“You have completed the introductory trial. This was your first test to see if you were worthy to train as a Mistwalker. Now the real training will start with personal study. The liquid that you have been given is dew from the leaves of a tree of Seldar. Put this in a basin and meditate on the reflections you see—some may be enlightening, others terrifying. These reflections are the dreams of Apythia, the pillars adopted by Mirabel Darieth, and the fonts of wisdom that all Mistwalkers draw from. Each morning, you must meditate on the pillars of the Mistwalkers, and, over time, you will learn how to call the fonts to your aid.

“For you, Ander, the Chord of the Anariima. This chord has much untapped potential, and with your ingenuity, I’m sure that it will come in good use,” Rohme said, before continuing softly, “I’ve heard legends of the haunting and beautiful music that the chord makes when struck…you may start there.”

The pale blue wolf padded up to Moog and whispered in his mind, “You listened to the thoughts of Seldar when you touched the white tree. The children of Seldar, those trees, are scattered across the continents. They serve as conduits of knowledge, and with proper use, they can be used to learn many secrets, long lost—you see, these trees forget nothing they see.

“Unbridled, however, the thoughts of Seldar can be overwhelming. Your mind is strong for resisting. For that, I am passing to you the Gift of Apythia.” The world looked down at the floor, and from it rose a long white staff. “Carved from a branch of the tree of Seldar, this staff will serve you well, illusion mage.”

The wolf turned to the group as a whole, and spoke to the minds of all: “The trial that you went through was enlightening for me. Each of you are caught in a web much larger than yourselves, and you have much ahead of you. You had experiences with unusual powers in this trial—beings that transcend illusion and reality. Seldar, partly bound within the white tree, is one. The Red Stone within the Flower of Annungildor spoke to you as well. You met an ancient god—and even witnessed his doom. Be wary of these things. In many ways, the Trials of Apythia show the deepest fears of the participants and tie them into the past, present, or future.”

Ander’s message from Earl Veragul Pearly of Riverdeep:

“Historians dead. Black ship in the harbor burned the water. Crown is stolen. Orcs in the city, Lord Ravalee fighting in streets. Men found Kramlik’s…”

**0-Walk the mists (All Mistwalkers. In obscured vision [mist, fog, magical darkness, smoke, etc…] normal movement may be treated as teleportation of the same distance.)**

**Pillar of Protection**

1-Protection from the mundane (Shield)

2-Protection from the magical (Counterspell)

3-Protection of rights and freedoms (Freedom of movement)

4-Protection of secrets (Sequester)

5-Unpassable protection (Prismatic Wall)

**Pillar of Knowledge**

1-Knowledge in combat (True strike)

2-Knowledge for preparation (clairvoyance)

3-Knowledge from the land (Commune with Nature)

4-Know the truth (true seeing)

5-Know the Future (Forsight)

**Pillar of Life and Death**

1-Take mercy (Mercy)

2-Rebuke death (revivify)

3-Taste death (Vampiric touch)

4-Give life (Mass cure wounds)

5-Give Death (Finger of Death)

**Pillar of Manipulation**

1-Use the minds of the unworthy (suggestion)

2-Fear compels (Fear)

3-Alter perspectives (Hallucinatory terrain)

4-Hide the truth of the past (Modify memory)

5-Force the unwilling (Dominate Monster)

**Pillar of Light and Dark**

1-Use the light (moonbeam)

2-Harness the arms of darkness (Black tentacles)

3-Purify (Hallow)

4-Glimpse the sun (Sunbeam)

5-Dark Judgement (Divine Word)

These are the paths available in the training of a Mistwalker. Every time a training Mistwalker levels up, they receive two points to invest in the Mistwalker pillars. To train in an ability, you spend one point per tier of the ability. For example, after leveling up once, you could meditate and train in “Take Mercy” and “Use the minds of the unworthy”. The next level, they could put both points into “Rebuke death”, the second-tier ability in the Life and Death pillar. To unlock an ability in a pillar, each ability below it must first be unlocked, ie you aren’t ready to train in “Force the unwilling” without first understanding “Hide the truth of the past”.

Mistwalkers use their own vitality to channel their abilities, so to use their extraordinary abilities, they must sacrifice (ability tier)d4 points from ability scores of their choice. The dice can be distributed among different ability scores. For example, to use the lesson “Alter perspectives” of the Pillar of Manipulation, the Mistwalker must roll 3d4 and suffer ability drain equal to that amount. The ability drain can come from **any** ability score of the Mistwalker’s choice; but the ability scores must be chosen before rolling. With the previous example, when the Mistwalker rolled 3d4, they may have said “This first 2d4 is going to be channeled from my Charisma, but this third 1d4 is going to come from my intelligence.” Because this is ability drain, these lost ability scores will regenerate at 1 point per day (all ability scores with damage regenerate each day, not just one at a time).

Mistwalkers, in extreme circumstances, can pull from a vitality that they do not actually possess. This happens when a Mistwalker drains an ability to zero, *but then continues to drain from it.* A Mistwalker can continue to use an ability score once it reaches zero to use their abilities, but it comes with consequences. Whenever an ability is drained lower than zero, the Mistwalker must roll 1d20 and subtract the amount that their score is below zero.

Regular penalties for an ability score reaching zero:

**Strength**: You fall to the ground, unable to even hold up your own weight. You cannot lift your weapon or dodge, and lie helpless on the ground.

**Dexterity**: You lose all control to control your muscles, but they do not move. You stand motionless, as if you were frozen, unable to move.

**Constitution**: Constitution is the source of your hardiness and physical life. At zero Constitution, you die.

**Intelligence**: You lose all mental function, and in effect fall into a savage, animalistic attitude, as the only sense left is the sense of survival.

**Wisdom**: You lack any sense of reality and falsity. You go insane, constantly under an effect like the “confusion” spell.

**Charisma**: You lose any ability to project your emotions and thoughts onto others, and cannot speak. In addition, you give off an aura of disgust and wrong. Others sense this, and it provokes hostility or discomfort from others.