

Mook Archetype: The Myriad

Sometimes you just need a bunch of bodies that fall over quickly. Sometimes you need a good model for a swarm of rats. Sometimes you need solid mechanics for a bevy of failed ninjas. And sometimes you need a way to talk about a crowd as a single entity. The myriad mook archetype offers an intelligent way to get all of those options within Legend's EL system.

A myriad is treated as a single challenge for the purposes of EL. A myriad uses the statistics of a Striker mook of its EL but with unique characteristics: a different physical manifestation and a deeply different way of attacking.

Myriad Bodies

A myriad is comprised of multiple parts called "bodies," each of which counts as a separate creature. Each of these bodies occupies one square and represents either an individual or a part of the myriad as a whole. For instance, a single body might be a rat in a swarm, a single ninja who failed out of ninja school in a mob, or the head of a hydra.

A myriad has a number of bodies equal to $7 + \frac{1}{4}$ its EL, to a maximum of 12 at EL 20. During an encounter, at the start of each of its turns, the myriad gains 1 body, to a maximum of $7 + \frac{1}{4}$ its EL. When a myriad gains a body, it may choose for the body to appear in any unoccupied square within [Close] range of all of its bodies and to which it has line of sight from at least one of its bodies. Alternatively, it may choose to regain a damaged body instead. If the myriad chooses to regain a damaged body whose space is occupied, the body is shunted to the nearest open space. A hydra might sprout a new head; however, it probably wouldn't make sense for a mob to suddenly 'grow' new members. But a defeated opponent might shake off its wounds and rejoin the fight.

A myriad's bodies use all statistics of the myriad except for its hit points. A myriad's bodies have no hit points. Instead, any time damage is dealt to one of a myriad's bodies, that damage is dealt to the myriad. This removes the body from the fight, leaving its square effectively vacant. Depending on narrative demands, this could mean anything from being blown apart to being knocked unconscious. But a myriad isn't defeated sim-

ply if it runs out of bodies. Only reducing a myriad to 0 hit points removes it from combat. When a myriad is removed from combat (by reducing its hit points to 0), all its members might be dead; or the DM might decide that a few of the individuals comprising the myriad have escaped, or that the whole myriad has simply scattered.

Movement with Myriads

When a myriad uses a move action to move, each of its bodies may move up to 30 ft, plus 5 ft for every three levels it possesses, rounded down (to a maximum of 60 ft at EL 18). If a myriad uses a 5 ft step, it may only choose one of its bodies to make the 5 ft step.

As a rule of thumb, each body of the myriad should stay within [Close] range of all other bodies of the same myriad at all times. This does not prevent a body from being pushed or otherwise moved against its will.

Attacking with Myriads

As a standard action, an entire myriad can make an attack against up to one opponent per intact body it possesses (no opponent can be selected more than once). Each target must be within [Close] range and line of sight of at least one of the myriad's bodies. This attack deals 1d6 damage, +1 point per level, and requires no attack roll. This rises to 2d4 damage, +2 per level at 8th level. This makes myriads dangerous at low levels, a credible threat in multiples or with support at mid-levels, and useful for pressure damage at high levels.