

Prophecy in Dragon Warriors

(*Stephen Keightley*)

While there are many rules options that cover Prophecy, most only deal with pure game mechanics. These rules are perfectly acceptable to be used as-is, just like any other class feature, spell, or ability without any further effort if impact on mechanics is all you are looking for.



However, this approach does not address the impact of the actual prophecies themselves. These are largely a function of the narrative of a story, and so are not covered by the crunchy parts of the rules. It is this part that is necessarily left for the GM and player to manage in the Role Play.

Each time a character uses prophecy, have the player (or GM if an NPC) make a statement about the near future. The statement should be about a specific outcome but vague in the details of how it comes about, and the consequences of the outcome. When doing so, they should keep the prophecy they make personal, involving the actions of themselves or their closest allies and known enemies. They should also try to make the timeframe quite tight.

In other cases, it is more useful for the GM to feed prophecy to the player, describing what they 'see'. The GM can thus foreshadow key events of the adventure or campaign. Unless the GM has a very specific outcome in mind, they should allow the player to interpret the descriptions for themselves, leaving room for misunderstanding to impact on the narrative.

When applying rules modifiers, it is suggested that the GM be given the right to indicate when and if it is appropriate to the prophecy to do so. While this adds a layer of complexity to any fortune-telling ability, it helps to generate the feeling that the words of the prophecies matter as much as the rules behind them.

Real-world history is rich with examples of prophecy. There are many great examples from the medieval and ancient world that you could use to model your own. I have found [this article](#) particularly useful in understanding prophecy in Medieval England.

The Seer: A New Path for the Mystic Profession

The holy sites of Pre-Selentine Legend were mostly natural features; often hilltops, thermal vents, water springs or the like. In ancient times they were usually tended by a mystic with the gifts of healing and prophecy. Following the arrival of the True Faith, the old gods of the natural places generally receded into the background, and the roles of their keepers mostly transitioned into holy hermits of the True Faith.

The Seer can see the future, and their ability to divine what is to come allows them to nudge at the edges of fate. Their core ability allows them to pre-roll and bank results to bring about prophesied outcomes. Subsequent abilities bolster their allies with advice and otherworldly powers. Full details of this character path, available to Mystics of Rank 3 and above, will be found in a future issue of Casket of Fays.

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