

Corners of the Realm
THE MYRDDIN





CORNERS OF THE REALM

For use with the 4th Edition

**DUNGEONS
&
DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

Corners of the Realm: The Myrddin

Author

Amelia Ciffone

Cover Artist

Travis Harris

Interior Artist

Melanie Austin

Editor

Christopher Martinez

Layout Design

Mark Romero

Playtesters

Jacob McGrew, Mary Puppo

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The Myrddin

The Myrddin

RACIAL TRAITS

Average Height: 5' 7" - 6' 6"

Average Weight: 150 - 200 lb.

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Medium

Speed: 6 Squares

Swim Speed: 6 Squares, Myrddin do not need to make Athletics checks to swim.

Vision: Low-Light

Languages: Common, Myrddin

Skill Bonuses: +2 Stealth, +2 Survival

Undersea Heritage: A Myrddin can breathe underwater and cannot be drowned.

Myrddin Training: Myrddin are trained for specific tasks at an early age. Choose one skill to be trained in.

Electric Sting: You can use *electric sting* once per encounter.

Electric Sting Myrddin Racial Power

"Your tongue shoots forth, latching onto your foe. A current of electricity runs through to the edge before detaching itself."

Encounter ◆ **Electric**

Minor Action **Ranged 3**

Target: One Creature

Attack: Dexterity + 2 vs. Reflex

Hit: 1d6 + Constitution modifier damage, and the target is stunned until the next round.

Increase to 2d6 damage at 11th level, and to 3d6 damage at 21st level

Overview & Roleplaying Tips

Myrddin are a race of amphibious eel creatures. They have an extremely strong sense of family and friendship that if broken can be extremely devastating. Myrddin PC's can come from many different walks of life, but as a Myrddin you should consider a few things:

If your character was exiled he probably feels bitter about it in some way. Myrddin have a strong connection to family and friends so exiling a Myrddin is a punishment worse than death.

It is also important to know that Myrddin are typically raised from an early age to work at a specific task. Think about what your character was taught to do and try incorporating it into their design. Myrddin are typically emotionally connected to the skills they learn as a child and they will constantly seek to become better at these skills.

Myrddin can also leave home simply to search for adventure in the world. Myrddin society respects great triumphs, so Myrddin who leave usually intend to return with stories of their trials.

Play a Myrddin if you want...

◆ to play a character always fighting to get better.

◆ to be a part of a civilization where everyone pulls their weight to survive.

Physical Description

The Myrddin have a humanoid torso with the head and tail of an eel. They do not have legs, which forces them to slither upright on their tails when on land. They “stand” upright at about 5’-6’ and have another 2’-3’ of tail that stretches out behind them.

Myrddin eyes are small oval slits that are usually solid black in color. Their fingers are webbed, and they have gill slits along the sides of their necks in addition to lungs. Myrddin skin is usually blue-black, blue-grey, or green-grey in hue. They sometimes have splotches of dull red or dull yellow to blend in with the aquatic fauna of their native habitat, such as seaweed and other plants. Among reef-dwelling Myrddin, skin pigmentations of bright red, yellow, orange, and pink are common. However, these strains have been hunted to near extinction due to a decreased ability to hide in open water and a preference by other races for their brightly colored hides. Myrddin are rarely born without skin pigmentation, but it is possible. Albino Myrddin are white with a faintly greenish cast and are considered special. Unfortunately, they are also favored by hunters for their exotic hides.

Myrddin have a variety of fins that adorn various parts of their bodies. Most of these are vestigial, as the Myrddin use their powerful tails for swimming. The most prominent fin is the dorsal fin that goes from the back of the head, down the neck and usually stops at the shoulders. The dorsal fin is particularly important to males, because a large, full dorsal fin is

considered attractive. Male dorsal fins are larger and more likely to have spots than female dorsal fins. In females, the dorsal fin is smaller and similarly colored to the rest of her body. Other than the head frill and the females’ wider midsection, the sexes are difficult to tell apart. This is also why telling Myrddin women and men apart can be difficult to outsiders.

Myrddin also have dorsal and anal fins along their tails. They can combine to form one long fin, or be separate as a series of shorter fins. These usually adorn the final 2-4 feet of their tails. They also have pectoral fins along either side of their mid-sections in the area equivalent to where hips would be on a human. Tastes vary from Myrddin to Myrddin on which arrangements of fins are most attractive.

The Myrddin have a 15 foot tongue they keep rolled up inside of their mouths. Inside of their tongues are electric nodes that can be used to shock enemies and prey. The Myrddin are able to shoot out their tongue at a target, latch on and stun them.

The Myrddin make their clothing from seaweed and the hides of large fish. The Myrddin only clothe the upper parts of their bodies to leave their tail unencumbered for swimming. Their garb usually resembles a kind of tunic with clasps along the side. The sides are open, and a flap hangs below the waist in the front and back.

The Myrddin make jewelry from bone, sea glass, coral, pearls, and any other gems they discover from wrecked ships. They are especially fond of pearls and will risk danger to obtain them.

History

The Myrddin were once small tribes made up of extended families that lived along coasts and rivers. They lived off of fish and produced sturdy rafts, while they maintained a fairly quiet existence amongst other land dwelling races. Because of their eel like appearance however, the Myrddin were considered ugly or frightening by other races and were mistakenly thought to be monsters.

Land dwelling races hunted the Myrddin out of fear and a lust for their decorative hides. The Myrddin chose to withdraw from their homelands rather than fight back and were eventually driven out to sea. Once at sea, the individual family tribes lashed their vessels together to form larger colonies. These colonies formed the basis for the Flotillas.

Flotillas

Flotillas are the large floating cities in which the Myrddin dwell. Formed over time from the colonies of Myrddin families and whatever driftwood and ship wrecks the storms afforded them, these sprawling communities house the majority of the known race with only exiles and adventurers ever leaving them for long. The shape of the city is generally oval with a tapered front and a huge rudder in the back for steering. Each Flotilla has a giant mast in the center, which propels the city. It is supported by giant buttresses. When storms come, they lower the mast under the water so it doesn't break. Underneath the city is the plumbing system, which takes waste from the neighborhoods and

runs it through a series of pipes. It is sent through a simple filtration system before being released out of the back of the city. Waste is then carried away by the ocean's currents. This decreases the value of property near the back end of the Flotilla, but this area is also teeming with fish, so it ensures that there is always a fishing ground near the city and that food is always plentiful.

The city is divided into neighborhoods based on tribes. Each neighborhood is separated by a canal and connected in a few places by bridges and ropes that tie them together. The canals serve as the major roads in the city. Neighborhoods rise up on either side of the canal and are accessed by ramps. The city also lacks stairs, as they would be difficult to climb for creatures without legs. Another difference land dwellers might notice is that the whole city is pervaded by a sense of dampness. Some lower parts of the city are even underwater. The rooms designated for Myrddin young are completely submerged and many homes have easy water access. Waves splash up over the sides of the deck frequently, but the Myrddin enjoy being wet.

Cities have ballistas for self-defense, mostly used against sea monsters. The Myrddin are also threatened by storms, though not in the same way land dwellers are. Storms are not automatically life threatening for a Myrddin, just inconvenient. People can get hurt by debris, children can get lost, and boats can be destroyed. Hurricanes can break off entire neighborhoods and separate them from the Flotilla. The Myrddin

evacuate underwater and as close to the center of the Flotilla as they can. After the storm subsides, the Myrddin band together to repair the city. This allows for advancement in society because cities break apart and must be re-assembled and Myrddin can gain renown for their rebuilding efforts.

The ruling body of the Myrddin lives in the center of the Flotilla. The center of the city is also where you can find various temples dedicated to the Gods. It is possible to determine the social standing of a particular tribe based on their position in the Flotilla. Influential tribes are in the front and center, while tribes in the back and along the edges are more pedestrian. The poorest tribes are not integrated into the city at all, but are lashed to the city with ropes and trail behind it. This is also the home of criminals, outcasts, refugees from other Flotillas, and any other undesirables of the Myrddin community.

Culture

Despite their non-violent ways, Myrddin are skilled hunters. They usually band together to hunt large prey, using their tongues to stun sharks, killer whales, and dolphins. They will also catch smaller fish with nets or spears. When Myrddin catch their prey they also go through great lengths to try and use every piece of the animal.

They idolize those among them with great skill. A tribe will usually recognize exceptional Myrddin such as the fastest swimmers or the best hunters. A Myrddin with great renown usually starts their own tribe.

The Myrddin abhor violence between tribe members and prefer to have disputes settled by a tribe elder or by a competition such as a race judged by an elder deemed neutral. The elder of the most influential tribe is the Flotilla leader.

Myrddin don't need to be part of a Flotilla, but they need to be part of a tribe. The Myrddin band together in the face of adversity and have a strong sense of community. Lone Myrddin will yearn to be part of a community and become depressed if left alone for too long. The Myrddin have a variety of non-violent methods to punish individuals that give the community trouble. If the offending Myrddin is in an influential position, they or their tribe may be relocated to the outskirts of the Flotilla. If they continue to cause trouble, they may be exiled for varying amounts of time from a week to several years. The most serious offenses are punishable by permanent banishment from the community. Exile is the worst punishment that can befall a Myrddin, as there are few places an exiled Myrddin will be accepted. Due to their ability to maintain a low profile and a mastery of the seas, an exiled Myrddin can usually survive for a long time, but will be plagued by loneliness without a tribe to provide them with a sense of community, purpose and belonging. Some will give up on life and will be deliberately captured by sailors. Others will look for other exiles and form surrogate tribes. Some will attempt to join other Flotillas with occasional success. An adventuring party will become the Myrddin PC's surrogate or temporary tribe. The Myrddin PC will seek to protect and be accepted by this

group.

Occasionally, Myrddin elect to leave the safety of the Flotilla of their own free will. These individuals may be frustrated with the passive acceptance of their race's position in the world. Some of these Myrddin carry a grudge against other land dwelling races. Others leave the Flotilla to try to understand the reasons why they are persecuted. Many assume there is some kind of tribe elder equivalent to whom they can take their case. Some Myrddin leave the Flotilla to search for relatives captured by land-dwelling races. These quests usually end in disappointment as captured Myrddin are usually killed.

Childhood

Myrddin are born from translucent, grape-fruit sized eggs. The female holds the eggs in an incubator in her midsection for about 1 month before laying them. Females have a wider midsection than males because of this and, besides the head fin, this is the only other way to tell the difference between males and females. The female Myrddin lays 3-6 eggs at a time and the eggs take another 3-4 months to hatch once they are laid.

Once the eggs are laid, they must be kept in a dark, moist environment. The eggs must hatch submerged in water or the newborn Myrddin will die. Infant Myrddin can survive on land after about an hour, but prefer the water for the first year of life.

Myrddin are raised communally by

tribe mothers, a female Myrddin who elects not to have children of her own in favor of raising the children of the entire tribe. In large tribes she has assistants who help divide up the labor. The tribe mother and her assistants raise all of the children of the tribe from the time the eggs are laid until the children reach the age of 16 or 17, at which point they are considered young adults. In addition to the general history and customs of the Flotilla, tribe mothers educate their young about the traditions and ancestors specific to their tribe.

Myrddin children do not know who their parents are and refer to any tribe members older than they are as "aunt" or "uncle."

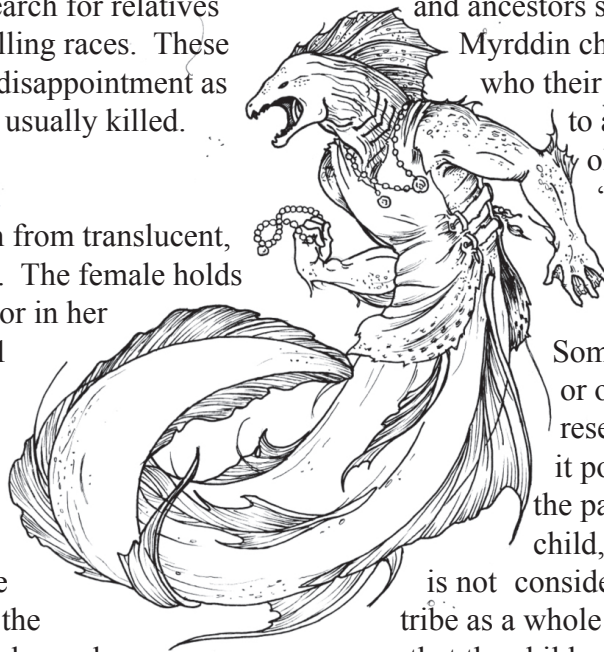
They refer to those in their peer group as "cousin."

Sometimes birthmarks or other significant resemblances make it possible to pick out the parents of a Myrddin child, but this information

is not considered significant. The tribe as a whole works together to

ensure that the children are protected and provided for.

When a Myrddin becomes renowned for any particular reason, they branch off and start their own tribe. In this special case, the first generation of that tribe is considered the children of the hero, and all subsequent generations are recognized as their descendants. The tribe usually specializes in their ancestor's area of expertise.



At the ages of 10 or 11, young Myrddin begin to learn the trade or skill that will become their life's profession. Children will apprentice with the member of their tribe most proficient at the skill they would like to learn. If someone in another tribe in their Flotilla is especially proficient at the skill they wish to learn, the child may apprentice in that tribe instead, especially if the tribe is similar in social standing to their own. Myrddin who are considered the best at their skill usually have a waiting list of apprentices, and some tribes are better at a given skill than other tribes. Where a young Myrddin chooses to apprentice depends on their ambitions and social standing.

In special circumstances, such as exile, Myrddin can be raised by their parents rather than a tribe mother, but the survival rate is much lower. Less than half a clutch will survive such an upbringing and they will be poorly educated. A lone Myrddin or a pair of Myrddin will not have time to give their children a proper upbringing, while working to keep them fed, and keeping their vessel in good repair. Additionally, their children will only be able to learn the skills their parents are proficient at.

Naming

Myrddin have a given name and a tribe name. Occasionally, if they become popular, they are given a nickname. The nickname usually reflects the quality that brought them into the spotlight. Their tribe name is taken from a famous ancestor or a craft that the tribe specializes in. The most common last names involve fish or

sea creatures.

Exiles lose their tribe name when they are cast out, and some rename themselves. Examples of Male & Female first names: Ujanna/Ohanna, Ula, Ursa/Usra, Saar, Saga, Salim, Suka/sukar, Satu, Suhal, Sunee, Sully, Suoh, Syona Umka, Uaine

Heroic Tier Feats

IMPROVED CURRENTS

Prerequisites: Myrddin

Benefit: The electric current within your body has fully developed. Change the d6's in your electric sting attack to d10's.

NATURAL STALKER

Prerequisites: Myrddin, trained in stealth

Benefit: Myrddins are natural stalkers on the land and in the sea. With this feat a Myrddin gains a +3 racial bonus to stealth checks.

MYRDDIN FISHERMAN

Prerequisite: Myrddin

Benefit: Having grown up on the sea, Myrddin are extremely proficient with spears of all sorts. They gain a +2 bonus to damage and proficiency with spears and polearms.

Paragon Tier Feats

GORING TOUNGE

Prerequisite: Myrddin

Benefit: When the Myrddins' tongue detaches from its victim it tears flesh and leaves a nasty hole. After a successful hit with your electric sting you deal 3 ongoing bleeding damage. (Save Ends)

Artifacts

The Myrddin

The Amulet of Akamu

Amulet of Akamu

Heroic Tier

"This necklace is made from interlocking gold rings and a small sapphire pendant."

Item Slot: Neck

Property: You gain a +2 item bonus to Fortitude, Reflex, and Will Defenses

Property: You gain a +2 bonus to perception checks

Power (At-Will): Standard Action. You can use *Riposte Strike* (Rogue 1)

STORY OF THE AMULET

Akamu was a Myrddin thief interested in learning about magic. Though he could never be formally taught, he always retained a curiosity and hunger for knowledge.

Akamu's tribe was constantly under attack from poachers. Many of his tribe mates were captured and killed. After a particularly vicious raid, Akamu left his tribe and journeyed throughout the world looking for a way to protect his tribe from their enemies. Before he left, his Elder gave him an amulet to guide him on his journey.

Akamu's journey was long and dangerous. He searched great libraries and forgotten dungeons looking for a solution to his city's plight. He studied magic and history hoping to discover a spell or strategy that would ease their suffering.

In time Akamu learned what he

needed and he devised a plan to protect his tribe from its attackers. He returned to his people, just in time to stop a raiding party that would have wiped them out.

After his own tribe was safe, Akamu thought of the other tribes of Myrddin facing the same problem. Akamu felt it was his duty to go on another journey--one that would aid not just his tribe, but his entire people.

Akamu left his tribe a second time in order to seek out other tribes who were being preyed upon. Once he had taught the tribes to protect themselves, he would move on. His valiant efforts lasted many years and saved many lives, but Akamu eventually died of old age. His essence however continued to live on in the amulet once given to him by his tribe elder. The amulet now shares his curiosity and dedication to the Myrddin people.

GOALS OF THE AMULET

- ◆ Explore new places and discover ancient lore.
- ◆ Protect the honor of the Myrddin.
- ◆ Be wielded by a powerful arcane caster.

ROLEPLAYING THE AMULET OF AKAMU

The Amulet of Akamu seeks knowledge at all costs, but it will not cause harm to its own people. The amulet does not speak with the owner directly, but it will occasionally try to influence their emotions. Unfortunately, the amulet can go unnoticed for quite some time since it only chooses to intervene with its owner

when a decision might affect its pursuit of knowledge.

If the owner is given the chance to explore something new, the amulet will urge them on. If the owner declines then the amulet will be sure to show its disappointment.

CONCORDANCE

Starting Score	5
Owners gains a level	+1d10
Owner is a Myrddin	+1
Owner is an arcane caster	+2
Owner discovers a treasure horde	+1
Owners decides not to explore an ancient ruin of some kind.	-2
Owner kills a Myrddin (Max. 1/Encounter)	-2
Owner fails to protect a Myrddin from harm (Max. 1/Encounter)	-1

PLEASED (16-20)

"The amulet is pleased with the knowledge we have found"

The amulet has never learned so much in such a small amount of time.

Property: You gain a +4 bonus to diplomacy checks against all Myrddin.

Special: Once per day you can deal sneak attack damage as a rogue of your level.

SATISFIED (12-15)

"The amulet seeks to learn more on our journeys"

The amulet is satisfied with its wielders thirst for adventure and continues to drive him further.

Property: You gain a +2 bonus to diplomacy checks against all Myrddin.

NORMAL (5-11)

"The amulet is ushering me deeper into the

dungeon"

The amulet is still unsure about its current owner, but it is prepared to test them out by sending them into the darkest ruins.

UNSATISFIED (1-4)

"I'm not pleasing the amulet. I can feel its power waning"

The amulet believes its wearer to be a coward and unintelligent. It wishes to be found by another and it doesn't care if it is found on the dead body of its current owner.

Special: You take a -2 penalty to all defenses against traps.

ANGERED (0 OR LOWER)

"The amulet is purposely trying to put me into danger"

The amulet seeks the death of its current owner to rid the world of his incompetence.

Lost Property: Your bonus to defenses decreases to +1.

Special: You take a -5 penalty to all defenses against traps.

MOVING ON

"We've learned as much as we can from each other"

The amulet has learned as much as it can from its current wielder and it is ready to move on. The interlocking rings disintegrate leaving behind a small blue sapphire worth 1,000 gp.

If the amulet is satisfied then the owner receives a permanent +1 bonus to stealth checks. If the amulet moves on because it is unsatisfied, the owner instead receives a permanent -1 penalty to stealth checks. In addition the amulet completely disintegrates leaving nothing behind.

Myrddin NPC's

The Myrddin

Myrddin Warrior **Level 2 Soldier**
Medium Natural Humanoid **XP 125**

Initiative +6 **Senses** Perception +9, Low-Light Vision

HP 35; **Bloodied** 17

AC 18; **Fortitude** 15, **Reflex** 15, **Will** 13

Speed 6, **Swim** 6

⊕ **Spear** (standard; at-will) ◆ **Weapon**

+9 vs AC; 1d8 + 3 damage

⤵ **Electric Sting** (minor; encounter)

◆ **Electric**

Ranged 3; +13 vs Reflex; 1d10 + 3 electrical damage, the target is stunned until the end of its next turn.

Alignment Any

Languages Common, Myrddin

Skills Athletics +7, Stealth +7

Str 16 (+4) **Dex** 16 (+4) **Wis** 12 (+2)

Con 11 (+1) **Int** 11 (+1) **Cha** 8 (0)

Equipment leather Armor, spear

MYRDDIN WARRIOR TACTICS

Myrddin typically hunt in small packs. If one of the Myrddin is successful with his electric sting attack, the rest will jump in with their spears. They will swarm one opponent at a time preventing their enemies from retreating or placing themselves in an advantageous position.

Myrddin Lore

DC 15: Myrddin are ferocious pack hunters. They usually live in secluded areas near or on the water. In the past, Myrddin have been hunted for their hides and in certain areas they are still highly valued for

their toughness and pattern.

Tribe Mother **Level 5 Controller**
Medium Natural Humanoid **XP 125**

Initiative +5 **Senses** Perception +6, Low-Light Vision

HP 60; **Bloodied** 30

AC 19; **Fortitude** 18, **Reflex** 18, **Will** 16

Speed 6, **Swim** 6

⊕ **Spear** (standard; at-will) ◆ **Weapon**

+10 vs AC; 1d8 + 4 damage

⤵ **Electric Sting** (minor; encounter)

◆ **Electric**

Ranged 3; +12 vs Reflex; 1d10 + 4 electrical damage, the target is stunned until the end of its next turn

⤵ **Spirited Defense** ◆ **Weapon**

(standard; recharge ☼☼☼☼)

Close blast 1; +9 vs AC; 3d6 + 4 damage, and all targets within the blast are pushed back 2 squares. The tribe mother can exclude all allies from the blast.

Mothers Fury

As soon as the Tribe Mother is bloodied she takes an immediate interrupt action and heals as if she used a healing surge.

Alignment Any

Languages Common, Myrddin

Skills Athletics +7, Stealth +7

Str 16 (+5) **Dex** 16 (+5) **Wis** 12 (+3)

Con 12 (+3) **Int** 11 (+2) **Cha** 8 (+1)

Equipment leather armor, spear

TRIBE MOTHER TACTICS

A Tribe Mother has a duty first and foremost to the children under her

protection. She will do whatever she can to keep enemies away from her children. If necessary she will jump into the middle of combat and use *spirited defense* to block enemies. If the battle looks impossible to win the Tribe Mother will attempt to retreat with as many children as possible.

Tribe Elder	Level 7 Brute (Leader)
Medium Natural Humanoid	XP 400
Initiative +6 Senses Perception +14, Low-Light Vision HP 92; Bloodied 46 AC 19; Fortitude 20, Reflex 19, Will 19 Speed 6, Swim 6	
⊕ Spear (standard; at-will) ◆ Weapon +10 vs AC; 1d8 + 5 damage	
↘ Electric Sting (minor; encounter) ◆ Electric Ranged 3; +12 vs Reflex; 1d10 + 5 damage, the target is stunned until the end of its next turn	
↘ Stunning Voracity (standard; encounter) ◆ Electric +10 vs AC; 4d8 + 5 electrical damage, the target is stunned until the end of its next turn	
Distracting Strikes The tribe elder's allies gain a +2 to damage rolls against all opponents hit by the Tribe Elder before the beginning of his next turn.	
Alignment Any Languages Common, Myrddin Skills Athletics +12, Stealth +12 Str 18 (+7) Dex 17 (+6) Wis 16 (+6) Con 12 (+4) Int 14 (+5) Cha 10 (+4) Equipment leather armor, spear	

TRIBE ELDER TACTICS

Tribe Elders will rush to the front of a battlefield if need be. He uses his stun attacks almost immediately in order to give warriors in his tribe ample time to attack.

Myrddin Priest	Level 8 Artillery
Medium Natural Humanoid	XP 350
Initiative +7 Senses Perception +13, Low-Light Vision HP 68; Bloodied 34 AC 20; Fortitude 20, Reflex 20, Will 22 Speed 6, Swim 6	
⊕ Quarterstaff (standard; at-will) ◆ Weapon +15 vs AC; 1d8 + 5 damage	
↘ Electric Sting (minor; encounter) ◆ Electric Ranged 3; +13 vs Reflex; 1d10 + 5 damage, the target is stunned until the end of its next turn	
✱ Wind Burst (standard; at-will) Area Burst 1 within 10; +11 vs Fortitude; 1d10 + 6 damage and all targets are knocked prone	
Alignment Any Languages Common, Myrddin Skills Religion +15, Stealth +15 Str 16 (+7) Dex 16 (+7) Wis 20 (+9) Con 14 (+6) Int 12 (+5) Cha 15 (+6) Equipment quarterstaff, priests robes	

MYRDDIN PRIEST TACTICS

Myrddin Priests will utilize their *wind burst* ability to keep opponents from getting closer to them. They will try to keep to the back of the group as they prefer not to enter into direct combat. As a last resort they use their stun attack to flee.

Adding Myrddin to your game

There are many different ways to incorporate the Myrddin into your campaign. If your campaign has been going for quite some time then you can have the Myrddin placed into secluded areas. This will give them a good explanation for never having been around before. Of course, you can also try to play it off that they were around, but never in great numbers. Remember it is possible for those in your campaign world to not know about the Myrddin. They could be the stuff only of legends. Legends that are revived occasionally when one washes up on shore after a storm.

Myrddin can live in fresh water as well as salt water, so if your campaign won't be nearing the ocean anytime soon you can still add them in. Just remember that the Myrddin as a race don't make much sense if they are placed too far from water.

If you are just starting a campaign then you can basically put the Myrddin into your world at a specific point of history. They could already be out on the ocean or you can have them being hunted. Whatever you decide remember that this book is full of suggestions and nothing more. At the end of the day the campaign is yours and you should try to have as much fun with it as you possibly can.

Adventure Hooks

If you're still not 100% sure on how to include Myrddin in your game here

are some adventure hooks to help you on your way:

Lost at Sea: A lone Myrddin who has washed up on shore has commissioned the PC's to help him find his home out on the ocean.

Myrddin at War: A large Myrddin flotilla has anchored itself near a coastal city that the PC's are currently in or travelling to. They have been sinking ships attempting to leave the harbor.

Wrecked Flotilla: A ship has recently come across a wrecked flotilla floating aimlessly at sea. While there does not seem to be anyone in the floating city, there is said to be a vast amount of riches to be found.

Trading Partners: The PC's are sent to speak with a flotilla leader and convince him to begin trade with coastal settlements. The elder however, is going to need some convincing.

Ambush: A small group of coastal Myrddin travelling along the same route as the PC's are being ambushed by poachers. If the PC's decide to save them the Myrddin wish to thank them back in their city.

More to come!

We hope you've enjoyed the first installment of Corners of the Realm. There are many more to come! Please send all questions and comments to us at fahrenheitgaming@gmail.com

Appendix

Religion

In the center of the Flotilla, there is usually a temple to the Myrddin God, Duaah. Duaah is a great sea dragon who controls the winds and seas. The Myrddin pray to him, so that he will bring them strong winds, clear skies and full nets. Duaah is said to be the God of both the Myrddin and the sea serpents that threaten their Flotillas.

Myrddin believe that Duaah is god of the sea, but also that he is the sea itself. Each Myrddin tribe interacts with the sea in their own special way, but each Myrddin gives thanks to Duaah for it. The fishermen pray for full nets of fish, and give thanks for the fish they remove from the sea. Navigators give thanks for the wind that fills their sails and pray for clear skies. They give thanks for pearls and gems that are harvested from the sea, and thank the sea for accepting their waste back into it. The sea nourishes and provides for them, even though it sometimes holds danger.

MYTHOLOGY

The legend says that long ago there were once two dragons--Kunae, of the land and Duaah, of the sea, and they were brothers. They lived in peace, each ruling over his own domain, until one day Duaah stumbled upon a pearl. It was the fairest thing in his whole domain, so he went to show his brother, for Kunae had shown him the many beautiful gems that were hidden in the earth and he believed Kunae would

be happy for him.

When Kunae saw the beauty of the pearl, he was overtaken with jealousy. No gem from the earth could compare to the beauty of the pearl. Kunae was furious. The pearl ought to be his, he told Duaah, because it was made of sand. How dare Duaah steal this beauty from his precious earth? Duaah said that the land had riches to spare, unlike the sea where beauty was only fleeting. The pearl belonged to him, he countered, because it was forged in his watery depths.

The brothers, once peaceful, turned to fighting. So great was their battle, that it has been told that the land turned molten like water, and the seas were so high the waves blocked out the sun. At the end of the battle both dragons lay dying. In the fight, Duaah had lost two fins. One fin, which fell to the ocean, begot the serpents and monsters of the sea, the other fell to a river delta and the first Myrddin arose from it. In this way Duaah carried on his war and his tradition, for none of Kunae's fisherman dared to enter the sea lest they be attacked by the fearsome beasts and the Myrddin's conquests would be a legacy unto him.

When they died, their spirits seeped in to the land and the ocean where they are still at war with each other, for is not the sea always battering the land, eating away at it? Crashing down upon its shores? And so the land seeks to thwart the sea, blocking it's path and sending its peoples to hunt the sea's creatures.

COMING SOON



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