

Day Realm Brief



“Day is insightful, cerebral, rational and calm”

Resonances – Divination, Revelation, Mastery, Perfection, Focus and Force

Realm Soldiers - You are a soldier, not a messenger, not a diplomat, not a servant

Sent to fight - Your Eternal has sent you to fight, to destroy, to cleanse

“Day lives in the quest for mastery of the self and the world”

- Leviathan – The Deepest One; History, foundations, causation
- Phaleron – The Great Library; Knowledge, preservation
- Sinokenon – The Turning Mirror; Hierarchy, connections, religion
- Kimus – Of the Thousand Eyes; Light, scrying, observation
- Ylenwe – The Dove; Harmony, mathematics, music
- Roshanwe – The Navigator; Discovery, wisdom, truth
- Zakalwe – The Strategist; Conflict, logistics, strategy

Scions of the Sun

Unyielding and emotionless soldiers

- Militant heralds of an unknown eternal
- Sent to purge the irrational
- Uncompromising and defiant
- Mysterious and cold creatures

Last Light of Oblivion

A specified herald can spend 30 seconds calling on the “Cold Sun” to execute an unresisting character, having magical fire consume the body in flame

“End the irrational; Remove the flawed; Seek destruction”

Soldier

- Heavy armour
- Great weapon
- 5 hits
- 3 hero points
- Mortal Blow
- 1/day Shatter

Mage

- Mage, Battle Mage
- Shield and Rod
- 3 hits
- 10 personal mana
- Empower, Repel
- 1/day Paralysis

Archer

- Heavy armour
- Bow
- 3 hits
- 3 hero points
- Get it Together
- 1/day Impale