

Vox Draconis: Kingdoms of Stone and Fire

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Chapter 1

Introduction to Vox Draconis

About The Game

Vox Draconis: Kingdoms of Stone and Fire is my latest tabletop role-playing game project. Thematically, it's based on my original *Vox Draconis* game. It's not set in the original game's "Desova" setting, but it takes a few cues from that world. Dinosaurs are as prevalent as other wildlife. The tech level is somewhere between the Stone Age and Tolkienesque fantasy. The game system makes a few nods to the original's, but is built around the player characters being true heroes and not rampaging murderhobo tomb raiders.

"Treasure" as older tabletop role-playing games define it is much less of a focus. Experience Points are awarded for having an impact on the game world, and not explicitly for defeating monsters. It is perfectly plausible to run a campaign where no combat takes place. Such a game might focus on the social intrigues of a noble court, or perhaps the misadventures of a group of street performers. This is up to you.

The game as a narrative device and set of social rules for a group of gamers also tries to support modern ideas of identity, gender, ancestry, and culture. The cultures in the setting may not adhere to these ideals, however. Components of the setting that you are uncomfortable with should be modified or removed from your own group's campaigns to suit.

How It Works

Vox Draconis requires at least two players, and works best with four or five. One person acts as the Game Master (GM), and the rest act as individual characters. The GM is responsible for describing scenes for the others to participate in. They are also responsible for making sure

everyone is engaged in the game and having fun.

To play Vox Draconis, the group will need some dice. Most of these are the common six-sided dice you see everywhere. The rest have four sides, eight sides, ten sides, twelve sides, or twenty sides. You can find them for sale online or in local shops that specialize in tabletop games.

Chapter 2

How to Play

General Gameplay

The flow of gameplay runs in turns. The Game Master will describe a scene, and then players take turns describing what they do. In combat, turns are more structured, and each enemy has a separate turn.

Very Easy	7
Easy	10
Moderate	12
Hard	15
Very Hard	17

Table 2.1: Target numbers based on difficulty

Turn Order

Outside of combat, turns can occur in whatever order fits the scene. In combat, players act in Initiative order. At the beginning of combat, each player rolls a twenty-sided die, adds their Physical Dexterity, and tells the Game Master the result. The GM rolls Initiative for each NPC involved in combat, too. All characters – whether player or NPC – act in descending order according to their Initiative scores. If two or more characters have the same Initiative score, they are acting simultaneously.

Actions

In a turn, a character can do one major action and one minor action. Major actions include casting a spell, attacking, setting a trap, or any other action that takes the character’s full attention. A minor action includes movement, swapping equipped weapons, or other things that the character can do while doing major actions.

Most of the time, an action requires an “attribute roll.” The player rolls a twenty-sided die and adds the relevant attribute score. There may be other modifiers. The result is compared to a target number that the GM specifies from the following:

Difficulty	Target Number
------------	---------------

Skills

Many actions in Vox Draconis are covered by simple attribute rolls. However, some actions are covered by skills instead. If an action falls under the area described by a skill, a character attempting that action must do a skill roll.

A skill roll is an attribute roll, but may also include a “skill proficiency” modifier. Skill proficiency is either +1 or +2.

Sometimes, a skill proficiency is required to even attempt a particular action. For example, a character would need a skill proficiency in metallurgy to produce an alloy.

Skill proficiencies are granted by classes in character creation. They may also be learned through the course of gameplay. See the Developments chapter for further information.

Crisis Rolls

If a player ever gets into a situation that would have dire consequences for them, they may make a Crisis Roll to avoid it. They roll a twenty-sided die, and if the roll is over 10, they succeed. If they fail, they must spend a Crisis Point to avoid their fate. If they don’t have any Crisis Points to spend, the consequences fall on them.

A Crisis Roll may be used for such things as

avoiding death or negating the result of a social engagement.

The Passage of Time

In combat, a turn lasts roughly 5 seconds of in-game time. Outside of combat, a turn takes as much or as little in-game time as the scene demands.

Combat

The following rules govern how combat works.

Attacking and Defending

A character's Defense score is equal to the sum of Armor Points they have.

When a character attacks, they roll a twenty-sided die and add their Physical Dexterity. If the result is higher than the defender's Defense score, the attack hits.

Cover

If the target of an attack is behind cover, the chance to hit them is reduced. An attacker's attack roll is reduced by the cover penalty listed in the table below.

Amount of Cover	Penalty
Fully hidden	-5
Half hidden	-3
Partly hidden	-1

Table 2.2: Cover penalties

Damage

A successful hit deals damage equal to the amount specified by the weapon. Melee weapons deal an extra 2 damage if the character's Physical Strength is over 15.

Death

If a character's Life Points reach zero or less, they fall unconscious. When this happens, the character must make a Crisis Roll. If they fail, they must spend a Crisis Point to stay alive. If the roll is successful or they spend the Crisis Point, they don't need to continue rolling, and the character stabilizes but remains unconscious.

Social Engagements

A social engagement is a conversation of importance between two or more sides. Before it begins, divide the participants into sides. Every participant will argue for their side. Each side determines what they're arguing for before the engagement begins.

Much like combat, each participant has a turn. On their turn, they may choose to take one of the following actions, or give up their turn for the round. Every social engagement lasts for three rounds. At the end of the three rounds, the total points of each side is compared, and the highest wins. In the event of a tie, there is no victor, and the engagement is a draw.

No side can go below zero points.

Once the engagement is over, the GM determines the result of the winning argument.

Actions in Social Engagements

Persuade

This is an attempt to convince another participant of the correctness of your argument. Roll a twenty-sided die and add your Social Strength. The target number is modified by the other participant's Social Endurance.

Dissuade

You can try and reduce the points of another participant's side. Roll a twenty-sided die and add your Social Dexterity. The target number is modified by the other participant's Social Dexterity. If you win, the other side loses a point, if possible.

Riposte

Instead of taking a direct action, you can complicate the result of the entire engagement by making a Riposte. Roll a twenty-sided die and add your Social Dexterity. If the result is higher than 10, then regardless of the result of the social engagement, there will be a complication. The GM chooses the complication.

Experience Points

This is the reward that allows player characters to grow in ability. The Game Master gives out Experience Points at the end of a session based

on the players' actions during the session. Experience Points can be awarded for any action by the player characters that has a noticeable impact on the game world. See the Character Advancement chapter for more details.

Player Points

While characters can gain in power as a reward for their active participation in the game world, players should also gain a reward for improving the game experience for everyone. The reward for this is Player Points. Any player at the table, not just the Game Master, can give these out. However, only one can be received by each player per session.

Player Points can be spent to alter or enhance the player character's backstory, appearance, or other aspects of the character outside of their game mechanics. The Game Master should use their discretion in determining the cost of such changes.

See the Character Advancement chapter for more details.

Chapter 3

Magic

Magic

Magic is a force both intrinsically linked to the world and wholly separate from it. It is the root of all creation, all destruction, all life, and all death. It is also a force unto itself. Some beings exhibit unusual abilities born of it. Others learn how to manipulate its links to the world in order to have some small control over it.

Despite its omnipresence, magic does not manifest strongly in this world. There are no spellcasters in the traditional sense. In game terms, characters will only ever have a handful of pre-defined magical abilities at most.

Chapter 4

Character Creation

Creating a Character

These rules determine how players can create their own characters.

Note that the best and worst scores (+3 and -3, respectively) are not included in character creation. As game events alter characters, attributes may increase or decrease. They will never go below -3 or above +3, however.

Attributes

Every character has the following attributes. These define their physical, mental, social, and magical capabilities. Each of these attributes has a positive or negative score. They range from -3 to +3. These scores modify rolls based on those attributes.

There are four categories: Physical, Mental, Social, and Arcane. Each category has the following attributes.

Strength: Offensive ability or power.

Endurance: Defensive ability or resistance.

Dexterity: Manipulative ability or agility.

In total, there are twelve attributes. For brevity's sake, sometimes you will see references to abbreviations of these attributes. These abbreviations will always have the first letter of the category and the first letter of the attribute. So, Physical Strength would be abbreviated PS, and Arcane Endurance would be abbreviated AE.

Determine Initial Attributes

At the beginning of character creation, assign the following scores to your attributes.

- 2 scores of +2
- 3 scores of +1
- 4 scores of 0
- 2 scores of -1
- 1 score of -2

Choose Two Ancestries

Pick two ancestries. This will give you several innate abilities and a piece of your character's background. Ancestries are detailed in the Ancestries chapter.

Choose a Class

Pick a class. This will determine your path in life and which abilities you have refined. Classes are detailed in the Classes chapter.

Choose an Attunement

Pick an attunement. This will grant you a supernatural ability and an affinity for a supernatural force. Be warned: that affinity will be both a boon and a weakness. Attunements are detailed in the Attunements chapter.

Derived Statistics

After all the above is accounted for, calculate your derived statistics. These are Life Points and Crisis Points. Life Points determine how much damage your character can take before falling unconscious. Crisis Points determine how many times your character can narrowly avoid disaster. They are calculated as follows.

Life Points: 10 + Physical Endurance

Crisis Points: Mental Endurance + Physical Endurance + Social Endurance + Arcane Endurance

Starting Equipment

Your character begins play with 50 silver drachms, the coinage of the realm. You must spend at least half of it on equipment from the Equipment chapter.

Chapter 5

Character Advancement

Statistics Advancement

As you play, the Game Master will give you Experience Points. You can spend them between game sessions on Developments.

Characters never gain more Life Points. To increase their durability, they must find new ways to protect themselves.

New Crisis Points can be gained by spending Experience Points. Each Crisis Point costs 10 Experience Points.

Developments

Developments refer to mechanical changes in your character. These can be things like new skills, improved skills, and so on. The costs are as follows.

Development	Experience Point Cost
Improved Attribute	30
Improved Skill	10
New Skill (at +1)	5
New Crisis Point	10

Table 5.1: Player character development costs

Progression of Your Story

Players can grant you Player Points that you can use to advance your own character's story outside of game sessions. Generally, the GM will set the Player Point cost of a new character trait of this type.

Chapter 6

Classes

About Classes

The following are the classes of Vox Draconis. They are professions, followings, or other life pursuits. Each class will give you some background information, some unique abilities, and a set of skill proficiencies.

Dragon-Bonded

If a child is present when a dragon's egg hatches, there is a small chance that the hatchling and the child will form a supernatural and unbreakable bond. The Ildrazi have built their entire culture around this phenomenon, and co-exist in peace with dragons.

A dragon-bonded's life is built around that bond, for better or worse. They live with, hunt with, grow old with, and die with their dragon.

At character creation, choose one of the dragon types from the Creatures, Enemies, and Allies chapter. You gain a dragon bond-mate of that type. They will listen to you and usually do as asked, but are not mindless servants and have goals of their own. Consider the personality of your bond-mate.

Dragon-Bonded Abilities

- **Shared Life:** You are bonded to a single dragon for life. If your bond-mate dies, you must make a Crisis Roll. If you fail and cannot spend a Crisis Point, you also die. However, you also gain the lifespan of your dragon, and will not die of old age until they do.
- **Telepathic Link:** You can communicate with your bond-mate in words and images, no matter how much distance is between you.

Dragon-Bonded Skill Proficiencies

- Dragonriding +1
- Dragon Medicine +1
- Lance +1

Raptor-Bonded

The Ardonans are fierce tribal warriors whose lives revolve around fighting. They live in the jungles of Ardonia, home to many equally fierce beasts. Among these are the greater raptors - bipedal carnivorous dinosaurs the size of a horse. When a clutch of greater raptor eggs hatch, a tribe of Ardonans will sometimes steal the hatchlings and raise them alongside their young.

Often, a raptor hatchling and a child will form a supernatural bond. Once this occurs, the bond lasts until one of them dies.

The raptor-bonded and their bond-mate hunt, fight, and live together. Groups of Ardonan raptor-bonded will hunt as packs and are deeply loyal to each other.

Raptor-Bonded Abilities

- **Shared Senses:** If you concentrate, you can share all of the senses of your bond-mate. You can only do this for a few seconds before needing to break the link, and you can only do it once every hour. The senses of your bond-mate replace your own for the duration.
- **Empathic Link:** You can communicate with your bond-mate in emotions and images, no matter how much distance is between you.

Raptor-Bonded Skill Proficiencies

- Raptor-riding +1
- Raptor Medicine +1
- Hunting +1
- Spear +1

Knight of the Realm

Knights of the Realm are trained warriors who adhere to a strict code of honor. They hail from many different kingdoms, and owe allegiance to a noble family. When a member of that noble family calls for their service, they must give it. A Knight of the Realm is almost always a noble themselves.

Knights are as skilled in etiquette and courtly ways as they are in combat.

Knight of the Realm Abilities

- **Shield Another:** Once per scene, you may take a blow intended for another. You must be within range to interject yourself.
- **Bond of Honor:** You may make a Bond of Honor with another person by jointly speaking a ritual phrase beginning with “I bind myself to...” and ending with “...and to this be true.” So long as at least one participant is alive, the bond requires both to adhere to the words of the Bond. Breaking the Bond results in catastrophic bad luck for the one who breaks it. Only one Bond may be active at a time. If the Bond’s wording allows for it to be completed, completion of the Bond ends it without ill effect.

Knight of the Realm Skill Proficiencies

- Horsemanship +1
- Etiquette +1
- Longsword +1
- Heraldry +1

Adjudicator

The kingdom of Makheth has a strong tradition of law and order. The Adjudicators are independent interpreters of the law, and by necessity, they are also highly trained warriors. Their role is to see to it that justice is served and that lawbreakers

do not go unpunished. They are the king’s instruments, and have his full authority behind them. As such, an Adjudicator’s word has the force of law.

Some Adjudicators are restricted to a single city, but most travel from town to town. Any citizen can call upon them to hear a report of law breaking, and once an Adjudicator answers such a call, the matter is fully within their hands to resolve.

Outside of Makheth, they have no authority, though some of them seem to labor under the illusion that they do.

Adjudicator Abilities

- **Discern Truth:** An Adjudicator, as part of their final investment of office, undergo a ritual which permanently allows them to tell when someone is telling the truth or not. They can’t tell what the truth *is*, only that the speaker believes what they’re saying.
- **Oath of Makheth:** The investment ritual also bonds the Adjudicator permanently to the monarchy of Makheth. The monarch possesses a small gem that, if shattered, will kill the Adjudicator instantly.

Adjudicator Skill Proficiencies

- Detect Forgery +1
- Interrogation +1
- Intimidation +1
- Literacy +1 (choose two languages)
- Persuasion +1
- Shortsword +1

Fell Knight

The followers of the Fell Titan all come from different backgrounds. They share one thing in common: a desperate need for power. Each Fell Knight made the pact with the Fell Titan under different circumstances and for different reasons, but now they all serve the Titan’s will.

These deadly warriors are forever changed by the pact. In exchange for their unquestioning service, they are given frightening powers. The longer a Fell Knight has been in service, the more they physically change. Over time, their features become more drawn, worn, and emaciated. Eventually, after several years, their flesh - if they have it - disappears entirely, and they become skeletal horrors. Unlike mere undead, however,

they retain their full intellect and free will, except where such will conflicts with the direction of the Fell Titan.

Fell Knight Abilities

- **Wasting Immortality:** A Fell Knight cannot die of old age, instead becoming an animated skeleton over time.
- **Drain Life:** The touch of a Fell Knight can drain the life force of any living thing. While this causes no overt damage, it reduces the lifespan of the creature or plant in question, aging them visibly. This ability can only be used once per week, as it weakens the Fell Knight's connection to the Titan. The reduction in lifespan is approximately 20% of their current maximum.
- **Unnatural Strength:** The Fell Knight's strength increases by +1.

Fell Knight Skill Proficiencies

- Axe +1
- Mace +1
- Intimidation +1

Star Sage

Combination astronomer, astrologer, and reality-warper.

Star Sage Abilities

- change reality ability
- ally buff ability

Mystery Weaver

Low magic wizard, focuses on misdirection and illusion.

Mystery Weaver Abilities

- minor illusion ability
- confusion ability

Deathstalker

Fighter who worships death and tries to bring it about for that reason.

Deathstalker Abilities

- sense death ability
- affinity for death; no apparent heartbeat, looks gaunt, etc.

Swashbuckler

Errol Flynn.

Swashbuckler Abilities

- acrobatic fighting
- charming

Shaman

Spirit communicator and interpreter.

Shaman Abilities

- spirit trance - seek out and talk to a specific spirit
- affinity for spirits - know when they're around, speak with them

Hunter

Ranger, but not wilderness-restricted.

Hunter Abilities

- tracking
- animal affinity

Cleric of the Light

Warrior-priest of light (not goodness).

Cleric of the Light Abilities

- innate light ability
- strong willpower

Cleric of the Dark

Warrior-priest of darkness (not evil).

Cleric of the Dark Abilities

- innate darkness ability
- strong willpower

Cleric of the Balance

Warrior-priest of balance (not neutrality).

Cleric of the Balance Abilities

- innate twilight ability
- strong willpower

Sword Singer

Warrior-poet who seeks beauty in battle.

Sword Singer Abilities

- eloquence ability
- gracefulness ability

Berserker

Warrior who is cursed by the spirit of fury.

Berserker Abilities

- temporary immunity to damage and great strength, but at a price
- ?

Silver Tongue

Diplomat, merchant, negotiator.

Silver Tongue Abilities

- persuasion ability
- compromise ability

Beast Master

Animal tamer. Not like the “Beast Master” character. Closer to a monster trainer.

Beast Master Abilities

- taming animals and monsters
- animal/monster companion

Chapter 7

Ancestries

About Ancestries

These are the ancestries of Vox Draconis. At character creation you will pick two of these to represent your character's parentage. You may pick the same ancestry twice. Once you have chosen your ancestries, pick one Major Aspect and two Minor Aspects from their lists. The Major Aspect comes from the general ancestries, and the Minor Aspects come from the specific ancestries.

Alex decides her character's ancestries will be Coastal Human and Plains Human. She chooses the Major Aspect of *Resilient* from the Human list, and then the Minor Aspects of *Exceptional Swimmer* and *Natural Rider* from the Coastal Human and Plains Human lists.

Pairings that are biologically incompatible are assumed to have occurred magically or through other supernatural means.

List of Ancestries

Human

Human Major Aspects

- **Resilient:** Automatically succeed on all Crisis Rolls. You still must spend a Crisis Point each time.
- **Adaptable:** Once per combat or social engagement, you may reroll any roll. You must accept the second result.

Coastal Human

Coastal humans tend towards bronzed skin, dark hair, and smaller builds.

Gender	Height	Weight
Female	4 ft + 2d10 in	85 lbs + 2d20 lbs
Male	5 ft + 1d10 in	120 lbs + 4d20 lbs

Table 7.1: Height and weight for coastal humans

Coastal Human Minor Aspects

- **Expert in Swimming:** Add 5 to all Physical rolls related to swimming. This does not affect attacks.
- **Expert in Fishing:** Add 5 to all fishing rolls.

Mountain Human

Mountain humans tend towards fair skin, thick blonde, black, or red hair, and stout builds.

Gender	Height	Weight
Female	4 ft + 2d10 in	85 lbs + 2d20 lbs
Male	5 ft + 1d10 in	120 lbs + 4d20 lbs

Table 7.2: Height and weight for mountain humans

Mountain Human Minor Aspects

- **Cold Weather Tolerance:** Add 5 to all Physical Endurance rolls made to resist the effects of cold weather.
- **Expert in Woodcraft:** Add 5 to all rolls made to craft wooden objects.

Plains Human

Plains humans tend towards bronzed skin, black hair, and lean builds.

Gender	Height	Weight
Female	4 ft + 2d10 in	85 lbs + 2d20 lbs
Male	5 ft + 1d10 in	120 lbs + 4d20 lbs

Table 7.3: Height and weight for plains humans

Plains Human Minor Aspects

- **Natural Rider:** Add 5 to all rolls made for riding feats.
- **Excellent Eyesight:** You can see fine detail at twice as far as a normal human.

Desert Human

Desert humans tend towards dark skin, black hair, and muscular builds.

Gender	Height	Weight
Female	4 ft + 2d10 in	85 lbs + 2d20 lbs
Male	5 ft + 1d10 in	120 lbs + 4d20 lbs

Table 7.4: Height and weight for desert humans

Desert Human Minor Aspects

- **Hot Weather Tolerance:** Add 5 to all Physical Endurance rolls made to resist the effects of hot weather.
- **Water Sense:** You can sense the presence of water up to a mile away, and know its general direction and distance.

Elf**Elf Major Aspects**

- **Sleepless:** You do not sleep. Instead, you must enter a meditative trance for two hours a day.
- **Immortal:** You do not die of old age, and you do not physically age beyond an apparent young adulthood.

Coastal Elf

Coastal elves tend towards grey or blue skin, short white or blue hair, and lean builds.

Gender	Height	Weight
Female	4 ft + 2d6 in	80 lbs + 2d10 lbs
Male	4 ft + 2d12 in	85 lbs + 2d10 lbs

Table 7.5: Height and weight for coastal elves

Coastal Elf Minor Aspects

- **Underwater Breathing:** You can breathe underwater.
- **Expert in Fishing:** Add 5 to all fishing rolls.

Mountain Elf

Mountain elves tend towards grey or white skin, white hair, and muscular builds.

Gender	Height	Weight
Female	4 ft + 2d6 in	100 lbs + 2d10 lbs
Male	4 ft + 2d12 in	110 lbs + 2d10 lbs

Table 7.6: Height and weight for mountain elves

Mountain Elf Minor Aspects

- **Underground Navigation:** Add 5 to all rolls to navigate underground.
- **Expert in Stonecarving:** Add 5 to all rolls to craft stone objects.

Forest Elf

Forest elves tend towards bronzed or fair skin, dark hair, and lean builds.

Gender	Height	Weight
Female	4 ft + 2d6 in	80 lbs + 2d10 lbs
Male	4 ft + 2d12 in	85 lbs + 2d10 lbs

Table 7.7: Height and weight for forest elves

Forest Elf Minor Aspects

- **Expert in Tracking:** Add 5 to all rolls to track living things.
- **Affinity for Forest Animals:** Forest animals do not run from your presence or attack you so long as you don't threaten them.

Dwarf**Dwarf Major Aspects**

- **Hardy:** You can go up to a week without eating or drinking with no ill effect.
- **Immune to Poison:** No poison or venom has any effect on you.

Mountain Dwarf

Mountain dwarves tend towards bronzed skin, dark hair, and stocky builds.

Gender	Height	Weight
Female	3 ft + 2d4 in	100 lbs + 2d10 lbs
Male	3 ft + 2d8 in	130 lbs + 2d10 lbs

Table 7.8: Height and weight for mountain dwarves

Mountain Dwarf Minor Aspects

- **Expert in Gemcraft:** Add 5 to all rolls to identify or refine gemstones.
- **Underground Navigation:** Add 5 to all rolls to navigate underground.

Steppe Dwarf

Steppe dwarves tend towards dark skin, dark hair, and lean builds.

Gender	Height	Weight
Female	3 ft + 2d4 in	80 lbs + 2d10 lbs
Male	3 ft + 2d8 in	90 lbs + 2d10 lbs

Table 7.9: Height and weight for steppe dwarves

Steppe Dwarf Minor Aspects

- **Direction Sense:** You innately know which way is north.
- **Voice Projection:** When you project your voice, you can be heard clearly from up to a mile away.

Desert Dwarf

Desert dwarves tend towards dark skin, black hair, and muscular builds.

Gender	Height	Weight
Female	3 ft + 2d4 in	100 lbs + 2d10 lbs
Male	3 ft + 2d8 in	130 lbs + 2d10 lbs

Table 7.10: Height and weight for desert dwarves

Desert Dwarf Minor Aspects

- **Hot Weather Tolerance:** Add 5 to all Physical Endurance rolls made to resist the effects of hot weather.
- **Expert in Glassmaking:** Add 5 to all rolls to craft glass objects.

Stone-Born

Stone-born are tall beings with tough, rocklike skin and glowing eyes. They are hairless. Some possess growths of rough gemstone on their heads where humans would have hair or beards. Their skin can have the color and pattern of any natural stone.

Stone-Born Major Aspects

- **Immunity to Heat:** You do not take damage from any heat.
- **Immunity to Cold:** You do not take damage from any cold.

Mountain Stone-Born

Mountain stone-born tend towards darker skin, warm eye colors, and bulky builds.

Gender	Height	Weight
Female	6 ft + 2d6 in	160 lbs + 2d10 lbs
Male	5 ft + 1d6 in	140 lbs + 2d10 lbs

Table 7.11: Height and weight for mountain stone-born

Mountain Stone-Born Minor Aspects

- **Sight in Darkness:** You can see in darkness as well as in light. This vision is black and white only.
- **Expert in Metalcraft:** Add 5 to all rolls to craft metal objects.

Desert Stone-Born

Desert stone-born tend towards light skin, cold eye colors, and lean builds.

Gender	Height	Weight
Female	6 ft + 2d8 in	150 lbs + 2d10 lbs
Male	5 ft + 1d8 in	130 lbs + 2d10 lbs

Table 7.12: Height and weight for desert stone-born

Desert Stone-Born Minor Aspects

- **Sand Burrowing:** You can dig beneath sand unusually fast and move beneath the sand at one-quarter of your walking speed.
- **Affinity for Desert Animals:** Desert animals do not run from your presence or attack you so long as you don't threaten them.

Mudling

Mudlings are small beings with elongated heads, large eyes, and four fingers on each hand. They have thin or no hair.

Mudling Major Aspects

- **Invisibility:** You can turn completely invisible as an action. You remain invisible as long as you don't move.
- **Empathic Communication:** You can mentally communicate in emotions and images with anyone you can see. This communication is one-way.

Marsh Mudling

Marsh mudlings tend towards green or brown skin, no hair, and lean builds.

Gender	Height	Weight
Female	2 ft + 1d8 in	30 lbs + 2d6 lbs
Male	2 ft + 2d8 in	40 lbs + 2d6 lbs

Table 7.13: Height and weight for marsh mudlings

Marsh Mudling Minor Aspects

- **Expert in Swimming:** Add 5 to all Physical rolls related to swimming. This does not affect attacks.
- **Underwater Breathing:** You can breathe underwater.

Forest Mudling

Forest mudlings tend towards green or grey skin, dark hair, and muscular builds.

Gender	Height	Weight
Female	2 ft + 2d8 in	40 lbs + 2d6 lbs
Male	2 ft + 3d8 in	50 lbs + 2d6 lbs

Table 7.14: Height and weight for forest mudlings

Forest Mudling Minor Aspects

- **Expert in Hunting:** Add 5 to all rolls to track game.
- **Expert in Climbing:** Add 5 to all rolls to climb.

Chapter 8

Attunements

About Attunements

The entries below are the attunements of Vox Draconis. You may never have more than one attunement.

An attunement is a supernatural alignment to a particular constellation or heavenly body. It is rare among mortals, affecting only 1 in 10,000. Those born with an attunement are destined for great and sometimes terrible things. Some animals also have attunements, though that is even rarer than among sentient beings.

List of Attunements

Dragon

The constellation Dragon appears high in the sky.

Ability: Breath Fire

Affinity: Fire

Ember

The nebula of Ember is a small red and orange dot in the southern sky.

Ability: Firestarter

Affinity: Fire

Moon

The Moon of Yrda is large and bright.

Ability: Silver Glow

Affinity: Water

Mountain

The constellation Mountain has several bright green stars.

Ability: Earthquake

Affinity: Earth

Phoenix

The constellation Phoenix spreads large wings.

Ability: Rebirth

Affinity: Life

River

The constellation River winds its way through the low western sky.

Ability: Waterbreathing

Affinity: Water

Sky

The Sky is a bright blue blanket.

Ability: Wingless Flight

Affinity: Air

Sun

Yrda's Sun brings life and light.

Ability: Illumination

Affinity: Life

Void

The Void of the night sky between the stars is an empty expanse.

Ability: Extinguish

Affinity: Death

Storm

Storms are fierce but short-lived.

Ability: Tempest

Affinity: Air

Cavern

The Cavern constellation is a convex arc in the sky.

Ability: Stoneshape

Affinity: Earth

Spirit

The Spirit constellation is ghostly.

Ability: Talk to the Dead

Affinity: Death

Chapter 9

Equipment

About Equipment

This chapter contains information and statistics for all kinds of items, weapons, armor, and other useful things. All costs are listed in drachm, which is the standard coin of Yrda.

How Much Can I Carry?

Be reasonable about what your character can carry. A real person couldn't carry twelve different weapons and 300 lbs of miscellaneous gear in a small backpack.

In general, keep close to the following limits:

- one weapon wielded and one weapon stowed
- a shield OR a second weapon wielded
- fifty pounds of other gear stored in a backpack
- a few ounces of coins and other light items in belt pouches

Anything more than that will require a mount, wagon, or other additional storage space.

Equipment that you don't have on you will probably be stored back at an inn, home, camp, or other base of operations.

What Armor Can I Wear?

You can wear a helmet and body armor. A shield is held in your off hand, if you choose to use one.

Equipment Lists

Body Armor

Body armor protects your torso, and optionally your shoulders, arms, and legs.

Helmets

Helmets cover part or all of your head. They come in a variety of materials and levels of workmanship.

Shields

Shields come in three types - bucklers, strapped shields, and tower shields. Bucklers are strapped to your arm and are not held, freeing up a hand but lacking the defense of a larger shield. Strapped shields have a handle or strap and are held in your off hand. Tower shields are heavy and huge, and are meant as mobile defensive structures. Tower shields only offer cover and do not grant Armor Points.

Name	AP	Cost
Round	2	13
Oval	3	20
Rectangular	1	7

Table 9.1: List of bucklers

Name	AP	Cost
Kite	5	25
Heater	4	20
Targe	3	15

Table 9.2: List of strapped shields

Name	Cover	Cost
Pavise	Half	30
Mantlet	Full	25

Table 9.3: List of tower shields

Ships

Ships

Melee Weapons

Melee weapons

Name	Damage	Cost
Battle Axe	1d8	20
Dagger	1d4	2
Lance	1d6	35
Spear	1d8	10
Sword	1d6	8
Trident	1d8	25

Table 9.4: List of melee weapons

Ranged Weapons

Ranged weapons

Food and Drink

Food and drink

Traveling Gear

Traveling gear

Dungeoneering Gear

Dungeoneering gear

Clothing

Clothing

Musical Instruments

Musical instruments

Mounts

Mounts

Carts and Wagons

Carts and wagons

Chapter 10

Enemies and Allies

About Enemies and Allies

These are the non-player characters players might encounter in their adventures. Each is presented with a different set of statistics than player characters. When acting, they use their own abilities as described here rather than the rules for players. Where the rules are unclear for a situation, the Game Master decides how to proceed.

Each being in this section is described with the following format.

Name: the name of the being

Desires: what drives the being to act

Fears: what compels the being to attack or flee

Description: a description of what the being looks like, how they move, and how they act

Abilities: statistics and rules for each of the being's key abilities

Dinosaurs

These are free-roaming, large reptilian creatures. They are not generally domesticated and have varying levels of intelligence. Most are social creatures and operate in groups.

Allosaur

Ankylosaur

Brontosaur

Dilophosaur

Raptor, Greater

Tyrannosaur

Velociraptor

City Dwellers

These people live in or near cities.

Bandit

City Guard

Cultist

Noble

Ranger

Elder Beings

These beings are sentient and have lived on Yrda for much longer than the smaller species that inhabit cities.

Dragon, Great Horned

Dragon, Lake

Dragon, Moon

Dragon, Rock

Dragon, Forest

Wild Folk

These are sentient beings that live in the wilderness alone or in very small groups.

Ogre

Troll

Chapter 11

The Game Setting

About the World of Yrda

The Kingdom of Makhet

The Ildrazi

The Ardonan Reaches

The Fell Titan