awareness: Your one-ness with your surroundings has become finely honed. You may re-roll a Perception (Searching) check, but must accept the second result, and you gain a +1 bonus to your Defense. This bonus is likewise negated if you are bound, unconscious or asleep.
New Specialization Talent: You gain the master degree in the specialization talent you gained at level 6.

LEVEL 11
New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 12
Benefits of Meditation: You may use a minor action to briefly enter a meditative state and adjust your bodily responses to fatigue and injury. You need to succeed at a TN 15 Willpower (Self-Discipline) test, but if you do so you reclaim 1+Constitution in Health. You may only do this a number of times per scene equal to your Willpower.

LEVEL 13
New Talent: You become a novice in a new talent or gain a degree in a talent you already have.
Mystic Touch: Your attacks are considered to be magical, and you can fight against incorporeal entities such as spirits.

LEVEL 14
New Specialization: You may choose one new specialization for your class. You gain the novice degree of its specialization talent.

LEVEL 15
New Talent: You become a novice in a new talent or gain a degree in a talent you already have.
Universal Understanding: Given a minute to observe a conversation, you can understand the gist of the exchange for the length that you observe. This does impart the significance or attribution of names or concepts, merely the basics such as importance, emotional responses, general scope and a general topic. You can make yourself understood with the same level of understanding through body language and tone.

LEVEL 16
New Specialization Talent: You gain the journeyman degree in the specialization talent you gained at level 14.

LEVEL 17
New Talent: You become a novice in a new talent or gain a degree in a talent you already have.
Eight-Way Defense: You possess incredible situational awareness and no number of enemies may outflank you. Groups of enemies no longer gain attack bonuses due to numbers against you.

LEVEL 18
New Specialization Talent: You gain the master degree in the specialization talent you gained at level 14.

LEVEL 19
New Talent: You become a novice in a new talent or gain a degree in a talent you already have.

LEVEL 20
Epic Mystic: Pick one type of stunt (combat, exploration, or roleplaying). You gain a +1 bonus when generating stunt points of that type.

Mystic Talents
The following Talents are also Mystic talents.

Archery Style
Dual Weapon Style
Single Weapon Style
Weapon and Shield Style

Mystics may take all Universal talents, (that is ones that list “Mage, Rogue, Warrior” as a requirement).

Philosophical Imbalance
Mystics have a hard time gaining ground in enlightenment if they are too distracted by worldly pursuits, selfish behavior, and poor personality traits. Any mystic with an ethos such as Cruel or Mercenary, or personality traits such as cowardice, avarice, jealousy or uncontrollable rage suffers from imbalance after a certain point. Imbalance starts affecting such a character at Level 4. The character suffers a permanent −1 penalty to Dexterity and he heals twice as slowly as normal when doing so naturally. If the character can correct the imbalance the penalties go away. If not, they worsen by 1 at Level 9, and again at Level 12. You will notice that these are levels at which the mystic gains class powers which require a balanced mind.
Mystic Orders

Mystics are found all over Brun, and sometimes in unexpected places. This is just a sampling of mystic orders, and in certain settings such as Sind or Ochalea, there will be different sects of the same order. As such, there is a bit too much to include in this supplement about possible orders with rival schools, orders and variant teachings. Each of these dossiers, when complete, lists a specialization and a fighting style that members of this order are likely to take at the appropriate levels.

A Note on Ochealan Mystic Orders
There are numerous mystic orders in Ochalea, and the curiosity of mysticism undoubtedly spread to nearby Alphatia from this land. However, Ochalea is a small place in the Known World, few adventures tend to be set there, and little is known in canon about the various orders. Thus, mystics from Ochalea should feel free to make up the name, creed and particulars of their order. It is unlikely to be called into question during the game.

The Dervishes of Ylaruam
A sect of holy hermits, the dervishes have retreated from civilization to live lives of solitude and contemplation. They are highly respected by the nomadic citizens of the nation and are welcomed into their tents for a meal or companionship. While dervishes are not desirous of civilization, they still value the welfare of their nation and their fellow believers.

Mechanically, there are two types of dervishes: druids and mystics. While all druids of this philosophy follow the way of the Eternal Truth and revere Al-Kalim, they respect nature above all else. Mystics are almost variants of the class, in that they do not gain Four-Way Defense or Eight-Way Defense. Instead they get a Stunt bonus which allows them to use the Dual Strike stunt for 2 stunt points at Level 7, and they gain Whirlwind Assault at Level 17.

Whirlwind Assault: For 5 stunt points you can make a single attack roll which affects all opponents in normal melee range of you. Treat this as an area effect from the point where you launch the attack, and compare your roll versus the Defense of all creatures within range.

Preferred Specialization: Balancer (Druid) or Contemplative Adept (Mystic)
Preferred Talent: Single Weapon Style

Elven Mystics
Mystics among the elves are extremely rare, especially among the non-Sylvan elves. However, they do exist. Half the time these individuals have no mentors, even among a race that has lifetimes measured in centuries they are scattered and hard to encounter. Because of this, most elven mystics study with human orders or learn on their own. However, it was an elf with a philosophy similar to that of human mystics who developed the Forest Dance fighting style. A style that some elven warriors seek to master if they favor the bow over the sword.

Preferred Specialization: Contemplative Adept
Preferred Talent: Forest Dance Style

Mystic Order of Saffron, The
The mystic order of Glantri is located in Lhamsa, and they own a few monasteries throughout the Glantrian mountain chains. Focused on alchemy and healing, there are few high level Mystics present here, but that does not mean they are defenseless healers. It would be disastrous to attempt to take them by force as they have great knowledge of anatomy and have mastered a fighting style that locks joints, overpowers pressure points and affords them great defense with little movement.

Preferred Specialization: Harmonious Stone Adept
Preferred Talent: Supple Reed Style

Order of the Hidden Flame, The
This order of hin mystics is well known by fellows of the Five Shires, and is almost virtually a secret to all others, including hin from outside the Shires region. They take their name from the blackflame, which is itself a secret of the Shires, and they act accordingly in public. Most members of the order pass themselves off as apprentices to the keepers, or advisors to well to do hin. Only when hin are in danger do they
show their fighting prowess. Some hin mystics go on to become keepers of the blackflame for their clan, giving up the quiet contemplation of the universe for familial duty. In addition to their standard abilities, most mid to high level hin mystics are well versed in the uses of blackflame, just like most masters, all keepers and many sheriffs.

**Preferred Specialization:** Gong Warrior  
**Preferred Talent:** Hidden Fist Style

### Spiritwalkers of the Plateau

The spiritwalkers of the Atruaghin clans are uniquely placed as observers of nature and all of its splendors, and moral pacifists in a culture of tribal skirmishes and sometimes bloody conflict. A spiritwalker is someone who follows the path of the shaman and the brave at the same time. They do not possess magic gifted by Atruaghin, but instead discipline and insight gifted by contemplation and understanding of nature. These mystics, of the often insular Children of Atruaghin, are the practitioners of a refined form of melee combat. The style itself is fast, brutal, and direct, but allows for flexibility. Lastly, the practitioners amongst the Children rarely lift a hand in anger, but only in considered violence or defense. They value pacifism, but the world they live in demands conflict.

**Preferred Specialization:** Contemplative Adept  
**Preferred Talent:** Stone Tiger Style

### New Talents: Fighting Styles

Mystics can take advantage of numerous pre-existing Style talents, but there are several that originate from within mystic orders. None of these is restricted solely to mystic class characters, but it is unlikely that a non-mystic could learn these talents from anywhere else but a master ranked practitioner. Some orders teach more than one style, particularly in Ochalea.

#### Darting Peony Style

**Classes:** Mystic, Warrior  
**Requirement:** You must have Perception and Willpower of 2 or higher and be trained in the Spears Group.  
You are a very mobile polearm fighter, and are capable of incredible feats using such a weapon.

- **Novice:** You have a great mobility when maneuvering opponents. Whenever you cause an opponent to move 2 yards, whether by talent or stunt, you yourself can move 2 yards as a free action.
- **Journeymen:** You can assault groups of foes with one swing or thrust. You can perform the Dual Strike stunt for 2 stunt points instead of the usual 4 when using a spear.
- **Master:** You gain a +2 for any Dexterity (Acrobatics), or Strength (Intimidation) test that involves a spear weapon. Furthermore, you gain +1 Defense when wielding a spear, and deal +2 Damage with it. This last bonus is not guaranteed when fighting with a weapon you do not own and have not had time to practice with. You do not gain these bonuses until you earn Stunt Points using the brand new weapon.

#### Five Dragons Style

**Class:** Mystic, Rogue, Warrior  
**Requirements:** You must have Perception and Dexterity 2 or higher, and the Dexterity (Brawling) focus.

You have gained knowledge of fighting in the grand tradition of the Five Dragons.

- **Novice:** You have a highly fluid style of combat. You gain a +1 bonus to either attack or defense. You can change it with a free action, but can only change it once per round. The bonus lasts until the end of the encounter, although it
disappears temporarily if you are bound or immobilized.

**Journeyman:** You can unleash a flurry of blows which entitles you to make a second attack as a minor action. The second attack cannot generate stunt points, and you only add half of your Strength to damage.

**Master:** Whenever you use the Pierce Armor Stunt or the Defensive Stance Stunt it costs you only 1 stunt point. Furthermore, you can trade 1d6 of damage from the Mighty Blow and Lethal Blow stunts for +2 penetrating damage on an attack. Your base attack is never considered penetrating damage, although you could use Pierce Armor to maximize that damage's potential as well.

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### Forest Dance Style

**Classes:** Mystic, Rogue, Warrior  
**Requirements:** You must have Perception and Dexterity 2 or higher, and be trained in the Bows Group.

You have mastered fighting with bow in hand.  
**Novice:** You are fluid motion in combat. You may move 2 yards whenever you hit a target with an arrow, even if in melee.  
**Journeyman:** Your bow is not just a ranged weapon. You can use your Bow as a Club in melee combat. It still uses the Dexterity (Bows) focus to hit, but uses Dexterity instead of Perception on the attack. Doing so does not have a chance to break your bow, although it can be disarmed or directly damaged by a foe in melee with you.  
**Master:** You are deadlier with a bow in your hands than a sword. Whenever you use the Mighty Blow or Lethal Blow stunt with a bow attack, on a target within 6 yards distance, you automatically halve the target's armor. If you use the Pierce Armor stunt with one of these strikes they retain only one fourth of their armor total. Furthermore, you always deal +3 damage when using arrows on targets within short range.

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### Hidden Fist Style

**Classes:** Mystic, Rogue, Warrior  
**Requirement:** You must have Dexterity and Perception of 2 or more.

You have great skill in misdirection and fight in an unpredictable manner.  
**Novice:** You can enter a Hidden Fist Stance with an Activate action. This can appear as you wish: drunken stumbling, clownish clumsiness, comical luck, etc. The point is that opponents can't seem to figure out what you will do next which creates openings for your assaults. You gain a +2 to Defense while in this mode, but suffer a −2 to hit a second target due to your antics.  
**Journeyman:** Your attacks are now incredibly unpredictable and more dangerous for it. You can perform the Mighty Blow or Lethal Blow stunt for 1 or 3 stunt points respectively when in Hidden Fist Stance.  
**Master:** You can enter or leave Hidden Fist Stance using a free action although you can only change your stance once per round. Furthermore, your mastery of a loose posture gives you the equivalent of 2 natural armor versus attacks you are aware of.  
**Similar Styles:** Drunken Boxing is practiced in Ochalea.

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### Stone Tiger Style

**Classes:** Cleric, Mystic, Rogue, Warrior  
**Requirement:** You must have Perception and Willpower of 2 or more.

You have learned the highly refined art of targeted violence known to the Spiritwalkers.  
**Novice:** Your melee strikes are swift, efficient and vicious. You deal an additional 2 penetrating damage to any humanoid you hit with a pierce armor, mighty blow, lightning attack or lethal blow stunt. Creatures with more natural armor than your Willpower are immune to this effect.  
**Journeyman:** Your novice ability now applies to all living creatures, given the single immunity ascribed to sufficient natural armor. Furthermore, whenever you roll doubles and stunt points are generated, your total is increased by +1 stunt point.  
**Master:** You have now mastered the swift and vicious strike. You can perform the Lightning Attack and Mighty Blow stunts for 1 stunt point.
instead of their usual amounts. All of your unarmed, single and dual weapon attacks deal additional damage equal to half your Willpower.

**Similar Styles:** Shadowed Fist is practiced in Hule, and Unyielding Turtle is practiced in Ochalea.

**Supple Reed Style**
Classes: Cleric, Mage, Mystic, Rogue, Warrior

**Requirement:** You must have the Cunning (Healing) focus, and the Dexterity (Brawling) focus.

Your knowledge of humanoid physiology translates into overwhelming combat potential.

**Novice:** You have become adept at maneuvering attackers into position to shield your own body from further attacks. You gain +1 Defense, (up to a maximum of +3), against all humanoid, melee attackers after the first each round. All those attacking you in melee this round suffer −1 penalty to their own Defense until the beginning of their next action.

**Journeyman:** If you perform a disarm stunt on a humanoid your size or smaller, you have the option to lock the target's joint which prevents them from using that limb while you maintain the grip. The target needs to make a minor action and use Dexterity (Brawling) or Strength (Might) versus your Dexterity (Brawling) or Cunning (Healing), whichever you choose to roll, to free himself.

**Master:** You have the capability to delay and amplify a wound. It can be delayed up to a day. You take a −2 penalty to hit the target, but if you are successful the target takes double the damage you rolled at the time of your choosing from one round in the future to a day hence. Only a TN 15 Cunning (Healing) or TN 17 Cunning (Arcane Lore) test can detect the problem and solve it in the interim time. Magical healing provides no help until after the wound occurs.

**Similar Styles:** Ascendant Mist is practiced in Ochalea.

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**Shifting Tides Style**
Classes: Cleric, Mage, Mystic, Rogue, Warrior

**Requirement:** You must have the Dexterity (Brawling) focus.

You have mastered the art of using your opponent's attacks against them.

**Novice:** When not severely outnumbered, (enemies gain no more than +1 to attack you due to numbers), you can throw an attacker. Interrupt an opponent who is in the process of attacking you by making your own attack, although this roll generates no stunt points. If you hit, you do no damage, but your attacker is considered knocked prone 2 yards away from your position and cannot attack you. This costs you your next Minor action, although you can use a major action to cover the debt. This can thus be done up to 3 times in a round, at the cost of all actions next round.

**Journeyman:** Your throws are second nature to you now. You can perform a Knock Prone stunt for 1 stunt point instead of the usual 2. Furthermore all characters you knock prone are also 2 yards away from your position.

**Master:** Like the natural phenomena the style is named after, you can move swiftly out of the way of danger, or crash against your enemies with unusually potent force. You gain +1 Defense and +1 Attack against foes in melee combat, if you are unarmed. You also deal +2 damage on all unarmed attacks.
Mystic Specializations

Contemplative Adept

Mystic Specialization
A contemplative adept is a mystic who has gained that most elusive of gifts, partial enlightenment. She has trained her mind and body so that her soul can be one with all and this gives her incredible levels of insight. The first hint that a mystic is on this path is that she seems to be hard to place, whether following her tracks or detecting them. As her insight grows it takes only a few moments for her to come to conclusions that might otherwise require long study, and eventually she becomes impossible to surprise. She has gazed at the wonders of the universe, and they now peer back out of her.

Contemplative Adept Talent

Class: Mystic
Requirement: You must have Cunning and Willpower 3 or higher.
You have mastered the inner calm and outer focus of a master of meditation.
Novice: You move with a light touch. You gain a +1 bonus to Stealth checks and those who wish to track you suffer a -2 penalty to their roll. You take only 1d6 damage on impact if you are within 2 yards of a wall or other surface as you fall. This supersedes Catlike Grace.
Journeyman: You can enter a meditative state using an Activate action. While in this state you may not attack or run and your Speed is halved (round down), but you gain a +2 to any Cunning, Perception or Willpower Ability test you need to attempt. You can also ignore needs such as sustenance and water for a number of days equal to your Willpower.
Master: Your senses become almost supernatural. You suffer no penalty if blinded and can sense objects and invisible beings out to a radius equal to twice your Perception in yards. All who target physical ranged attacks at you suffer a -1 penalty.

Harmonious Stone Adept

Mystic Specialization
Harmonious Stone Adepts are a sect of mystics who contemplate the flows of power and apply that internal thinking to their own bodies. They are able to stand naked before disaster and come away unscathed. The Stone Adepts are trained by exclusive monasteries and applicants to this technique must travel far, and earn a measure of respect from the wise elders. Often this requires meditation upon a rock for at least a week without sustenance, or giving way to distractions in the environment. A mystic with true harmony with nature will be ignored by wild beasts and vermin, and neither heat, cold, high wind, or rain will break his meditation.

Harmonious Stone Adept Talent

Class: Mystic
Requirement: You must have Constitution and Willpower of 3 or higher.
You have become the rock.
Novice: You are at one with the environment. You never suffer any penalty to actions undertaken in adverse weather, or due to uneven terrain.
Journeyman: You exude harmony. Animals that are not rabid, or controlled will ignore your presence if you do not attack them. This includes creatures such as gnats, flies, ants, and other vermin.
Master: You have achieved true mastery of meditation, and need not ever sleep. Instead you can gain all rest from a meditative trance, while maintaining full awareness of his surroundings.

Gong Warrior

Mystic Specialization
Gong Warriors are a group of mystics, still seeking harmony with the universe, but intent upon reflecting their determination and enlightenment on the outside, rather than honing it as pure wisdom and self-discipline. They learn a technique referred to as the Resounding Blow, or Master Strike, which at first manifests as an impressive unarmed strike. Later they learn to extend it throughout the area, and may make prodigious leaps. Gong Warriors tend to wander, and it is possible to find a master
while adventuring. There are a few select masters at various monasteries as well. Impressing these mystics is often an exercise of determination, and knowledge rather than self-discipline.

**Gong Warrior Talent**  
**Class:** Mystic  
**Requirement:** You must have Magic and Willpower 3 or higher. You have learned how to power your limbs with your internal energies.  
**Novice:** You may use the Activate action to make your next unarmed attack cause penetrating damage. If more than a round goes by after this ability is prepared, it must be activated again. Your leaping distance is also increased by half-again.  
**Journeyman:** You may instead make your unarmed strike nearly impossible to resist. Use an Activate action to prepare the strike. If you succeed at hitting, the target must resist with Strength (Might) versus your attack roll plus your Willpower. Those that fail take your Willpower in damage, are knocked prone and propelled a number of yards backwards up to the dragon die’s value. This effect occurs instead of dealing normal damage. You decide how far to push the target.  
**Master:** You may project your martial energy outward from your body in a circular manner. This requires a stomping motion, or a concentrated push with both arms. You make an attack roll as normal, but all enemies (and friends whom you do not perceive) within 2 yards of your position are affected by your attack. This may be used with any unarmed strike effect you are capable of.

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**Magic Items**

**New Greater Weapon Powers**

**Flying:** A flying weapon improves the user’s Style talent by one rank when used normally. With an Activate action, it can be set upon a specific opponent. It will then fly through the air with Speed equal to its owner’s +2 and attack that opponent once per round. Flying weapons cannot generate stunt points on their own attack rolls, but the owner can spend his own stunt points on the weapon’s attacks instead. When activated, the flying weapon does not increase any Style talent ranks, but it does possess any talents its owner does. If it defeats the opponent it hovers nearby until assigned a new target or ordered to return. Either of these options requires another Activate action.

**Returning:** A returning weapon always returns to its owner’s hand if it misses after being thrown. The owner cannot catch the weapon if unconscious, bound or paralyzed, but otherwise it is a free action to catch the incoming weapon. If the weapon hits, and it is not shaped in a manner that would make it impractical, it has a chance to return after a successful hit. Roll 1d6. On a 5 or a 6, it returns to the owner. Otherwise it falls to the ground nearby and must be retrieved as per normal.

**Rings, Wands and Staves**

**Ring of Quickness**  
Once per day the wearer of the ring can use an Activate action to automatically cast the spell Haste upon him or herself.  
**Value:** 300 gp

**Ring of Regeneration**  
This ring returns 6 Health per hour while it is worn, but has no effect on a subject with 0 or less Health. It also does not heal damage caused by fire or acid damage.  
**Value:** 400 gp
Wondrous Items

Bracelet of Cloud Walking
This string of inscribed beads looks plain at first, but when worn the wearer feels a lightness in her step. After using an Activate action, the wearer may move through the air as if it were solid ground. Gaining altitude is the equivalent of moving up a hill, and the user can choose to land from a fall of any distance as part of a Move action without harm. The bracelet works for 1d6 times ten minutes then lowers the user to the ground at a rate of 3 yards a turn. The user can still control her movement until she touches down on something capable of supporting her weight but cannot gain altitude.

Value: 300 gp

Bracers of the Archer
These bracers made of leather appear to be normal archery aids, but when worn the wearer gains skill he did not previously have. First, when the wearer makes use of an Aim action the range of his bow is increased by 5 yards for Short Range and 10 yards for Long Range. A short bow would have range of 21 and 42 yards respectively. Second, the wearer gains +1 to any Dexterity (Bows) test.

Value: 150 gp

Everfull Quiver
Once a full complement of arrows is stored within this quiver, you can always pull out yet one more arrow. The arrows replicated are all the same as the largest number placed inside, with the exception of magical arrows. Even placing 20 magical arrows of exactly the same capabilities inside will not replicate magical arrows. Instead high quality arrows with the same non-magical qualities as those placed inside will be replicated instead. As the owner, you can draw out any unusual arrow at any time. An arrow of the most common type will reappear to take its place.

Value: 180 gp

Rod of Weaponry
This rod is normally shaped like and possesses the characteristics of a rank 6 club. With an Activate action it can be resized to be as long as a quarterstaff, or divided into two weapons. Each divided half can also be divided once more, making a total of four weapons when carried to the limit. The rank of all pieces of the rod is lowered by 2 for each division. Thus, it is a Rank 6 club or staff, a pair of Rank 4 clubs or staves, or a quartet of Rank 2 clubs or staves. Individual pieces can be recombined with an Activate action, but this is as simple as placing the halves together and does not require code works or special knowledge.

Value: 250 gp
The mystic is a philosopher, a guardian of truth, a seeker of knowledge, and to most people of the Known World, an enigma. This sourcebook contains everything you need to play this new class, including fighting styles, and information appropriate to the Mystara setting.

FOR USE WITH GREEN RONIN GAMES’

Requires the Dragon Age Roleplaying Game Box Set. A copy of Mystara: The Known World is recommended.