Arboresque: Vengeance Quest

Player's Handbook

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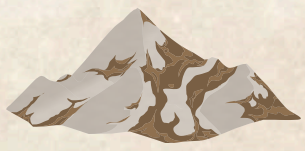


TUNDRA OF ICELAND

BAMBOO FOREST OF KYOTO

CHERRY BLOSSOMS ORCHARDS OF HEIAN-KYO

BARREN TUNDRA OF GREENLAND

LORE

Once upon a time, in a country rich in history, existed five distinct factions, each weaving its own narrative into the fabric of the land.

At the heart of this countrystood the Arboresque, revered and respected, their roots entwined with the very essence of leadership and wisdom. Guided by their connection to the divine, they led the other factions with a gentle yet firm hand, their influence spanning centuries.

Among these factions were the Petal Pathfinders, composed of Elves and Fairies whose mastery of mysticism and magic wove whispers of ancient rituals and arcane knowledge into the city's very being. Their ethereal presence lent an air of enchantment to the city streets, their spells swirling like petals on the wind.

Contrastingly, the Axeborne stood with Dwarves and Hobbits heritage etched in the sturdy lines of their craftsmanship. Masters of warcrafts, they forged alliances with the city's defenses, their axes gleaming with the promise of protection and strength.

Amidst the whispers of magic and forgery, the Steelguard, with Humans and Gnomes, emerge as a beacon of innovation and progress. Embracing the marvels of technology, this faction sculpted the city skyline with their inventions, their minds alight with the fires of progress.

Beyond the city walls, the Alpine tribes roamed like spirits of the wilderness. Orcs and Half-Orcs of formidable strength and unwavering resolve, they navigated the wilds with the grace of predators, their bond with the land unbreakable as the mountains themselves.

LORE

Amidst the diversity, darkness stirred in the hearts of men. Borax Sinclair, head of the Steelguard, coveted the throne of the Arboresque, his ambition eclipsing the boundaries of morality. With silvered tongue and honeyed promises, he ensnared Trakkav, leader of the Alpines, Rewa, Head Master of Path Finders Magic Ministry, and Werin, General Commander of Axeborne Weaponry, in a web of deceit, tempting them with visions of power and dominion.

Thus, the stage was set for betrayal and treachery. In a swift and merciless assault, the Steelguard and their newfound allies descended upon the unsuspecting Arboresque, their blades thirsty for conquest. With their evil wrath they succeeded, having been able to conquer everything.

The days stretched into weeks and the months into years, the city groaned beneath the yoke of oppression. Sinclair's grip continuously tightened, his hunger for power consuming all in its path.

Yet again, even as the dust settled and victory seemed assured, whispers of defiance lingered in the shadows. For unbeknownst to their assailants, the Arboresque were not so easily vanquished.

In the aftermath of the devastating attack orchestrated by Sinclair and his men, amidst the ruins of their once vibrant city, a few survivors emerged from the ashes, their spirits battered but unbroken.

These resilient souls had been spared the brunt of the onslaught, their absence during the fateful assault a stroke of fortune amidst the chaos. Yet, as they returned to their ravaged home, the sight that greeted them was destruction and despair.

The air hung heavy with sorrow, the echoes of battle still evident through the shattered streets. The remains of their kin lay midst the rubble, their lifeless forms a reminder of the brutality that had befallen them.

LORE

Grief and disbelief washed over the survivors in relentless waves, their hearts heavy with the weight of loss and betrayal. Confusion clouded their minds as they struggled to comprehend the magnitude of the devastation.

Fear clash with their resolve, whispering dire warnings of what the future might hold in the wake of such unspeakable tragedy. Yet, beneath the cloak of uncertainty, a flicker of rage ignited within their souls, fueling an urge to seek justice for their fallen brethren.

In the wake of devastation, amidst the broken remnants of their once-thriving city, the few remaining members of the Arboresque found themselves thrust into a nightmare they could barely comprehend. Their home lay in ruins, their kin reduced to ash and bone.

Haunted by a torrent of emotions—grief, confusion, fear, and above all, an unquenchable thirst for vengeance—they marched with solemn determination towards the heart of their shattered domain: the Emperor's palace.

But as they approached, their path was barred by their tormentors, the Steelguards. Undeterred, fueled by righteous fury, they demanded answers, their voices ringing out in defiance against the oppressors who dared to mock their suffering.

With cruel laughter and cold sword, Sinclair, the newfound Emperor, met their pleas with mockery and death. Again and again, they fell beneath the merciless blades, only to awaken once more to the same scene of destruction and despair.

Each time they died, a spark of realization flickered in the darkness of their despair. They were trapped in a cruel cycle of death and rebirth, condemned to relive their agony for eternity.

LORE

But amidst the desolation, a glimmer of hope emerged—a faint whisper of guidance lingered from the depths of the forest. With newfound purpose, they followed the voice, their quest for redemption and justice driving them.

In the heart of the forest, they discovered a beaming light. Amidst the tangled roots and whispering leaves, they unearthed the key to breaking the cycle that bound them—a shard of a broken miniature of their deity, radiant with the promise of salvation.

With renewed resolve, they decided to embark on a perilous journey, keeping in mind their ultimate goal; to confront Sinclair and his treacherous men, to shatter the chains of oppression, and to reclaim their rightful place as guardians of the land. For though their numbers may have been diminished, the spirit of the Arboresque endured, resilient and unyielding in the face of adversity. As the city teetered on the brink of oblivion, the stage was set for a battle that would echo through the history, a battle for freedom, for justice, and for the soul of a city torn by greed and ambition. With determination blazing in their eyes, they vowed to rise from the ashes, to reclaim what was lost and forge a new future from the embers of the past.

Armed with the power of their newfound knowledge and the strength of their unbreakable spirit, the Arboresque survivors forged ahead, their hearts ablaze with the flames of revolution. For though their journey was fraught with peril and uncertainty, they knew that as long as hope burned within their hearts, the darkness could never truly prevail.

How To Play

Welcome to Arboresque: Vengeance Quest, a thrilling game set in a land torn apart by betrayal. Players take on the role of survivors from the Arboresque faction, seeking justice and redemption after a devastating betrayal by Borax Sinclair, head of the Steelguard. Navigate a world where magic, technology, and the wilderness collide as you gather allies, confront enemies, and strive to break the cycle of oppression. Will you rise from the ashes and forge a new future, or succumb to the darkness? Prepare for an epic adventure where legends are born and destinies are forged. Welcome to Arboresque: Vengeance Quest.

Basics

Your adventures are guided by a set of core game mechanics that will help determine the outcome of each actions and encounters. Understanding these mechanics is crucial for navigating your journey and for the best gameplay experience.

GAMEPLAY FLOW

1. Journey Description
The Game Master (GM) will describe the environment and setting of the journey. This will paint the picture in your head of what adventure is about to take place. The Game Master will describe in detail what is happening in the current status and encounter of the game.

2. Player Actions
Once the Game Master has set the scene, it's up to the players to decide what actions they want to do: whether they want to do something that may result in something good or bad. The Game Master will guide the players and will deliver the consequences of their decisions and actions.

3. Action Consequences
After the players have described their desired actions, it's time for the Game Master to narrate the consequences. Using the rules of the game, along with their own creativity and storytelling prowess, the Game Master determines the outcome of the players' actions and describes the consequences of their decisions. Whether success or fail, the Game Master will weave a tale of triumphs and setbacks, guiding the players through the twists and turns of their adventure and ensuring that every moment is filled with excitement and suspense.

Basics

Rolling the Die

Central to the mechanics of the game lies the utilization of dice, primarily. The combination of the roll's result and additional factors will dictate whether the action succeeds or fails. Various situations may necessitate the usage of different types of dice such as the dices will be used for determining skill scores, attack damages, armors, Hit Points, and other statistics. It's essential to acquaint yourself with the diverse dice and their respective purposes to fully engage with the game.

Core Rule

Have fun and immerse yourself into the rich storytelling of the Game Master to enjoy the game to the fullest.

COMBAT SYSTEM

Game encounters and adventures include combat against adversaries such as monsters and villains. Understanding how the battle flows can grant you strategic advantages and better game experience.

Combat System Flow:
The game will use a Turn-Based combat system. The sequence of who will attack is determined by the following statistics, from first to last priority factor: speed score, level, and experience. As the first factor, the player or the enemy who has the highest speed will attack first. If there is an instance where both has the same speed, the first to move will be decided based on the second determinant, level. And if they also both have the same level, it will be determined based on their current experience. However, after having the same speed and level against a monster, the player automatically attacks first.

Facing Monsters:
Monsters encountered will be randomized to maximize replayability of the game, card pile is also dynamic as it changes with the player character level. The monster encounter starts with easy monsters as long as the player characters level is 1-3, once they have reached levels 4-6 the medium difficulty monsters will be mixed into the monster pile to make the adventure still challenging. Finally, if the player reaches levels 7-10 the hard difficulty monsters will now be mixed into the pile. To ensure balance within the game, it is recommended (not required) to Game Masters to limit hard monsters to 1 per encounter. If another hard monster is drawn, shuffle it back into the deck and draw another card.

COMBAT SYSTEM

Move Points:
Each player will receive 3 move points at the start of every round. This represents how many moves, attacks, and actions you can do in your turn. Each attack, spellcast, and special mechanics actions costs varying move points. With this in mind, you should be able to strategize accordingly with your team to achieve victory in your encounters.

Teamwork Makes the Dream Work:
Remember that this is a game of teamwork and everyone has a single ultimate goal to reach. Hence, the powers and wonders of teamwork shall be with you in your journey to ensure the achievement of every victory and team goals, and the best gaming experience for everyone.

Special Mechanics

Scaling System:
The game has a leveling system it follows to upgrade player, equipments, statistics, adversaries, and challenge rating and difficulty. For instance, the players becomes stronger as they level up. They gain statistics upgrades such as skills, armor, and attack damage scores upgrade. Also, when players reach a certain level, they gain special ability upgrades. As they get more powerful, the game adversaries such as monsters also upscales. They get harder as they also possess more abilities depending on their difficulty level which is Easy, Medium, and Hard.

Gambler's Luck:
There is a special feature in battles that players can play, the Gambler's Luck. The players can use the Gambler's Luck Card to either get an Advantage card that may tilt the balance of the battle to your favor or a Disadvantage card that may result in an unfavorable result. The Gambler's Luck Card deck have a 50/50 chance of having an advantageous and disadvantageous card to be drawn. Players can choose to play this any time and it costs 1 Move Point to use.

Creating a Character

Chapter 1: Introduction

The core of the game is your imagination. So, before anything else, your first step into playing the game is to visualize and bring to life your fantasy character. This includes choosing their races and classes with distinct traits, statistics, and skills. Moreover, you also get to invent their appearances, personal traits, flaws, and beliefs.

Through the use of the Character Sheet, you can write down and record the details of your character, information you need, your roles, game approaches, and actions you can do in the game.

1. Choose a Race

In this world, the country is divided into four factions which are composed by various races of humanoid species.

Arboresque: Mirage, Daemons, Emberkin, and Arkhosians.

Petal Pathfinders: Elves and Fairies.

Axeborne: Dwarves and Hobbits.

Alpine: Orcs and Half-Orcs.

You are going to come from the faction of Arboresque as a survivor of the vanquished kin. So, amongst the races you can choose one from the four races stated above that consist the faction.

Choosing your race is a very important step and contributes massively to your character's identity. It establishes the general details of your character, its appearance, traits, skills, and abilities.

Chapter 2 will lay down the list of the races of the Arboresque that you can choose from and their unique traits. You can note down your records in your Character Sheet.

2. Choose a Class

Once you have chosen your character's race, you can now choose your class. Class basically defines your character's role and abilities. Each class offers different strengths and build type (whether they are more into damage dealer types or tanks). Choose a class that resonates with your preferred play style and character concept.

Choosing your class will provide your character's statistics (Attack Die, Skills, Hit Points, Equipments (Armors and Weapons), Attacks, and Spells). You can record them into your Character Sheet.

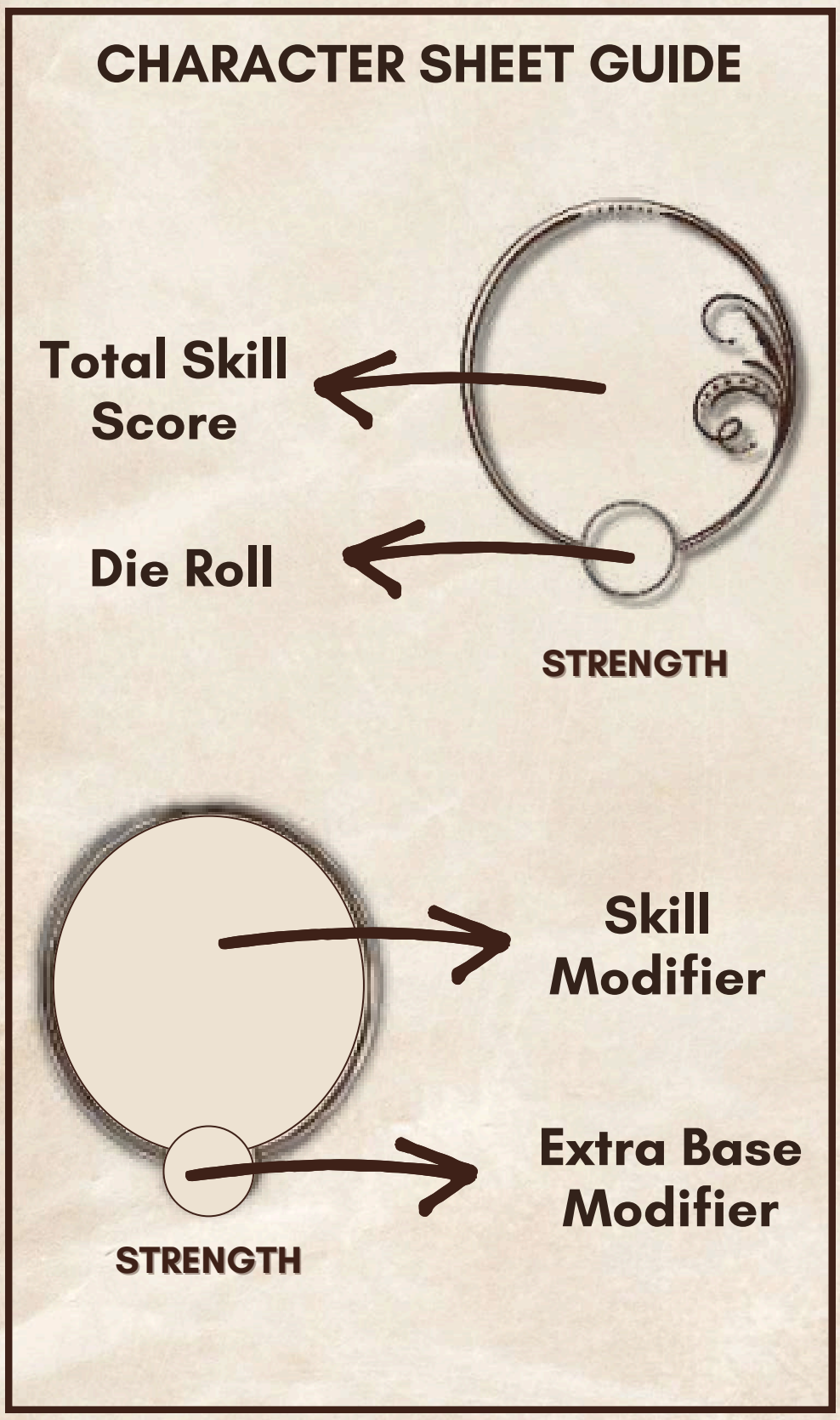
Attack Die:
Attack Die refers to the die type a class uses to determine the damage their attacks deal to the enemies. You add the results of your Attack Die to the Attack Damage of your casted Weapon Attack or Spellcast to get the total damage you can inflict your enemy.

Skills:
Skills refers to the ability scores each class showcases. Each class has a Skill Modifier, the skill base points which are added to a die roll to sum up into the character's skill scores. Also, you get Extra Base Points you can add to any skill of your choice. Moreover, you will gain upgrades to these two as you ascend levels. Refer to the Skills Level Up table below for the Skills upgrade and Character Level Up table in Chapter 3: Choose a Class, Leveling Section, for the Extra Base Points Bonus.

SKILLS LEVEL UP

SKILLS	DESCRIPTION	LEVEL UPGRADES
Strength	Weapon Damage	+3
Intelligence	Spell Damage	+3
Dexterity	Speed	+4
Resistance	Armor	+4
Tenacity	Health	+7

For instance, you have a Strength modifier of 3 + (d6). You will add the skill modifier 3 to the number you get on a roll of a d6. Example, you get a 4 in the roll. 3 + 4 = 7. Thus, your character gets a Strength skill score of 7. Moreover, you have a +3 Extra Base Points, and you decided that 7 is not enough as your score. So, you added +2 more into it to make it 9. This leaves you with a Strength skill score of 9, and +1 Extra Base Point left to add to other skills. Record your statistics on your Character Sheet. Refer to the guide below.



Classes and their Primary Skills

Mirage Dreamweavers and Shadows possess high Intelligence and Tenacity Skills.

Daemon Clerics and Shamans possess high Strength and Intelligence Skills.

Arkhosian Sorcerers and Summoners, and Emberkin Barbarians and Knights display high Resistance and Tenacity Skills.

Hit Points:
Hit Points refers to your character's health statistics, basically referring to your character's life and how much damage you can take. Your Hit Points is determined by adding your class base Hit Points to a die roll multiplied by your Tenacity skill score.

For instance, a class has a base Hit Point of 6 + (1d6 * Tenacity Score). Let's say that the die roll gets you a 3, and your Tenacity skill score is 9. 6 + (3 * 9) = 33. Thus, your character has a Hit Point score of 33 HP.

Equipments:
Each class possess armors and weapons which characteristics varies accordingly. These armors and weapons provide your characters abilities to block damage, attack, and cast a spell.

Armor:
Armors basically provide your character a shield to block damages from enemy attacks. Meaning, if your enemy attacks you, the damage will be dealt first by your armor, dealing the damage from your Armor score, and leave your Hit Points unscathed. This is active only once every start of your encounters and when granted by special conditions such as from skills and/or advantage cards. Once your armor breaks (your Armor Score reaches 0), you can only regenerate it after the encounter. Your Armor damage block score is determined by your class Armor base point plus your Resistance skill score.

Armor Bonus: Damage Reflect. This refers to the damage blocked by your armor and bounced back to your enemy to deal damage. This is an armor special upgrade gained once the classes reach Level 4.

Weapons:
There are two variations of weapons that each classes use, the Range Variations: Melee and Long Range weapons, and Use Variations: Physical Attack and Spellcast. Range varies entirely on the class preference. And each class possess two weapons for each use, one to physically attack and one to cast a spell.

Attack Skills and Spellcast:
Through the use of your weapons, your character casts attacks and spells to deal damage to your enemies. There are two types of damage dealt by weapons: Weapon Damage for Physical Attacks and Spell Damage for Spellcast. These two determine the Attack Damage you can inflict the enemy.

This Attack Damage added to your Strength or Intelligence score which varies depending on the damage dealt, and Attack Die results determine the total damage. Each class has a base damage point for each attack skill and an increment for each level ascend.

Attack skills uses Move Points to cast. Physical Attacks use 1 Move Point, and Spellcast use 2 or 3.

For instance, a class has an Attack Die of d6 rolled and had a result of 4, Weapon Damage of base damage 2, and Strength score of 7. The Attack Damage will be d6 + Weapon Damage + Strength Points. 4 + 2 + 7 = 13. Your Attack Skill will deal 13 HP damage to your enemy.

Chapter 3 will list down the Classes under specific Races and their unique skills and statistics. You can note down your records on your Character Sheet.

Leveling:
Everyone will start on Level 1 and each adventure completed will earn Experience Points that will be shared evenly to each player. Upon collecting enough EXP, you will be able to ascend levels and gain upgrades. Leveling up will only occur after the encounters and never during. Armor and Attack Skills statistics and special, upgrades once they level up. It is revealed on each class in Chapter 3. Meanwhile, the following Character Level Up table will show the minimum EXP Points requirements to allow your character to ascend levels and Extra Base Points Bonus.

Character Level Up

EXPERIENCE POINTS	LEVEL	EXTRA BASE POINTS BONUS
0	1	+3
10	2	+5
20	3	+7
50	4	+7
100	5	+10
150	6	+10
200	7	+14
300	8	+14
450	9	+14
600	10	+14

3. Describe your Character

After the formal part of the character generation, it is time for you to personalize your character. In your Character Sheet, you can describe its physical appearance and vital statistics (eye and hair color, height, weight, age). Then, write down its personality traits, flaws, secrets, and religions or beliefs. In describing your character, you can keep in mind the specifications of the race and class of your chosen character and/or actively write it down based on your personal preferences. This part of your character building is going to help you to really go out on your role in the game and showcase the very persona of your character.

Chapter 2: Race

CHAPTER 2: RACE

Mirage
(Light and Dark Magic)

The Mirage people, elegant masters of illusionary magic, harness the power of dreams to shape reality. Devoted followers of their deity, they blend spirituality with their magical prowess. Known for their gentle demeanor, Mirage individuals prioritize kindness and empathy above all else. They are natural-born leaders, under the society of Arboresque Faction that thrives under the guidance of their visionary rulers.

Grace: With a talent for weaving intricate illusions, together with their fine features and gracefulness, Mirage people mesmerizes and enchants all who encounter them. They are loved for their beauty, kindness, spirituality, and magical talent.

Leaders: Revered for their ability to see beyond the veil of reality, they are among the greatest candidates as guide leaders, Emperors, to the community and the country, revering with the other races from their faction.

Guiding Will: Despite their formidable magical abilities, Mirage people maintain a humble and altruistic nature. In their hearts, the pursuit of truth and enlightenment, and the will to guide their people, is as vital as the air they breathe.

Age

Mirage individuals age gracefully, with lifespans extending well beyond those of ordinary mortals. Some legends suggest they can live for centuries, up to about 600 years, their wisdom growing with each passing year.

Alignment

Mirroring the benevolent nature of their deity, Mirage people tend towards lawful good alignment, striving to uphold justice, kindness, and harmony in their actions and interactions.

Size

Mirage people typically stand at average human height, with women around 5'6 and men at around 6'', with slender and graceful builds that complement their ethereal presence.

Speed

Despite their elegant appearance, Mirage folk possess remarkable agility and speed, starring a 40 feet base walking speed, effortlessly gliding through their surroundings with a fluid grace that belies their true strength.

Languange

Though they speak Common, the primary language spoken by the Mirage people is a melodic and ancient tongue, Illusian, infused with mystical cadences that resonate with the very essence of their magical heritage.

Resilience

Mirage individuals possess a natural resistance to the effects of illusion magic. They cannot be tranced by illusions.

Insight

Gifted with the ability to being adept at discerning truth from falsehood even in the most deceptive environment, Mirage people have proficiency in Wisdom skill.

Daemon
(Spirit Magic)

Masters of illusion magic, Daemons possess a blend of kindness and wisdom. They use their powers not to deceive but to protect, creating illusions that inspire hope and courage, instead of fear.

Gentle: Born leaders, compassionate Daemons wield illusion magic with a gentle touch. Their illusions serve as guiding lights, leading people through darkness with empathy and understanding.

Compassion: With hearts as vast as their magical prowess, kind-hearted Daemons are revered for their wisdom and compassion. They weave intricate illusions that teach, heal, and foster unity among communities.

Protectors: Blessed with a natural inclination for leadership, these illusion magic users are the embodiment of kindness and compassion. Their illusions shield the vulnerable and uplift the downtrodden, earning them respect and admiration wherever they go.

Age

Daemons typically live for several centuries, accumulating wisdom and experience over time.

Alignment

Chaotic Good, Daemons generally tend towards goodness, prioritizing compassion, justice, and harmony, though individual personalities may vary.

Size

Typically humanoid in form but with wings, ranging from around 6 to 7 feet tall, both men and women.

Speed

ns have movement speed comparable to that of an athletic human and a swift bird, allowing them to navigate their surroundings swiftly with a base walking speed of 25 feet.

Languange

The primary language spoken by Daemons is Common and Phantasmal Tongue which is known for its poetic beauty and its ability to evoke vivid imagery in the minds of those who hear it.

Ethereal Insight

Gifted with heightened Intelligence skill beyond the physical realm, Daemons can sense subtle shifts in energy and emotions, allowing them to intuitively understand the motivations and intentions of those around them.

Illusory Empowerment

Daemons' weapons draw strength from the realm of illusions, their Strength skills growing in potency when surrounded by environments rich in magical energy or when facing adversaries who rely on deception or trickery.

Arkhosians
(Fire and Air Elements Magic)

These towering dragon-born giants harness the intense power of flames and wind with finesse. With a gentle yet commanding presence, they embody leadership, guiding people with unwavering strength and wisdom. Their mastery ignites passions and inspires loyalty among their people, marking them as natural-born leaders among the Arboresque Faction.

Air Sentinel: Graceful and formidable, these giant descendants of dragons manipulate the very air around them with ease. Their gentle demeanor belies their immense power, as they effortlessly command storms and breezes alike. As natural leaders, they soar above their peers, guiding their community with a calm and steady hand, their wisdom as boundless as the skies they call home.

Warm: With a heart ablaze and a spirit as fierce as wildfire, Arkhosians are epitomes of strength and leadership. Their affinity for fire is unmatched, and they wield its power with grace and precision. Despite their imposing stature, they exude warmth and compassion, earning the trust and admiration of all who follow them.

Breeze: Born of the winds and whispers of the heavens, Arkhosians command the element of air with effortless grace. Their leadership is as refreshing as a cool breeze on a hot day, guiding their people with wisdom and compassion. Though they possess the strength of storms, their hearts remain tranquil.

Age

Arkhosians have a long lifespan, often living for several centuries. They mature at a slower rate than other races, reaching adulthood around the age of 100, and they can reach up to 500 years old.

Alignment

Generally, Arkgosians lean towards a lawful good alignment, valuing order, duty, and community.

Size

Arkhosians are imposing figures, standing between 7 to 9 feet tall on average, with powerful, muscular builds. Their dragon-born heritage is evident in their scaled skin and occasionally elongated features.

Speed

Due to their large size, Arkhosians are fairly agile. However, their large, powerful legs have great distance pee step, allowing them to move with a base walking speed of 20 feet, and base sprinting speed of 35 feet.

Languange

Arkhosians primarily speak Common and Pyroscript, a language passed down through generations. It's a melodic tongue, rich with deep tones and hard syllables.

Flame Wall

With their ability to control the elements, Air boosted Fire skills makes a good attack barrier from the enemy, serving as a great Resistance skill.

Tougher

With the Arkhosians giant build and hard scales, they tend to have a nice Tenacity skill, proving their tanky build not just for visual scares.

Emberkin
(Earth and Water Elements Magic)

Grounded and resilient, Emberkin who uses Earth elemental magic are often depicted as stalwart and nurturing individuals. They possess the ability to manipulate soil, rocks, and minerals, showcasing a deep connection to the earth itself.

Reliable: Known for their stability and practicality, they are reliable allies and formidable defenders. With a kind and compassionate nature, they often use their powers to nurture life and promote growth, making them natural leaders who inspire loyalty and trust.

Empathy: Fluid and adaptable, Emberkin who uses Water elemental magic harness the power of the oceans, rivers, and rain. They are typically portrayed as empathetic and intuitive individuals, capable of understanding and soothing the emotions of others.

Peacemakers: With the ability to control water in its various forms, they exhibit a serene yet powerful presence. Often seen as healers and peacemakers, they use their abilities to bring balance and harmony to their surroundings. Their leadership style is characterized by empathy and diplomacy, making them natural mediators and mentors.

Age

Emberkin people typically live slightly longer than average humans, with lifespans ranging from 100 – 150 years.

Alignment

Emberkin are often aligned with concepts of harmony, justice, and protection, making them tend towards lawful good alignments.

Size

They generally have a similar size range to humans, ranging from around 5 to 6.5 feet tall.

Speed

Emberkin have a standard walking speed comparable to humans, with a base walking speed of 15 feet.

Languange

Emberkin primarily speak Common, the universal language, and Geotongue, the language of their kin which is soothing to hear like that of a peaceful waterfall.

Flame Resilience

Emberkin, who are masters of element of Water, possess a natural, great Resistance skills to fire, allowing them to withstand intense heat and flames without harm.

Second Skin

Emberkin, who are masters of element of Earth, possess majestic Tenacity skills, as their skin are surrounded by thick sand, giving them additional protection from physical attacks.

Chapter 3: Class

Mirage Classes

"DREAMWEAVERS"

Dreamweavers are gifted with unparalleled mastery over dream illusion magic. They are revered for their ability to shape reality through the power of dreams, weaving intricate illusions that mesmerize and beguile.

ATTACK

Attack Die: d6

SKILLS:

Strength: (roll 1d6)

Intelligence: 3 + (roll 1d6)

Dexterity: (roll 1d6)

Resistance: 1 + (roll 1d6)

Tenacity: 3 + (roll 1d6)

Extra Base Points: Add +3 points to any chosen skills.

Hit Points: Base HP 50 + (1d6 multiply by Tenacity Score), +20 Base HP each level up.

Equipment:
Magic Robe Armor: Base Armor 10 + Resistance Score damage block, +10 Base Armor each level up.

ATTACK SKILLS:

Bow: Shoots an array of arrows.

Move Points Cost: 1

Weapon Damage: Starts at base damage 2, adds +2 each level up.

Attack Damage: Weapon Damage + Strength Points

Amethyst Wand: Shoots an array of dream illusions to the enemy.

Move Points Cost: 2

Spell Damage: Starts at base damage 3, adds +2 each level up.

Attack Damage: Spell Damage + Intelligence

Mirage Classes

"DREAMWEAVERS"

Upon ascending levels, Dreamweavers gain the following upgrades:

At Level 4, Dreamweavers gain a damage reflect equal to their Resistance Points, active once every two rounds.

At Level 7, Dreamweavers learn a unique ability as a new skill:

Fanta: With their wands, Dreamweavers puts their enemies into a dreaming state, leading to their physical bodies in an idle position. This trance lasts for 1 round.

- **Move Points:** 3
- **Spell Damage:** Starts at base damage 6, adds +3 each level up.
- **Attack Damage:** Spell Damage + Intelligence

Mirage Classes

"SHADOW"

Shadows are gifted with unparalleled mastery over darkness illusion magic. They are revered for their ability to shape reality through the power of darkness, weaving intricate illusions that captivate and bewitch.

ATTACK

Attack Die: d6

D6 SKILLS:

Strength: (roll 1d6)

Intelligence: 3 + (roll 1d6)

Dexterity: 1 + (roll 1d6)

Resistance: (roll 1d6)

Tenacity: 3 + (roll 1d6)

Extra Base Points: Add +3 points to any chosen skills.

Hit Points: Base HP 50 + (1d6 multiply by Tenacity Score), +20 Base HP each level up.

Equipment:
Steel Armor: Base Armor 10 + Resistance Score damage block, +10 Base Armor each level up.

ATTACK SKILLS:

Wooden Staff: Smacks enemy using wooden staff.

Move Points Cost: 1

Weapon Damage: Starts at base damage 2, adds +2 each level up.

Attack Damage: Weapon Damage + Strength Points

Emerald Wand: Shoots an array of darkness illusion to the enemy.

Move Points Cost: 2

Spell Damage: Starts at base damage 3, adds +2 each level up.

Attack Damage: Spell Damage + Intelligence

Mirage Classes

"SHADOW"

Upon ascending levels, Shadows gain the following upgrades:

At Level 4, Shadows gain a damage reflect equal to their Resistance Points, active once every two rounds.

At Level 7, Shadows learn a unique ability as a new skill:

Gloom: With their wands, Shadows puts their enemies into a dark nightmare, leading to their physical bodies to wander aimlessly in despair. This trance lasts for 1 round.

- **Move Points:** 3
- **Spell Damage:** Starts at base damage 6, adds +3 each level up.
- **Attack Damage:** Spell Damage + Intelligence

DAEMON CLASSES

"CLERIC"

Clerics are devout individuals who dedicate their lives to serving higher powers. They wield both physical and spiritual weapons, using their unwavering faith to heal the wounded, protect the innocent, and smite the wicked. With their profound connection to the divine, Clerics act as beacons of hope and righteousness, guiding others towards the path of light and salvation.

ATTACK

Attack Die: d6

D6 SKILLS:

Strength: 3 + (roll 1d6)

Intelligence: 3 + (roll 1d6)

Dexterity: 1 + (roll 1d6)

Resistance: (roll 1d6)

Tenacity: (roll 1d6)

Extra Base Points: Add +3 points to any chosen skills.

Hit Points: Base HP 50 + (1d6 multiply by Tenacity Score), +20 Base HP each level up.

Equipment:
Blinding Wings Armor: Base Armor 10 + Resistance Score damage block, +10 Base Armor each level up.

ATTACK SKILLS:

Sacred Dagger: Strikes enemy with divine energy channeled sacred dagger, infusing it with radiant power.

Move Points Cost: 1

Weapon Damage: Starts at base damage 2, adds +2 each level up.

Attack Damage: Weapon Damage + Strength Points

Holy Staff: Shoots a beam of pure light of holy energy. (Can be used on allies to heal)

Move Points Cost: 2

Spell Damage: Starts at base damage 3, adds +2 each level up.

Attack Damage: Spell Damage + Intelligence
Heal Amount: Starts at base

Mirage Classes

"CLERIC"

Upon ascending levels, Clerics gain the following upgrades:

At Level 4, Clerics gain a damage reflect equal to their Resistance Points, active once every two rounds.

At Level 7, Clerics learn a unique ability as a new skill:

Cleanse: With their holy staff, Clerics puts their enemies into a cleansing inferno of holy energy, leading to their physical bodies to float in the air. This trance lasts for 1 round.

- **Move Points:** 3
- **Spell Damage:** Starts at base damage 6, adds +3 each level up.
- **Attack Damage:** Spell Damage + Intelligence

Daemon Classes

"SHAMAN"

Shadows are gifted with unparalleled mastery over darkness illusion magic. They are revered for their ability to shape reality through the power of darkness, weaving intricate illusions that captivate and bewitch.

ATTACK

Attack Die: d6

D6 SKILLS:

Strength: 3 + (roll 1d6)

Intelligence: 3 + (roll 1d6)

Dexterity: (roll 1d6)

Resistance: 1 + (roll 1d6)

Tenacity: (roll 1d6)

Extra Base Points: Add +3 points to any chosen skills.

Hit Points: Base HP 50 + (1d6 multiply by Tenacity Score), +20 Base HP each level up.

Equipment:
Steel Wings Armor: Base Armor 10 + Resistance Score damage block, +10 Base Armor each level up.

ATTACK SKILLS:

Enchanted Spear: Shoots an enchantment imbued spear to the enemy.

Move Points Cost: 1

Weapon Damage: Starts at base damage 2, adds +2 each level up.

Attack Damage: Weapon Damage + Strength Points

Spirit Staff: Casts a divine magic of spirit illusions.

Move Points Cost: 2

Spell Damage: Starts at base damage 3, adds +2 each level up.

Attack Damage: Spell Damage + Intelligence

Daemon Classes

"SHAMAN"

Upon ascending levels, Shamans gain the following upgrades:

At Level 4, Shamans gain a damage reflect equal to their Resistance Points, active once every two rounds.

At Level 7, Shamans learn a unique ability as a new skill:

Shaman Purge: With their spirit wands, Shamans puts their enemies into state of worshipping ritual, leading to their physical bodies to kneel into the ground as if praying. This trance lasts for 10 seconds.

- **Move Points:** 3
- **Spell Damage:** Starts at base damage 6, adds +3 each level up.
- **Attack Damage:** Spell Damage + Intelligence

Arkhosians Classes

"SUMMONERS"

Masters of arcane arts and ancient rituals, Arkhosian Summoners evoke the spirits of the elements to their aid, weaving intricate spells to summon elements of immense power. With voices like tornadoes and gestures like swirling winds, they call forth air and fire elements.

ATTACK

Attack Die: d6

D6 SKILLS:

Strength: (roll 1d6)

Intelligence: 1 + (roll 1d6)

Dexterity: (roll 1d6)

Resistance: 3 + (roll 1d6)

Tenacity: 3 + (roll 1d6)

Extra Base Points: Add +3 points to any chosen skills.

Hit Points: Base HP 60 + (1d6 multiply by Tenacity Score), +20 Base HP each level up.

Equipment:
Element Wall Armor: Base Armor 10 + Resistance Score damage block, +10 Base Armor each level up.

ATTACK SKILLS:

Scepter of Elemental Control: Boosted by air powers, very quickly and almost invisibly shoots a scepter of sharp wind the enemy.

Move Points Cost: 1

Weapon Damage: Starts at base damage 2, adds +2 each level up.

Attack Damage: Weapon Damage + Strength Points

Orb of Conjuror: Throws a whirlwind of sharp air with flame.

Move Points Cost: 2

Spell Damage: Starts at base damage 3, adds +2 each level up.

Attack Damage: Spell Damage + Intelligence

Arkhosians Classes

"SUMMONERS"

Upon ascending levels, Summoners gain the following upgrades:

At Level 4, Summoners gain a damage reflect equal to their Resistance Points, active once every two rounds.

At Level 7, Summoners learn a unique ability as a new skill:

Tornado: Channeling their air elements ability, Summoners summon a big tornado and puts their enemies into it, piercing their spirits into tears. This attack lasts for 10 seconds.

- **Move Points:** 3
- **Spell Damage:** Starts at base damage 6, adds +3 each level up.
- **Attack Damage:** Spell Damage + Intelligence

Arkhosians Classes

"SORCERER"

Harnessing the ancient power of their dragon-born lineage, Arkhosian Sorcerers are revered among their kin for their innate mastery of elemental magic. Born with the gift of sorcery coursing through their veins, they wield the elements with awe-inspiring skill and finesse. With each incantation, they channel the raw energy of fire, and air, shaping reality itself to their will.

ATTACK

Attack Die: d6

D6 SKILLS:

Strength: 1 + (roll 1d6)

Intelligence: (roll 1d6)

Dexterity: (roll 1d6)

Resistance: 3 + (roll 1d6)

Tenacity: 3 + (roll 1d6)

Extra Base Points: Add +3 points to any chosen skills.

Hit Points: Base HP 60 + (1d6 multiply by Tenacity Score), +20 Base HP each level up.

Equipment:
Tough Scales Armor: Base Armor 10 + Resistance Score damage block, +10 Base Armor each level up.

ATTACK SKILLS:

Dragonfire Staff: Boosted by air powers, swifty shoots a flaming enchantment imbued staff to the enemy.

Weapon Damage: Starts at base damage 2, adds +2 each level up.

Attack Damage: Weapon Damage + Strength Points

Inferno Orb: Throws a scorching flame.

Move Points Cost: 2

Spell Damage: Starts at base damage 3, adds +2 each level up.

Attack Damage: Spell Damage + Intelligence

Arkhosians Classes

"SORCERER"

Upon ascending levels, Summoners gain the following upgrades:

At Level 4, Summoners gain a damage reflect equal to their Resistance Points, active once every two rounds.

At Level 7, Summoners learn a unique ability as a new skill:

Tornado: Channeling their air elements ability, Summoners summon a big tornado and puts their enemies into it, piercing their spirits into tears. This attack lasts for 10 seconds.

- **Move Points:** 3
- **Spell Damage:** Starts at base damage 6, adds +3 each level up.
- **Attack Damage:** Spell Damage + Intelligence

Emberkin Classes

"BARBARIANS"

Emberkin Barbarians are fierce warriors imbued with the fiery spirit of their people. Channeling the primal forces, they harness their emotions to fuel their strength in battle. While their outward appearance may be intimidating, they are fiercely loyal to their communities and will stop at nothing to protect those they care about.

ATTACK

Attack Die: d6

D6 SKILLS:

Strength: 1 + (roll 1d6)

Intelligence: (roll 1d6)

Dexterity: (roll 1d6)

Resistance: 3 + (roll 1d6)

Tenacity: 3 + (roll 1d6)

Extra Base Points: Add +3 points to any chosen skills.

Hit Points: Base HP 60 + (1d6 multiply by Tenacity Score), +20 Base HP each level up.

Equipment:
Sand Skin Armor: Gain 7 + Resistance Points damage block.

ATTACK SKILLS:

Ember Axe: Boosted their physical prowess, shoots quickly an axe of compact ice to the enemy.

Move Points Cost: 1

Weapon Damage: Starts at base damage 2, adds +2 each level up.

Attack Damage: Weapon Damage + Strength Points

Warhammer: Through their beloved Warhammer, Barbarians summons and throws sharp rocks to the enemy.

Move Points Cost: 2

Spell Damage: Starts at base damage 3, adds +2 each level up.

Attack Damage: Spell Damage + Intelligence

Emberkin Classes

"BARBARIANS"

Upon ascending levels, Barbarians gain the following upgrades:

At Level 4, Barbarians gain a damage reflect equal to their Resistance Points, active once every two rounds.

At Level 7, Barbarians learn a unique ability as a new skill:

Prison Hug: With their Warhammers, Barbarians summons their elements and imprison their enemies into a large wall of Earth and Ice and crash them inside for 10 seconds.

- **Move Points:** 3
- **Spell Damage:** Starts at base damage 6, adds +3 each level up.
- **Attack Damage:** Spell Damage + Intelligence

Emberkin Classes

"KNIGHTS"

Knights epitomize honor, duty, and valor, wielding both martial prowess and elemental magic in service of their cause. With their unwavering courage and unwavering dedication, Knights vow to protect the weak, uphold the law, and defend their homeland against all threats.

ATTACK

Attack Die: d6

D6 SKILLS:

Strength: (roll 1d6)

Intelligence: 1 + (roll 1d6)

Dexterity: (roll 1d6)

Resistance: 3 + (roll 1d6)

Tenacity: 3 + (roll 1d6)

Extra Base Points: Add +3 points to any chosen skills.

Hit Points: Base HP 60 + (1d6 multiply by Tenacity Score), +20 Base HP each level up.

Equipment:
Earth Robe Armor: Base Armor 10 + Resistance Score damage block, +10 Base Armor each level up.

ATTACK SKILLS:

Ice Blade: Boosted their physical prowess, slashes deeply with a compact ice blace the enemy.

Move Points Cost: 1

Weapon Damage: Starts at base damage 2, adds +2 each level up.

Attack Damage: Weapon Damage + Strength Points

Lance: Through their beloved Lance, Knights summons and throws sharp ice shards to the enemy.

Move Points Cost: 2

Spell Damage: Starts at base damage 3, adds +2 each level up.

Attack Damage: Spell Damage + Intelligence

Emberkin Classes

"KNIGHTS"

Upon ascending levels, Knights gain the following upgrades:

At Level 4, Knights gain a damage reflect equal to their Resistance Points, active once every two rounds.

At Level 7, Knights learn a unique ability as a new skill:

Ice Age: With their Lance, Knights summon ice and freeze their enemies inside for 10 seconds.

- **Move Points:** 3
- **Spell Damage:** Starts at base damage 6, adds +3 each level up.
- **Attack Damage:** Spell Damage + Intelligence

Chapter 4: Character Notebook

CHARACTER NAME

RACE	CLASS	ALIGNMENT	FACTION
			ARBORESQUE

PERSONALITY TRAITS

FLAWS

SECRETS

RELIGION/BELIEFS

EYE COLOR	HAIR COLOR	HEIGHT	WEIGHT	AGE

DESCRIPTION

STRENGTH

DEXTERITY

TENACITY

IINTELLIGENCE

RESISTANCE

SKILL MODIFIERS

STRENGTH

DEXTERITY

TENACITY

INTELLIGENCE

RESISTANCE

HIT POINTS

ARMOR

SPEED

3

MOVE POINTS

LEVEL

EXPERIENCE

WEAPON / SPELL ATTACK	WPN/SPL DMG	ATK DMG

ATTACKS AND SPELLCAST

DAMAGE BOARD

ONE SHOT

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

The players arrive at the bustling dwarven city nestled atop a towering mountain, its stone buildings carved with intricate designs and adorned with colorful banners. They make their way to the inn, seeking rest and refreshment after their long journey. Inside the cozy tavern, they are greeted by the hearty laughter of dwarves and the smell of roasting meat. The innkeeper, a grizzled dwarf with a twinkle in his eye, welcomes them warmly and regales them with tales of the city's rich history. Amidst the lively conversation, the innkeeper's voice drops to a hushed whisper as he tells of a mysterious dungeon rumored to lie hidden beneath the mountain. Legends speak of untold riches and ancient artifacts buried within its depths, but few have dared to venture inside.

----------ACT 1----------

Arrival at the Dwarven City Intrigued by the prospect of adventure, the players decide to explore the dungeon for themselves, eager to uncover its secrets and claim its treasures as their own, they ready themselves for the adventure ahead.

They follow the innkeepers direction but are met by a fork in the road not mention by the innkeeper, the road to the left looks to be leading to the deepest parts of the forest, the other to the mountain close by the city

WHAT DO YOU DO?

A.Forest

As you venture deeper into the forest, the towering trees loom overhead, casting long shadows that block the sunlight. The air is heavy with the scent of earth and moss, and the sounds of rustling leaves and chirping birds surround them, you hear the rattling growing stronger and you ready your guard for what seem to be enemies approaching. As the sound grew closer you grew more tense and try to identify the creature approaching.

(ROLL 1D8 + INTELLIGENCE MODIFIER, TO IDENTIFY THE CREATURE YOU MUST ROLL A 10)

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

***If success:** The creature approach seems to be a monster, you get into formation and try to defeat the monster ahead.

DRAW A MONSTER CARD FROM THE PILE TO DETERMINE WHICH MONSTER APPROACHED

***If failed:** You fail to identify the creature and as it emerged from the bushes there lies a chicken, it ran away shortly. Suddenly a loud noise startled you and emerged a monster

DRAW A MONSTER CARD FROM THE PILE TO DETERMINE WHICH MONSTER APPROACHED

Coming out victorious, you continue your journey forward. While walking through the dark and shadowy woods, you saw in the distance, a beam of sunlight. It was shining down on what seems to be an abandoned cabin along the path deep within the woods. You came closer and was greeted by a pungent smell, as you inspected closer there were corpses behind the cabin, corpses of meals by monsters nearby.

WHAT DO YOU DO?

***Inspect the cabin:**

You open the door to be greeted by an empty cabin. It seemed that someone came here not too long ago and only recently left, you go back outside and decide what to do next.

***Continue forward:**

As you were about to leave a group of monsters comes, they seem to be the owners of the corpses you happen to stumbled upon. You get ready for battle and switch to your fighting stance

(DRAW 3 MONSTER CARDS)

As you cleared the path and walk further, you notice a cave on the side of the mountain that seemed to be what the innkeeper was referring to as the dungeon. You light a torch and ventured forward the dungeon

-Proceed to act 2

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

B. Mountain

You walk to the path leading to the mountain close by, under the sunlight you feel the scorching sun rays on your skin, you noticed the stream of water running down the mountain and is thinking of cooling off by making your way to the stream (will you cool off)

***If Yes:** you come closer to the stream and splash your face with water. As you were refreshing yourselves, from the other side of the stream a group of monster seem to have noticed you taking their water supply and charge straight at you

DRAW 3 MONSTER CARDS

You come out victorious but not unscathed. You continue down the path and hear a loud bang in the area ahead. You run towards where you heard the noise and saw a tree that fell from the forest nearby, and it seems to be blocking the path forward.

ROLL 1D12 +STRENGTH TO SEE IF YOU CAN MOVE THE TREE OUT OF THE WAY

***If Success:** You clenched your teeth and pulled as hard as you can, the tree was lifted and remove from the path, you noticed that you couldn't do that before and noticed your training has paid off

PLAYER THAT DID THE LIFT SUCCESSFULLY IS REWARDED 1 EXTRA STAT POINT TO THEIR STRENGTH

***If Fail:** You clenched your teeth and pulled as hard as you can, unfortunately the tree wont budge, you noticed at the edge of your eye a gap between the tree and a rock, you crawl your way underneath and reached the other side of the path. But an unexpected pair of enemy was at the other side of the path.

DRAW 2 MONSTER CARDS)

You arrived at the base of the mountain where a cave was on the side of the mountain that seemed to be what the innkeeper was referring to as the dungeon. You light a torch and ventured forward the dungeon

-Proceed to act 2

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

---------- **ACT 2** ----------

The Depths of the Dungeon

Armed with torches and weapons, the players descend into the darkness of the dungeon, the cold stone walls closing in around them as they navigate its twisting corridors and treacherous traps.

As they continue their exploration, they encounter monsters that seem to be eating something unrecognizable.

WHAT DO YOU DO?

*__Fight__:
With quick thinking and decisive action, you attack the group of monsters removing their initial shield

MONSTERS DO NOT HAVE THEIR INITIAL SHIELDS, DRAW 3 MONSTER CARDS

weakening them. After dealing the final blow you venture forward through the dungeon to find a flickering source of light in between two boulders.

*__Ignore__
You try to walk past the monster but it seems to have a keen sense of hearing, you take extra caution every step until you get past the monster

ROLL 1D12 +DEXTERITY

* **If Success**
if higher than 12 you walk past successfully and every one gets to pass and also +1 dexterity to every player

* **If Failed:**
You try your best to sneak past them but you step on a stick you didn't notice to be there and make noise alerting the monsters.

DRAW 3 MONSTER CARDS

venture forward the dungeon to find a flickering source of light in between two boulders.

You reached the boulder and tried to peek what the source of the flickering lights were, inside you saw a dwarf, your eyes met his, and you leaped away for your safety. You hesitate on what you do next

WHAT DO YOU WANT TO DO?

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

***Talk to Dwarf:**
You yell towards to the flickering light “who are you?”Your voice echoes as you shout, a few moments of silence pass... the dwarf replied “i'm the only remaining survivor from the expedition” You want closer and see that he was riddled with injuries, you help him out of the boulder and tend to his wounds. “I was with a group of dwarves, we were tasked to set this mountain up to be a mine as it contained rare ores that were valued to our weapons, but at some point we got attacked and separated. I don't know if the others survived...” After resting for some time you get up and decide to venture forward, before leaving the are you said to the dwarf “come with us, we may find other survivors, even if we dont you can come with us so that you can come back home to the city” You start to venture deeper into the cave

* **You kill the Dwarf:**
The dwarf raised its hands and you see him riddled with injuries, he doesn't even have the power to fight. You came closer and offered to help, he agreed and you tended to his wounds. “I was with a group of dwarves, we were tasked to set this mountain up to be a mine as it contained rare ores that were valued to our weapons, but at some point we got attacked and separated. I don't know if the others survived...” After resting for some time you get up and decide to venture forward, before leaving the are you said to the dwarf “come with us, we may find other survivors, even if we dont you can come with us so that you can come back home to the city” You start to venture deeper into the cave

* **You leave him:**
As you hesitated to leave the dwarf behind, you walked away and continued your journey, You start to venture deeper into the cave

Further into the depths, you encounter another split in the path, this time with a clear indication that one direction leads to safety while the other leads to danger. The left is a rigid and narrow path, the right has the ceiling getting closer to the floor ever so slightly as the path leads on.

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

WHAT DO YOU DO? YOU CAN ALSO CHOSE TO ROLE USING 1D12 +INTELLIGENCE TO FIND THE WAY OUT

* **Left side**
You squeeze your self deeper and deeper within the cave and arrive at a large room, you see at the middle an artifact and as you approach you saw another entrance to the cave on the right that seems to be the other way of the cave but it was covered in spikes

* **Right side**
You walk deeper and deeper into the cave the ceiling gradually getting closer to the ground and at some point you needed to crawl just to get through, you see the end of the tunnel but you also see it riddled with spikes, with no way going back you powered through the spikes

ROLL 1D8 +RESISTANCE, IF ROLLED 12 OR HIGHER YOU DON'T TAKE DAMAGE, BUT IF 11 OR LOWER YOU TAKE 10 POINTS OF DAMAGE.

You see an artifact in the middle, as you walked closer you see on the left the other path that seemed to be narrow but still safer than the one you just came through from you put your focus back on the artifact and ponder

WHAT DO YOU DO?

*You touch it:
The artifact glowed brightly and in an instant you feel warmth and your power coming back

ALL ARE HEALED TO FULL HEALTH

after glowing so brightly it stopped and fell, you picked it up and kept it safe

***You don't touch it:**
You see the dwarf suddenly got closer and touched the artifact, it glowed brightly and in an instant you feel warmth and your power coming back

ALL ARE HEALED TO FULL HEALTH

after glowing so brightly it stopped and fell, you picked it up and kept it safe

***Look around:**
You look around for clues and suddenly a flash of bright light started to glow from behind, you look to its direction and you see the dwarf suddenly got closer and touched the artifact

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

it glowed brightly and in an instant you feel warmth and your power coming back

ALL ARE HEALED TO FULL HEALTH

after glowing so brightly it stopped and fell, you picked it up and kept it safe

The are quakes and you hear something coming, “a guardian” the dwarf said, you take on your position for battle for the monster is coming it approaches and you see the dwarfs face turn pale and whispers “Thornax”

IF BATTLE IS TOO EASY CAN MAKE A SCENARIO THAT THERE ARE RANDOM MONSTERS THAT JOINED OR IF TOO HARD SAY THAT THEY ESCAPED AND RECOVERED AND WENT BACK TO THE MONSTER.

Winning a fight with a guardian, one of the highest achievements an adventurer ever achieved, they looked for a way out but suddenly the dwarf pointed at something beyond the area. The dwarf pointed at the end of the area that there was a passage there, after tending to everyone's injury

EVERYONE + 50HP

you continued to walk forward

---------- **ACT 3** ----------

Confronting the Guardians

After hours of relentless walking, you suddenly stumble upon two more survivors—fellow dwarves who had been trapped within the depths of the dungeon for months. With their newfound allies by their side, they press on towards the heart of the dungeon, their spirits buoyed by the prospect of freedom.

But as they reach the inner sanctum, they are confronted by the a group of monsters

DRAW 3 MONSTER CARDS

out of nowhere and you prepare for a counter attack

As you venture in you see that there is a tiny room with a pedestal that seems to be where the artifact is supposed to be put in

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

WHAT DO YOU DO?

*__Put it in__:
The side of the mountain reshapes itself revealing an exit from the dungeon

*__Not put it in:__
You decided that you won't put it in and sell it for it might be a fortune if sold, but the dwarves disagree and advise you to put it as it belongs to the dungeon.

WHAT DO YOU DO?

*__Agree to put it in__
The side of the mountain reshapes itself revealing an exit from the dungeon

*__Don't agree__
You don't agree with him and you see him evidently upset with your decision, suddenly the two survivors tackled you and pinned your arms down, while the other snatches the artifact and places it on the pedestal. The side of the mountain reshapes itself revealing an exit from the dungeonThe side of the mountain reshapes itself revealing an exit from the dungeon

You exit the mountain and are greeted by a pair of monsters

DRAW 2 MONSTERS

as you slay the monsters, the forest that you have newly entered whispers to your ears “goodluck” and heals all players back to full.

DO YOU WANT TO GO BACK NOW?

*__Explore:__
You explored the area a bit more and a monster appeared that seemed to be scared, it didn't have the will to fight and you also noticed that when you entered the forest it seemed to be clear of monsters you pondered why while walking back.

*__Go back:__
You pondered while walking why there were no monsters to be found, especially in the middle of the forest, suddenly there was an earthquake, or so it seemed. The guardian of the second dungeon appeared, jumpring from on top of the mountain and towards you,

ONE SHOT #1

“Mithrilspire Mountain's Twin Labyrinths”

the sheer shockwave of its landing destroyed the surrounding trees making the area leveled, there standing before you is the mountain giant

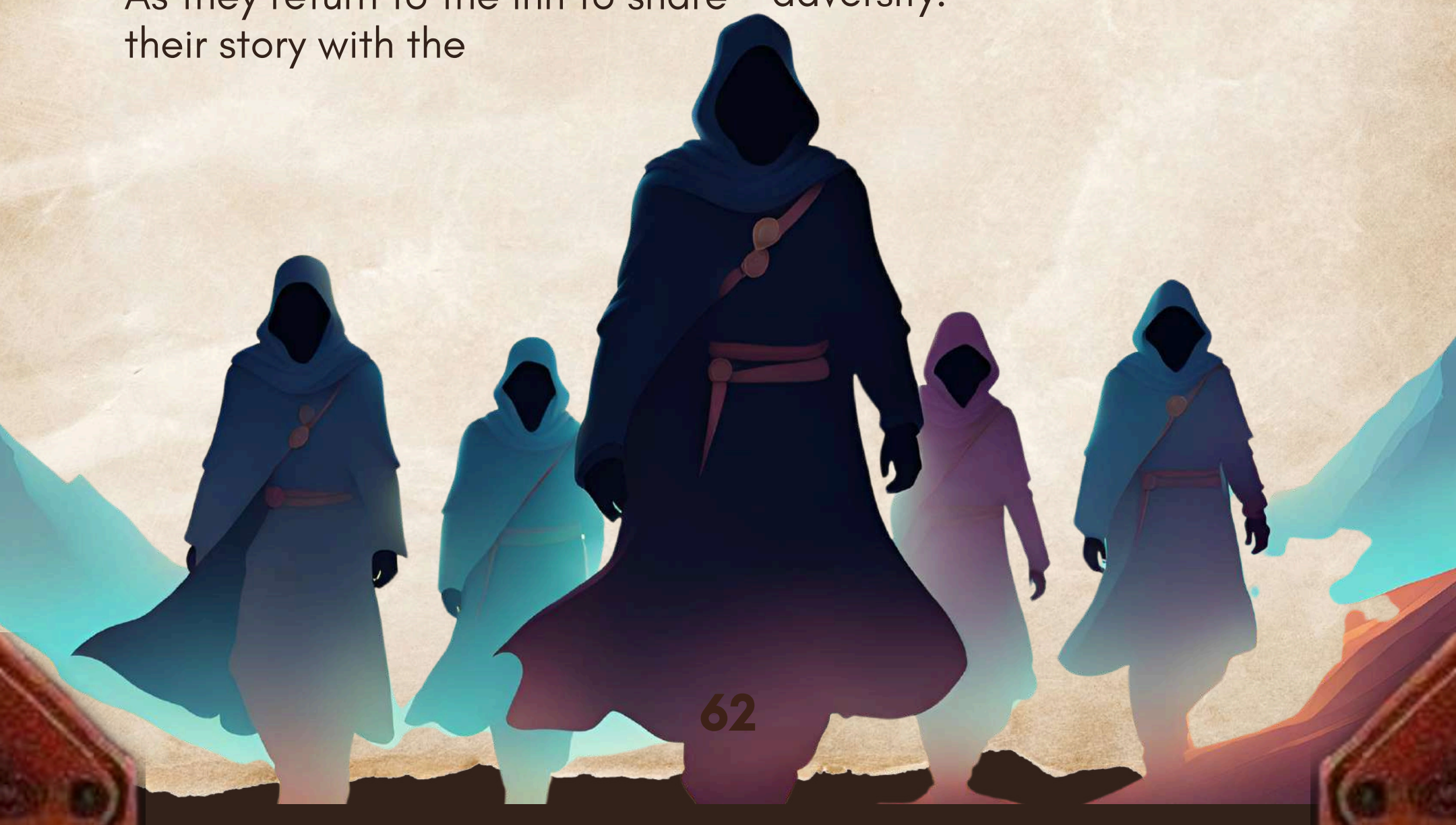
With weapons drawn and hearts pounding, the players engage in a desperate battle for survival, their skills and wits put to the ultimate test against the monstrous foe. (Fight Mountain Giant)

After a fierce struggle, they emerge victorious, the guardian vanquished and the path to freedom finally clear. With relief and triumph coursing through their veins, they make their way to the city and inform the innkeeper of their harrowing adventure.

As they return to the inn to share their story with the innkeeper, they are hailed as true heroes, their names forever etched into the annals of dwarven history.

For though the journey may have been perilous and the dangers great, they emerged victorious in the end, their bond of friendship and courage unbreakable in the face of adversity.

As they return to the inn to share their story with the innkeeper, they are hailed as true heroes, their names forever etched into the annals of dwarven history. For though the journey may have been perilous and the dangers great, they emerged victorious in the end, their bond of friendship and courage unbreakable in the face of adversity.



ONE SHOT #2

"Tribute to the Vengeful Empress of Retribution"

The group's journey began in Eldra, an old village at the foot of Mount Celeste, home to the sacred shrine of Arboresque's Vengeful Empress of Retribution, Sylfara. Each member bore a burden of loss, your hearts heavy with the weight of injustice. Yet, fueled by the fire of vengeance and guided by the whispers of Sylfara, you set forth on your quest to gather offerings for tribute and pay gratitude to your merciful deity for the blessing she has vested upon you.

---------- ACT 1 ----------

Starting your journey, your first goal is to gather a bunch of Blood Red Roses at the foot of the mountain. These dark, velvety roses represent the blood spilled in the Empress's name and her anger. Each petal is filled with essence of vengeance and fury. Your team enters the deep forest. Draw 3 cards from the Monsters Deck.

Note to Dungeon Master: let the team draw 3 cards from the Monsters Deck. Do not let them see the cards yet. These cards will showcase the monsters the team has to face and fight against as their first battle. As you read the following text, one by one flip the cards up to reveal the monsters.

The first trial came swiftly as you walked into the deep forest where beasts lay in wait, guarding their territory... With a roll of the dice (d20) determine whether you can attack the monster or not. If you score equal or greater than 7, attack the monster with your chosen skill.

*Note for the Dungeon Master:
- If the team is having trouble or is taking so much time (and may seem over the part) you can finish the fight by saying that the monsters fled due to fear after the team is able to fight against their strongest members or they felt threatened by something else not specific.)*

ONE SHOT #2

"Tribute to the Vengeful Empress of Retribution"

The clash echoed through the forest as the group faced the beasts. With each swing of your blades and each spell cast, you tested and enhanced your skills against the monsters, determined to prove your worth, show your gratitude, and ask guidance to your deity.

As the battle raged on, the group's resolve did not waver. You emerged victorious, the creatures banished and your path cleared. You are able to collect the roses for your tribute. You talked to one another who to trust to keep it safe.

*Note to Dungeon Master: You let the team talk with each other as to who is going to keep and store the collected offerings. *

With the threat behind you, the group paused to rest, your weary bodies yearn for rest. You checked your supplies for food and used one ration each, and safeguarded your collected offerings. Before finally succumbing to sleep, with a roll of dice (d20), your team with an Intelligence skill above 5 can check the safety of your camp.

* Note to Dungeon Master: regardless if someone or no one in the team has the skill or failed or passed the hit or miss check (d20), you can explain that the team hears a noise from the forest and waited for a few seconds but nothing came out so there must be nothing to be afraid of, and they can finally rest. *

---------- ACT 2 ----------

As dawn broke on the following day, the group resumed your ascent with the aim to collect an Obsidian Dagger located at the cave at the center of the mountain. Forged from the depths of the earth, this razor-sharp obsidian dagger symbolizes the swift and merciless justice of the Empress.

Your footsteps are guided by faith and determination. Yet, as you climbed higher, the dense fog descended upon you, obscuring your path and testing your senses. With a roll of dice (d20), the team with Intelligence skills higher than 6 will have a chance to choose the safest path to go through, to navigate the mist and inch closer to your goal.

ONE SHOT #2

"Tribute to the Vengeful Empress of Retribution"

Note for the Game Master: If one of the players is able to pass the test, tell them the direction they can take for a safe way to reach the cave. The rest of the team can choose to roll and pick their own direction or follow the first one. (Of course it is recommended to follow because the safe course is already determined, why would one still choose to go otherwise?)

---------- ACT 3 ----------

After passing through the fog, you are able to reach the cave. However, before you even try to move, another group of monsters emerged, preventing you from entering the cave. Once again, you face a fight against monsters, testing your skills and strengths.

Note to Dungeon Master: let the team draw 3 cards from the Monsters Deck. These cards showcase the monsters the team has to face and fight against in a battle. One by one flip the cards up to reveal the monsters.

Again, with a roll of the dice (d20) determine whether you can attack the monster or not. If you score equal or greater than 8, attack the monster with your chosen skill.

Note for the Game Master: If the team is having trouble or is taking so much time (and may seem over the part) you can finish the fight by saying that the monsters fled due to fear after the team is able to fight against their strongest members or they felt threatened by something else not specific.)

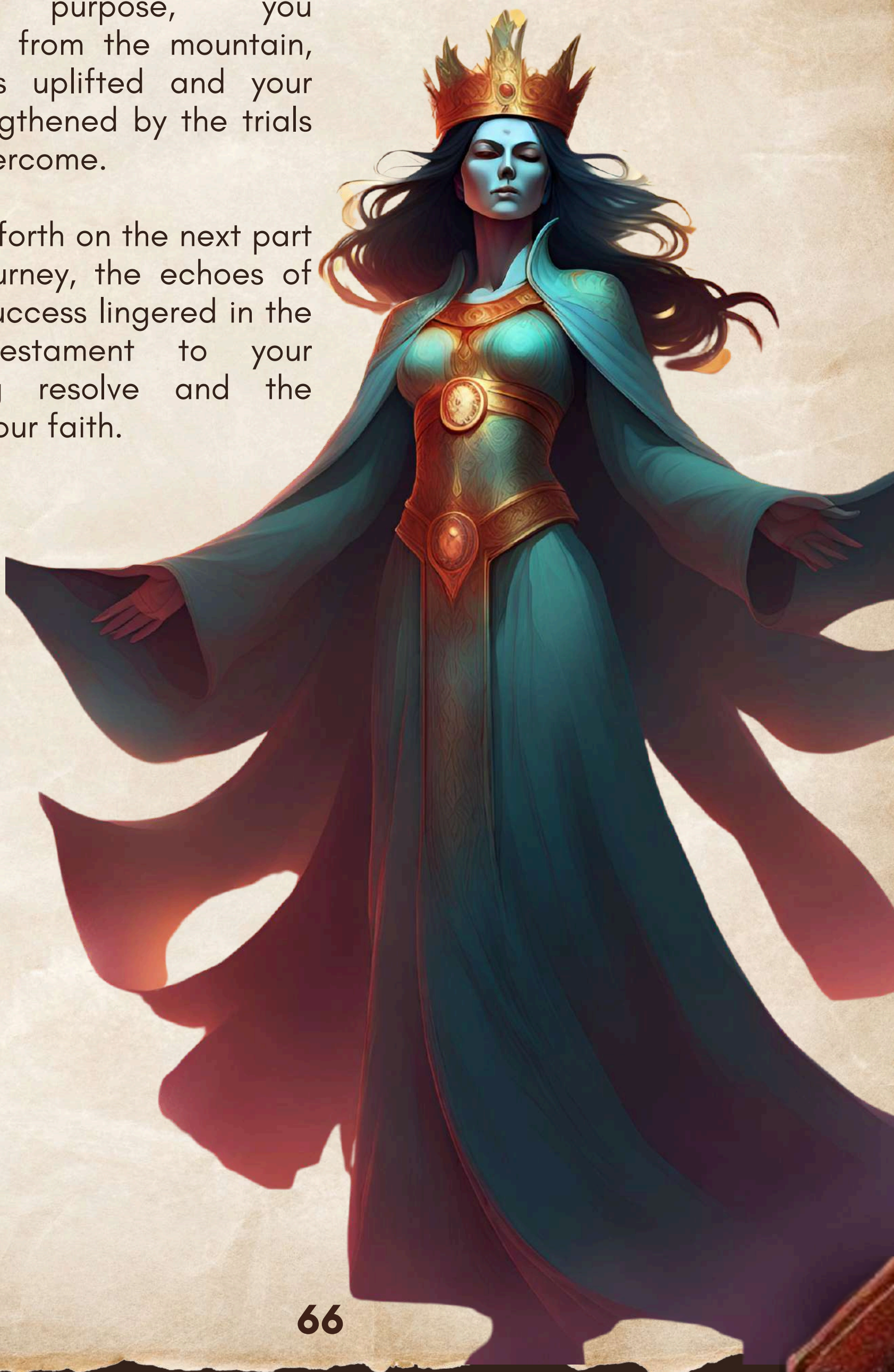
At last, you are able enter the cave to collect the dagger and continue with your journey. After a few more kilometers of climbing, you finally reached the summit of Mount Celeste, where the shrine of Sylfara awaits. With reverence in your hearts, you presented your offerings, your prayers rising like incense to the heavens.

ONE SHOT #2

"Tribute to the Vengeful Empress of Retribution"

In that sacred moment, you felt the presence Sylfara, her divine gaze upon you, blessing your quest with her favor. With renewed purpose, you descended from the mountain, your spirits uplifted and your bond strengthened by the trials you just overcome.

As you set forth on the next part of your journey, the echoes of your first success lingered in the air, a testament to your unwavering resolve and the power of your faith.



ONE SHOT #3

"Shadows of the Forsaken Crypt"

In the realm of Arthoria, a shadow looms over the land as whispers of a long-forgotten crypt, known as the Forsaken Crypt, begin to resurface. Legends tell of ancient evils lurking within its depths, waiting to be unleashed upon the world once more. Sensing the impending threat, the factions of the realm send forth a group of brave adventurers to investigate and neutralize the danger before it's too late.

---------- ACT 1 ----------

The adventurers find themselves standing at the entrance of the Forsaken Crypt, the air heavy with foreboding. Their first task is to navigate the labyrinthine corridors of the crypt and locate the source of the rising darkness. As they venture deeper into the shadows, they encounter their first challenge: an unknown adversary, lurking in the darkness.

Note to Dungeon Master: Let the team draw 3 cards from the Monsters Deck. Do not let them see the cards yet. These cards will showcase the monsters the team has to face and fight against as their first battle. As you read the following text, one by one flip the cards up to reveal the monsters.

The first trial comes swiftly as the adventurers are confronted by the creatures revealed by the drawn cards. With a roll of the dice (d20) collectively, determine if the adventurers can detect the presence of the monsters before engaging them in combat. Each adventurer then rolls a (d10) to determine their attack against the monsters. Repeat until all monsters are defeated.

As the echoes of battle fade, the adventurers press onward, their nerves steeling themselves against the horrors that lie ahead.

ONE SHOT #3

“Shadows of the Forsaken Crypt”

---------- ACT 2 ----------

Having dispatched their first foes, the adventurers press onward, their resolve unshaken by the horrors they've encountered. Their journey takes them deeper into the crypt's twisting corridors, each step bringing them closer to the heart of the darkness. Suddenly, they are ambushed by a swarm of vile creatures, their forms twisted and grotesque.

Note to Dungeon Master: Let the team draw 3 cards from the Monsters Deck. Do not let them see the cards yet. These cards will showcase the monsters the team has to face and fight against as their second battle. As you read the following text, one by one flip the cards up to reveal the monsters.

The adventurers are once again confronted by the creatures revealed by the drawn cards. With a roll of the dice (d20) collectively, determine if the adventurers can detect the presence of the enemies before engaging them in combat. Each adventurer then rolls a (d10) to determine their attack against the creatures. Repeat until all enemies are defeated.

With the creatures vanquished, the adventurers press onward, their determination unwavering in the face of adversity.

---------- ACT 3 ----------

As the adventurers delve deeper into the crypt, they come face to face with the source of the darkness: a powerful Arachnox, a massive and fearsome beast lurking in the shadows. Its eight eyes gleam with malevolent intelligence as it prepares to unleash its fiery wrath upon the intruders.

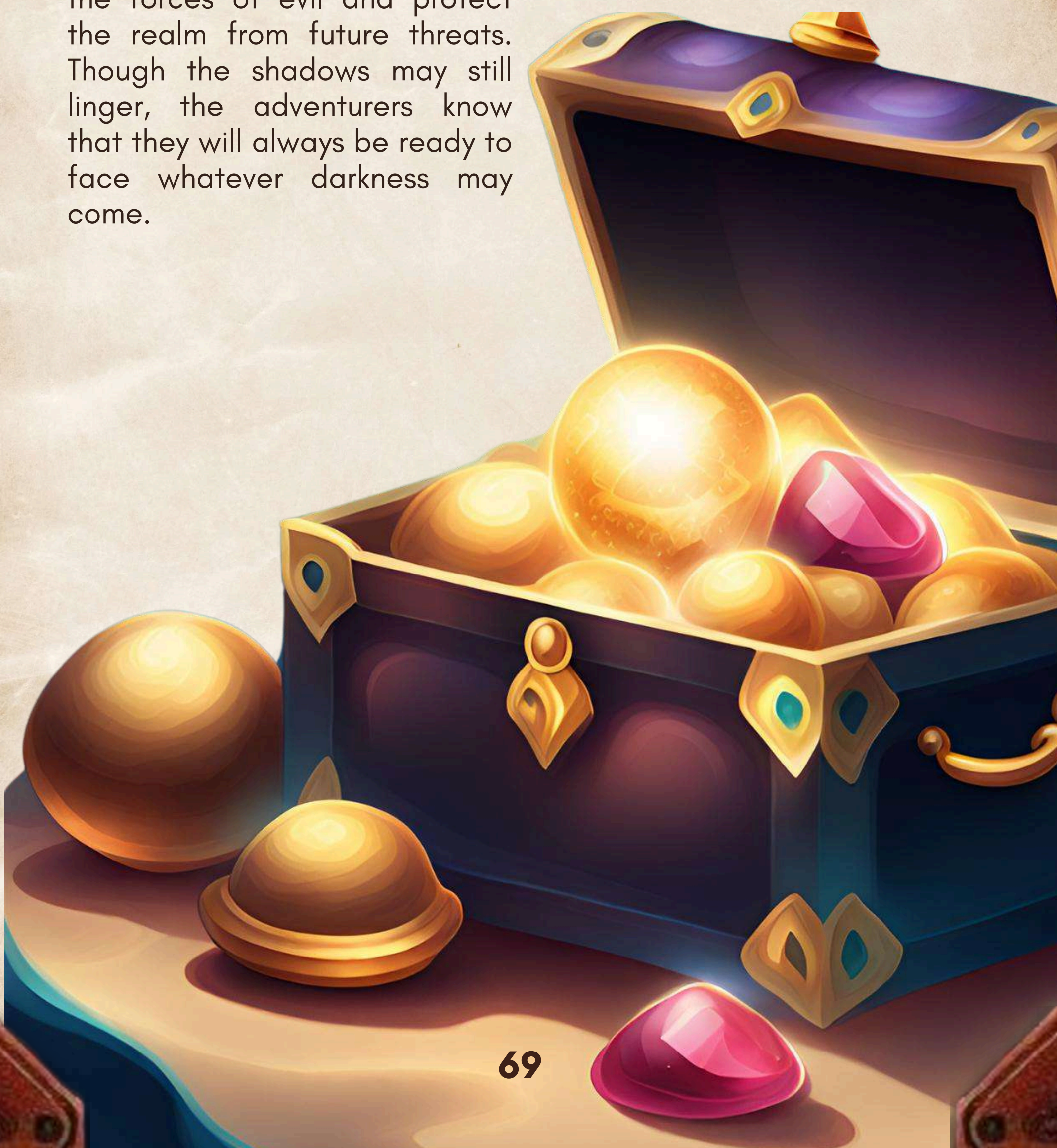
The party collectively rolls a (d20) to determine if they can successfully confront the monstrous creature before it overwhelms them. Each adventurer then rolls a (d10) to determine their attack against the Arachnox. Repeat until the Arachnox is defeated.

With the Arachnox vanquished and the darkness purged from the Forsaken Crypt, the adventurers emerge triumphant, their bravery and valor celebrated throughout the realm.

ONE SHOT #3

“Shadows of the Forsaken Crypt”

As they return to their respective factions, the adventurers carry with them the memories of their harrowing journey and the knowledge that they have made a difference in the world. Their victory serves as a beacon of hope in the face of darkness, inspiring others to stand against the forces of evil and protect the realm from future threats. Though the shadows may still linger, the adventurers know that they will always be ready to face whatever darkness may come.



ONE SHOT #4

"The Enigmatic Depths of Eldoria"

The group stays in Eldoria, it is a a city where the elves' leaves. They walk and look around the city. Strangely, the elves seem sluggish. It is weird, but the group ignore it due to the extreme fatique. They decided to take a rest for a while and start their journey again. The group went out for a drink; the outside is noisy and lively, as if the city is celebrating a fiesta. The group's attention was drawn to the poster that stated a 'mini adventure'

The group decides to participate, seeing it as an opportunity to get stronger. They register for the competition, which involves defeating monsters in a colosseum setting.

THE ORDER OF CHOOSING HOW MANY MONSTERS TO FACE IS DETERMINED BY ROLLING A D10.

They all went to registration and registered their names, and it will begin tonight. After a few hours, the mini competition has already begun. When the group arrived at the Colosseum, they were greeted by a crowd. In the center of the colosseum, there is a cage containing several monsters. The rules state that each player must defeat a monster based on the number they choose. The higher the number, the higher their chances of gaining experience. The maximum number of monsters is fifty, and there are presently six players.

TO DETERMINE THE ORDER, THROW A D20 DICE; THE PERSON WITH THE HIGHEST NUMBER IS THE FIRST TO CHOOSE HOW MANY MONSTERS TO CONQUER.

The longer they stay in the city of Eldoria, they hear a lot of complaints about how the water supplies is not enough in their city and how it badly affects their daily lives. Zephyrion, find it suspicious, because based on what he remembers on the map, the city of Eldoria is surrounded by the sea

ONE SHOT #4

"The Enigmatic Depths of Eldoria"

They were walking through the city to begin their journey when a woman elf unexpectedly ran into them. She seems afraid and pale; she hastily apologizes to the group and begins running away. The group chose to follow the girl. They continue to run until they reach a secluded area deep in the forest. They found a small house nearby that appears to be very old. The elf glances back at your group and stares at everyone, then furiously asks, "Why were you following me? What do you need?" The group calmly responds, "We are not enemies, we are just on our journey. Mind if you can help us?" But the elf becomes enraged and drives you away.

WANT TO PURSUE HER? DRAW A D6 DIE; IF THE RESULT IS 3 OR HIGHER, THE PLAYER CAN USE AN ABILITY CARD; DRAW A D20 DICE, IF IT IS 10 OR HIGHER, THE PLAYER CAN USE THE PERSUASION ABILITY

The elf was persuaded that you were decent men! She begins to talk about a large amount of treasure that has gone missing erratically, and the most alarming part is that some of the guardians of the sea have been brutally murdered.

Since they also need money to continue their adventure, they decided to walk into the sea known as the abyssal trench to acquire some treasure to use in the future journey while also assisting with the elves' concern. Due to the fact that no one owns it, anyone is free to go treasure hunting, but the dangers that lie in are quite life-threatening. The elf is happy and thrilled, which is why she chose to assist you with finding the place, as she is much more familiar with it. She introduced herself as the guild chief. As they begin the treasure hunt, the area becomes even more isolated and like a dense forest. The group asked, "Are we not lost?"

THE PLAYER CAN USE A COMPASS TO DETERMINE WHETHER OR NOT THEY ARE LOST; ROLL A D20, AND IF THE RESULT IS 10 OR ABOVE, THE COMPASS CAN BE USED

After 5 minutes of walking, the group felt a breeze on their skin, and as they arrived at the forest's opening, they saw a clean and clear sea.

ONE SHOT #4

“The Enigmatic Depths of Eldoria”

You folks are amazed at how clean it is, and it feels surreal. The group saw a cave, and the elf stated, "I'm not allowed to go in there because it has a spell that keeps us away from it.

The worst consequence is death, and I'm sorry this is the only help I can provide." She quickly ran away. You're in shock and still absorbing everything.

Since you've all chosen to venture inside the cave, you all go check the equipment to see if you have any flashlights. As you venture farther into the cave, you hear strange sounds that become creepier as you proceed.

You see a lot of wealth in the middle of the cave, surrounded by a small amount of water, and it appears to be a trap. There is no one around, so you decide to go, but a monster appears unexpectedly

DRAW A 3 SEA MONSTER CARD

The group defeated the monster and obtained some treasures. As your crew collects the treasures, you are surprised to hear one of the monsters speak. It starts saying something, but no one appears to comprehend it.

The group began to understand the monster, and what it said surprised you all. You immediately leave the cave and return to the city, as you have a hint for your enemy.

DICE A D20, IF IT 10 AND HIGHER THEY START TO UNDERSTAND THE MONSTER

If ability is not reach

You guys leave the cave with some treasures and discover something sparkly on the floor. It became suspicious in your group, so you decided to return to the city to investigate.

MASTER'S GUIDE

Introduction

Welcome to Arboresque: Vengeance Quest, an exciting tabletop role-playing game full of mystery and adventure. In your role as game master, you will lead players through a treacherous environment where they will face formidable foes, go on exciting adventures, and try to bring their broken group to justice. Players will form alliances, face obstacles that will try their bravery and resolve, and unravel secrets in this deep and engaging fantasy world with every session. So assemble your group and get ready for an incredible voyage.

Barren of Tundra

Adventurers encounter an environment of absolute cold and bleak beauty in Greenland's Barren Tundra. Enormous mountains and frozen plains that stretch as far as the eye can reach pose a serious threat to anyone who dares to explore its depths. Even the most resilient explorers' bones are chilled by the fierce winds that whip across the vast expanse of frozen terrain, biting through layers of clothing.

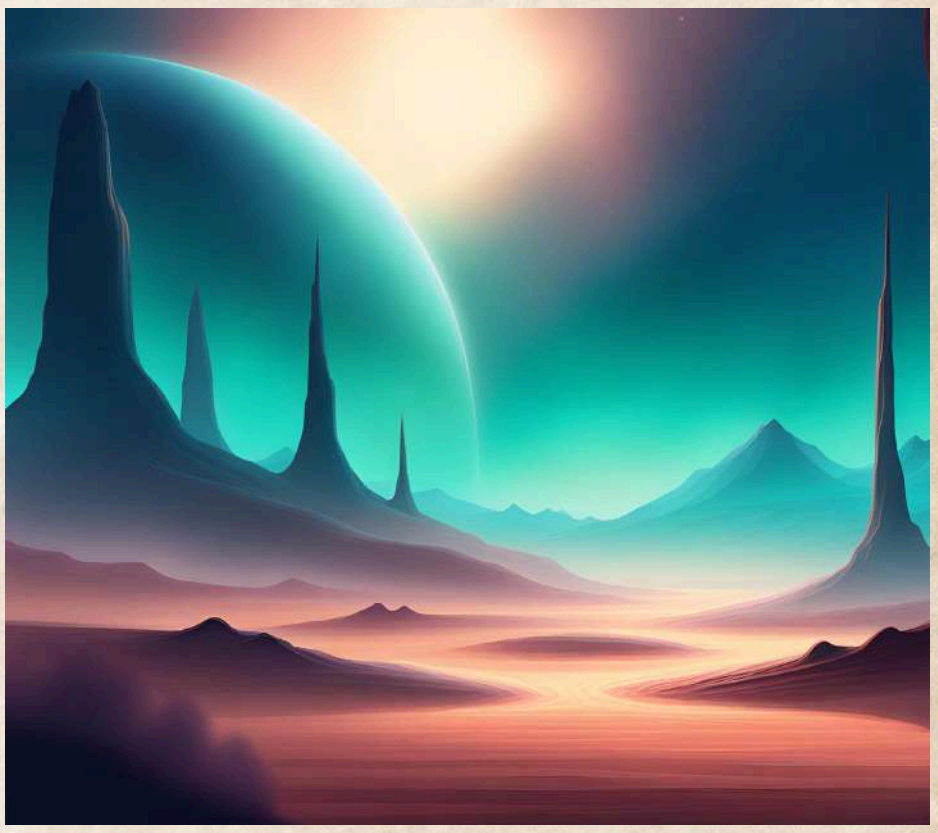
As the game master, you get to fully immerse your players in this harsh and merciless terrain, offering them a wide range of adventures and challenges. Maybe the players are on a mission to unearth the mysteries of old ruins hidden under the ice, which are said to contain valuable artifacts or lost knowledge. They have to avoid attacks by territorial species, cross dangerous crevasses, and brave blinding blizzards along the route.

As an alternative, the players can come find a secret outpost of a shadowy organization carrying out enigmatic experiments amid the icy wastes, or an isolated hamlet of resilient nomads struggling to survive in this hostile environment. The players have the opportunity to make allies, learn secrets, and direct the path of their adventure with each encounter.

In the Barren Tundra, players must fight against the hostile weather and limited supplies in order to survive. They have to forage for food, seek protection from the bitter weather, and steer clear of perilous situations like avalanches and thin ice. In this harsh environment, every choice they make could spell the difference between life and death.

It's possible that supernatural forces are latent under the Barren Tundra's frozen surface, waiting to be aroused by human presence. The players may encounter possibilities and hazards from cursed relics, unearthly creatures, and ancient spirits, which will heighten the mystery and peril of their adventure.

The Game Master can tell a tale of adventure, exploration, and survival against the backdrop of a harsh and brutal nature by setting the scenario in Greenland's Barren Tundra. Players will be lured into a world where every choice matters and every move they take could result in either disaster or victory in the frozen tundra if they use their imagination and creativity.



CHERRY BLOSSOM

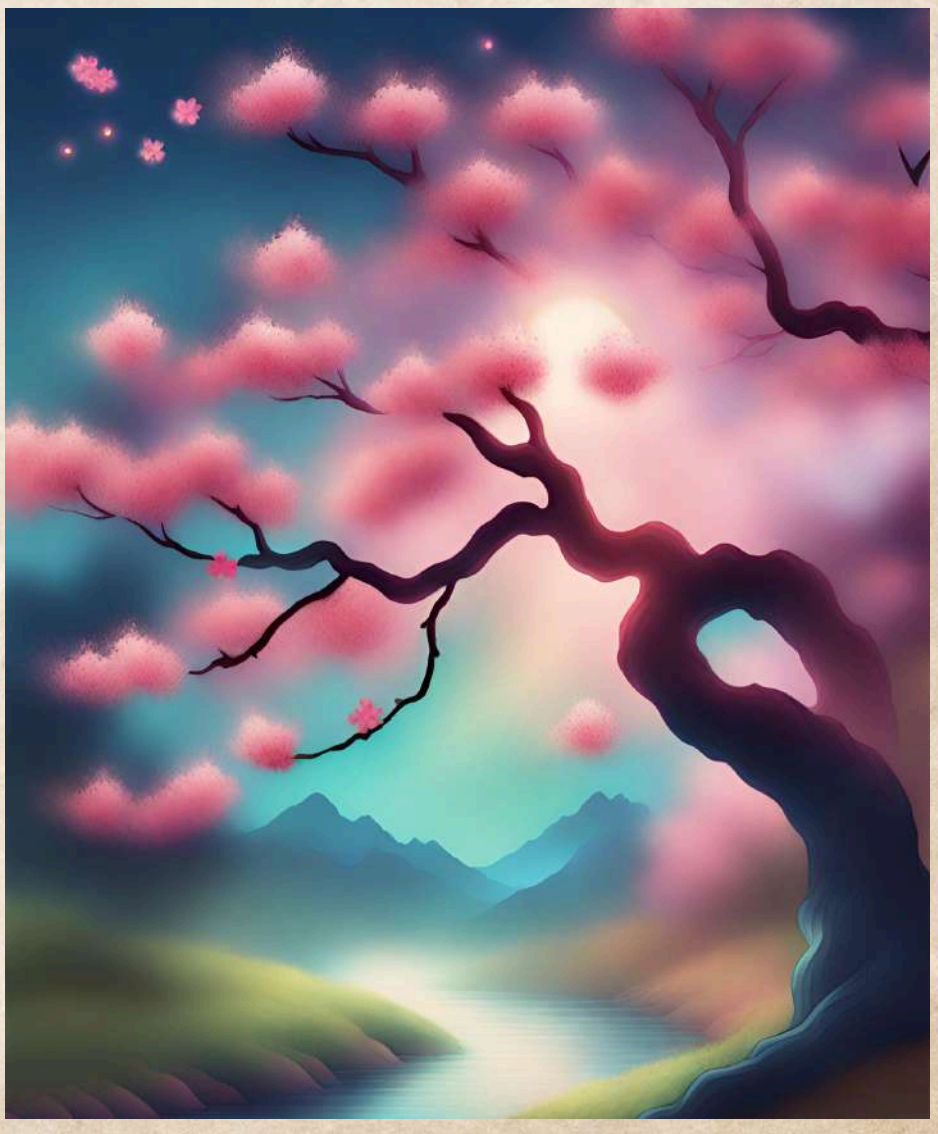
In the Cherry Blossom Orchards of Heian-Kyo, adventurers find themselves amidst a breathtaking landscape of serene beauty and ancient tradition. Located in the heart of the historic city of Heian-Kyo, these orchards burst into a riot of pink and white blossoms every spring, transforming the landscape into a scene of ethereal beauty.

As Game Master, you have the opportunity to immerse your players in this enchanting biome, offering them a respite from the trials and tribulations of their adventures. Perhaps the players stumble upon the orchards while traveling through the city, drawn in by the intoxicating fragrance of cherry blossoms and the gentle rustle of their petals in the breeze. Here, amidst the tranquil beauty of the orchards, they may find a moment of peace and reflection, allowing them to recharge and regroup before continuing on their journey.

Alternatively, the Cherry Blossom Orchards of Heian-Kyo may serve as the backdrop for a more lighthearted adventure, such as a festival or celebration held in honor of the blossoms. Players may find themselves participating in traditional activities such as hanami (flower viewing), tea ceremonies, or poetry competitions, immersing themselves in the rich cultural heritage of the region.

But beneath the surface of this idyllic landscape, secrets and mysteries abound. The Cherry Blossom Orchards of Heian-Kyo are said to be home to spirits and supernatural beings, drawn to the beauty and tranquility of the blossoms. Players may find themselves embroiled in a quest to uncover the truth behind these legends, confronting spirits, solving puzzles, and unraveling ancient secrets hidden within the orchards.

In crafting a story set in the Cherry Blossom Orchards of Heian-Kyo, the Game Master has the opportunity to weave a tale of beauty, tradition, and mystery against the backdrop of a serene and enchanting landscape. With imagination and creativity, players will be drawn into a world where every blossom holds a secret and every moment is infused with the magic of springtime in Heian-Kyo.



BAMBOO FOREST

Adventurers enter a world of towering green bamboo stalks that spread as far as the eye can see when they enter Kyoto's Bamboo Forest. The sun makes its way through the thick canopy, illuminating the forest floor with variegated patterns of light and shadow that evoke a magical mood.

In this enthralling ecosystem, where every whisper of the wind and rustle of the bamboo leaves portends adventure, you have the chance to lead players as the game master. While exploring the countryside around Kyoto, players can find themselves enticed into the forest by tales of wealth or historic relics stashed deep inside its depths. Here, they set off on an adventure of exploration and discovery, going more into the center of the grove amid the tall bamboo.

Nonetheless, there are risks associated with Kyoto's Bamboo Forest. In order to avoid the dangers that lie ahead, players must negotiate the narrow roads and hazardous terrain. As they venture more into the forest, the players encounter a variety of obstacles, from sworn guardians to territorial creatures, all of whom are determined to keep the secrets of the forest safe.

However, despite the risks, there are chances for growth and illumination. Kyoto's Bamboo Forest is spiritually significant; pilgrims and monks alike admire it for its tranquil beauty and age-old wisdom. Hidden around the forest, players could come across sages or knowledgeable hermits who provide wisdom and insight to those who seek it.

The Game Master can create a narrative that takes place in Kyoto's Bamboo Forest and tells a story of adventure, peril, and revelation against the backdrop of an ethereal and magical environment. Players will be transported into a world where every sound of the bamboo leaves rustling suggests an adventure ahead, and where every shadow hides secrets just waiting to be discovered, provided they have imagination and inventiveness.

COASTAL CLIFFS

Adventurers will find themselves in an untamed and stunning setting where the power of nature is dramatically displayed as land meets the water in the Coastal Cliffs of Luland water. Tall cliffs that have been formed by years of erosion and weathering rise magnificently from the rushing surf below.

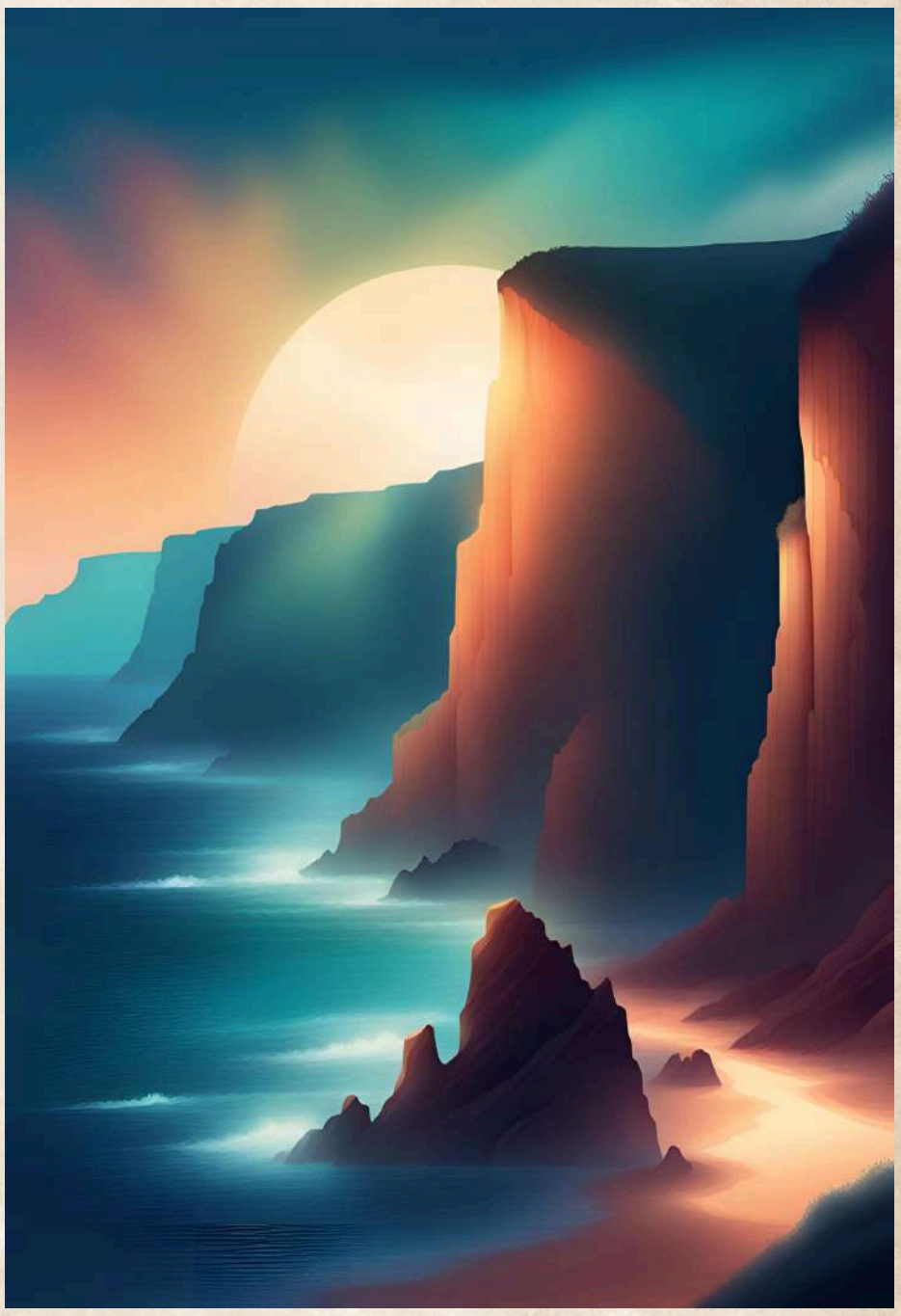
You guide players through this amazing biome as the game master. Maybe stories of lost gold, underground caverns, or mythical marine monsters entice them to come in search of adventure. However, they have to make their way through the hazardous area, where rocky outcrops and steep cliffs present ongoing difficulties.

Players may come across a range of species among the untamed grandeur of the Coastal Cliffs, from soaring seabirds to frolicking seals in the surf. However, there is danger below the surface because sea serpents and sharks hunt in these waters.

However, there are also chances for exploration and discovery along the Coastal Cliffs. The coastline is dotted with undiscovered coves and sea caves that are just waiting for daring explorers to explore.

It is possible that players will stumble upon lost shipwrecks or ancient ruins that hold mysteries about the sea and the civilizations that once inhabited these shores.

Players will brave the weather, take on dangerous tasks, and blaze their own trail along the craggy Luland Sea shoreline in this adventure. They will discover the secrets of this magical terrain with every step and feel the excitement of discovery in one of nature's most spectacular settings.



Volcanic Region of Fuji

Adventurers are thrown into a world of raw strength and primordial beauty in the Volcanic Regions of Mount Fuji, where the massive volcano looms big against the horizon, its peak hidden by billowing clouds of steam and ash.

Players are led by you, the Game Master, across this breathtaking biome. They might come looking for adventure, lured by tales of old temples buried deep within the volcanic slopes or precious minerals just waiting to be uncovered in the fertile ground. However, they have to exercise caution because the volcanic environment is full of perils, such as lethal gas vents and hot lava flows.

Players may come across a range of unusual plants and animals that have adapted to survive in the hostile environment amidst the volcanic terrain. The rocky slopes are covered with enormous ferns and unique blooms, and the burned land is home to elusive animals like fire-breathing dragons and lava-dwelling salamanders.

Yet there are more mysteries that remain to be discovered in Mount Fuji's volcanic regions. Underneath layers of volcanic ash, players may discover hidden caverns or ancient ruins that hold secrets about the region's enigmatic past. Maybe they will come into mysterious hermits or knowledgeable shamans who have the secret to revealing the volcano's actual strength.

Players will have to face terrifying animals, journey into the flaming depths, and solve the mysteries of the volcanic terrain in this adventure. They'll encounter the wild splendor of Mount Fuji with every step and feel the excitement of discovery in one of the most breathtaking environments on earth.

BALTIC SEA

Adventurers will discover a serene and welcoming environment at the Perky Shores of the Baltic Sea, where miles of sandy beaches border the glistening shoreline and soft waves gently lap at the shore.

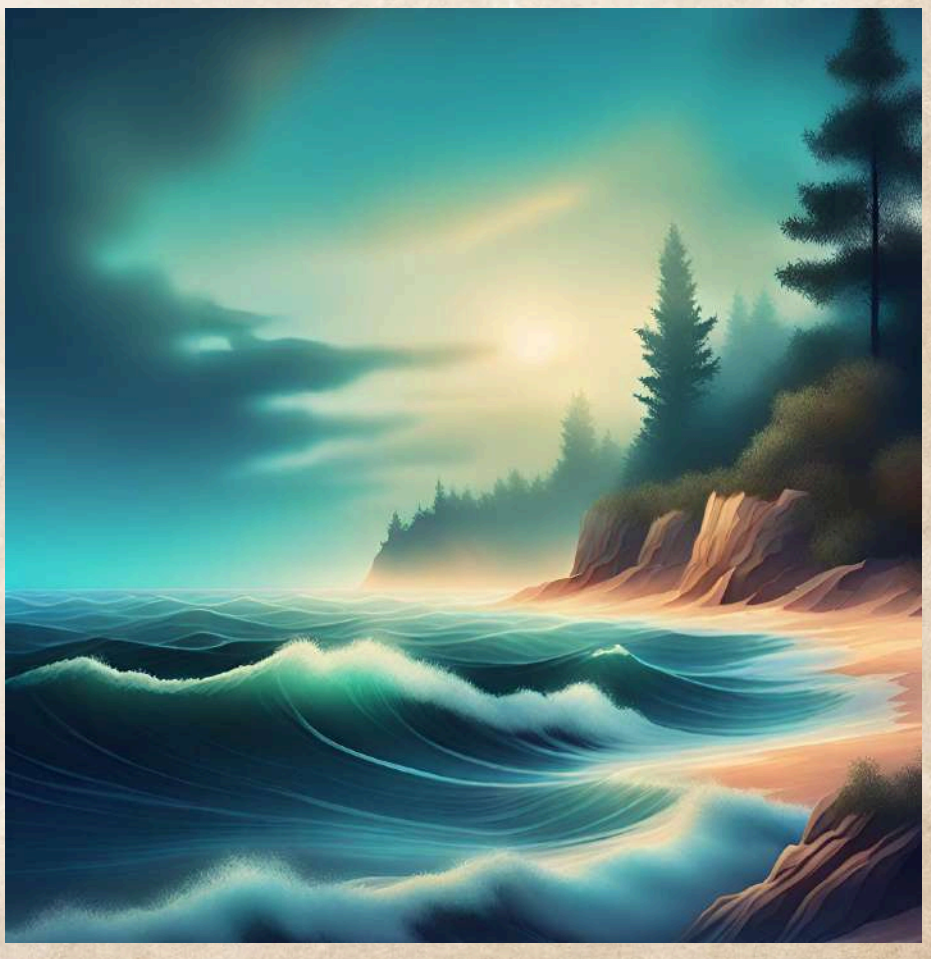
Players follow you as the Game Master across this beautiful biome. Arriving in search of leisure, they might be enticed by the prospect of sunny days and chilly dips in the Baltic Sea. There are still adventures to be had, though, even in the peaceful serenity of the seaside.

The beach attractions that players may come across range from charming fishing towns where time seems to stand still to busy boardwalks dotted with shops and cafes. They might investigate secret coves and tidal pools, go fishing or crabbing, or just relax in the sun.

However, there are difficulties along the Baltic Sea's lovely shores. In addition to the erratic weather, which can include violent storms and rough waves, players must also deal with the sporadic threat of hazardous marine life, such sharks or jellyfish.

However, in the stillness of the coastline, gamers can also find mysteries just waiting to be uncovered. They might come across fascinating people who have the key to discovering the mysteries of the sea, or they might discover historic ships hidden beneath the sand that hold riches from ages ago.

Players will get to see the Baltic coast's natural beauty, unwind in its tranquil settings, and maybe even find hidden treasures beneath the waters in this expedition. They will discover the charm of the Perky Shores with every step and make lifelong memories.



TUNDRA ICE LAND

Adventurers discover a place of harsh conditions and stark beauty in Iceland's Tundra, where vast expanses of desolate terrain are broken up by frozen glaciers and volcanic peaks.

You lead players over this tough biome in your capacity as the game master. They might come in search of adventure, lured by the prospect of venturing into one of the remaining untouched wilderness areas on Earth. But there are many difficulties in the middle of the tundra's bleak beauty.

The extreme weather, which includes icy temperatures, chilly gusts, and erratic weather, must be dealt with by players. They might travel through dangerous areas, dodging rocky outcrops and freezing crevasses as they make their way across the frigid terrain.

Nevertheless, the Icelandic tundra is not without its wonders, even amid the difficulties. A wide range of unusual species, including majestic seabirds nesting along the coast, arctic foxes, and sturdy reindeer, may be seen by players. Perhaps they will marvel at the breathtaking show of the Northern Lights shimmering across the night sky, or they will discover hidden hot springs and geothermal pools.

However, there are risks associated with Iceland's tundra. Volcanic activity is a constant hazard to players, with the possibility of eruptions and lava flows. They may travel across the isolated woods and come into dangerous predators like ravenous groups of wolves or polar bears.

Players will brave the weather, take on dangerous tasks, and carve their own route across the wild splendor of Iceland's tundra in this journey. They will feel the excitement of adventure and discovery with every step as they move through one of the most breathtaking places on Earth.

Monsters

TREANT

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: EARTH SLAM

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

DRYAD

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
100	8	10	20	4

ATTACK: SENTINEL STRIKE
SPELL: AURA OF SYLVAN PROTECTION

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

WISP

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
25	5	5	5	1

ATTACK: SPIRIT ATTACK

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

UNDEAD PIRATES

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
50	5	5	10	2

ATTACK: CUTCLASS SLASH

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

SIREN

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: CLAWS

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

MOUNTAIN GIANT

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
300	12	15	60	8

ATTACK:GREATCLUB
SPELL: ECHOES OF THE ABYSS

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: TERRITORIAL EMPOWERMENT

PASSIVE: ENHANCES ITS RESISTANCE. GAIN A SHIELD 1D12 +5

HARD

VECNA ICE

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
400	12	15	80	10

ATTACK: FROST BOLT
SPELL: GLACIAL GRASP

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: FROSTBITE AURA

PASSIVE: SLOWS PLAYERS SPEED. ALL PLAYERS SPEED BY 1D8 +5 FOR 2 ROUNDS

HARD

GLACIAL BEARS

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: CLAWS

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

SNOW SERPENTS

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
100	8	10	20	4

ATTACK: BITE
SPELL: FROZEN SENTINEL

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

ICE WRAITH

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: CLAWS

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

ARACHNOX

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
350	12	15	70	9

ATTACK: FLAME BREATH
SPELL: INFERNAL WEB

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: INFERNO RAGE

PASSIVE: ENGULFS THE ENEMY WITH FIRE AND BURNS THEM. ALL RECIEVE 1D10 +8

HARD

THORNAX

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
250	12	15	50	7

ATTACK: TAIL SWIPE
SPELL: VINE BIND

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: THORNED REGENERATION

PASSIVE: RECIEVE 3 DAMAGE FROM SPIKES IF ATTACKED AND REGENS 20HP

HARD

SANDARA

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
200	8	10	40	6

ATTACK: CLAW SLASH
SPELL: SANDSTORM SURGE

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

PANDAMONIUM

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
150	8	10	30	5

ATTACK: BAMBOO BARRAGE
SPELL: BAMBOO WHIRLWIND

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

PYROGOR

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
300	12	15	60	8

ATTACK: FLAMING FISTS
SPELL: INFERNO WAVE

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: INFERNAL RAGE

PASSIVE: INNER RAGE IS RELEASED!
DAMAGE IS BOOSTED BY 5 FOR 2 ROUNDS

HARD

PYROBANDIT

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
150	8	10	30	5

ATTACK: FLAMING CLAW SWIPE
SPELL: FIREBALL BURST

MODIFIER	DAMAGE
+5 TO HIT	1D8

MEDIUM

DODOROK

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
150	8	10	30	5

ATTACK: PECK
SPELL: NETTLE BARRAGE

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

MAGMAOOSE

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
250	12	15	50	7

ATTACK: ANTLER CHARGE
SPELL: MOLTED BURST

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: VOLCANIC SURGE

PASSIVE: MEANING

HARD

LILAC HORN

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
300	12	15	60	8

ATTACK: TRAMPLE
SPELL: VERDANT SHIELD

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: VERDANT REGENERATION

PASSIVE: ALL MONSTERS HEAL 20 HP AND 5 HP FOR THE NEXT 3 ROUNDS

HARD

SKINWALKER

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
150	8	10	30	5

ATTACK: CLAW ATTACK
SPELL: SHADOW VEIL

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

MAGMARUS

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
100	8	10	20	4

ATTACK: LAVA PROJECTILES
SPELL: MOLTEN BARRIER

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

MAGMARA

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
300	12	15	60	8

ATTACK: EARTHQUAKE
SPELL: INFERNAL CONFLAGRATION

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: MAGMA SURGE

PASSIVE: EACH PLAYER IS BURNED! RECIEVE 8 DAMAGE FOR 3 ROUNDS

HARD

FROSTFANG

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
300	12	15	60	8

ATTACK: ICY MAUL
SPELL: FROST NOVA

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: GLACIAL SHIELD

PASSIVE: GAINS A SHIELD OF 1D10 +5, SLOWS WHEN ATTACKED BY 5 FOR 2 ROUNDS

HARD

PYROSPINE

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
100	8	10	20	4

ATTACK: QUILL STRIKE
SPELL: FLAME BURST

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

FROSTCLAW

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
250	12	15	50	7

ATTACK: ARCTIC BITE
SPELL: FROST NOVA

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: GLACIAL SHIELD

PASSIVE: GAINS A SHIELD OF 1D10 +5, SLOWS WHEN ATTACKED BY 5 FOR 2 ROUNDS

HARD

IGNIROOSE

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
250	12	15	50	7

ATTACK: ANTLER CHARGE
SPELL: INFERNO VEIL

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: FROSTFIRE AURA

PASSIVE: RELESES A AURA THAT BURNS YOU FOR 10 DAMAGE ANDS SLOWS FOR 3 SPEED

HARD

BAMBOOLITH

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: LEAPING ASSAULT

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

GLACIALUS

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: ICE BOLT

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

GLACIAL TALON

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
100	8	10	20	4

ATTACK: TALON STRIKE
SPELL: ARCTIC GALE

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

EMBERWING

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
150	8	10	30	5

ATTACK: TALON SLASH
SPELL: FLAME BURST

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

OMLARCAT

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
200	8	10	40	6

ATTACK: SHADOW BOLT
SPELL: ILLUSORY AURA

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

ICE SPIRIT

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: FROST BOLT

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

CENTAUR

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
50	5	5	10	2

ATTACK: CHARGE

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

MERFOLK

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
100	8	10	20	4

ATTACK: SPEAR THRUST
SPELL: TIDAL SURGE

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

SNOW GOLEM

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: SNOWBALL THROW

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

MURLOC

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: RUSTY DAGGER

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

ICE BAT

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: FROST BITE

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

MERFOLK

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
100	8	10	20	4

ATTACK: SPEAR THRUST
SPELL: TIDAL SURGE

MODIFIER	DAMAGE
+5 TO HIT	1D10

MEDIUM

YETI

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
75	5	5	15	3

ATTACK: ICY CLAWS

MODIFIER	DAMAGE
+3 TO HIT	1D8

EASY

LICHT

HEALTH	ARMOR CLASS	SPEED	EXP	CHALLENGE RATING
400	12	15	80	10

ATTACK: FROSTBOLT
SPELL: NECROTIC WAVE

MODIFIER	DAMAGE
+8 TO HIT	1D12

UNIQUE ABILITY: NECROTIC INFLUENCE

PASSIVE: SUMMONS 3 MONSTERSTHAT WILL REVIVE ONCE WHEN KILLED

HARD

NPC'S

COMPANION #1

COMPANION NPC

Occupation
Senate

Positive Ability
Persuasion (Intelligence)

Negative Ability
Intimidate (Strength)

Talents
Exceptional oratory skills

Mannerism
Always impeccably dressed and composed, with a confident and commanding presence.

Ideal
"Equality and progress for all."

Bond
Deeply committed to serving their constituents

Flaw/Secret
Senator harbors a secret past involvement in corrupt dealings or compromising situations

COMPANION #2

COMPANION NPC

Occupation
Black Market Supplier

Positive Ability
Super Strength (Strength)

Negative Ability
Fear (Intelligence)

Talents
Resourceful Negotiator

Mannerism
Avoiding Direct Eye Contact

Ideal
Survival of the Fittest

Bond
Connected to Underground Black Market

Flaw/Secret
Has a crippling fear of betrayal

COMPANION #3

VILLAIN NPC

Occupation
Black Market Supplier

Positive Ability
Knowledgeable (Intelligence)

Negative Ability
Anxiety (Intelligence)

Talents
Exceptional Ability to Acquire Rare

Mannerism
Speaks Very Quickly

Ideal
Believes in freedom authority interference

Bond
Deep-seated loyalty

Flaw/Secret
Hides a debilitating fear

COMPANION #4

COMPANION NPC

Occupation
Guild Leader

Positive Ability
Knowledgeable (Intelligence)

Negative Ability
Mind Control (Intelligence)

Talents
Master Tactician and Strategist

Mannerism
Keeps a Calm and Composed Demeanor

Ideal
Strives for a world where everyone

Bond
Deeply connected to the members

Flaw/Secret
Has a past mistake or secret

VILLAIN #1

VILLAIN NPC

Occupation
Faction Leader

Positive Ability
Knowledgeable (Intelligence)

Negative Ability
Mind Control (Intelligence)

Talents
Exceptional Strategic prowess

Mannerism
Ruthless authority, exuding confidence and dominance in every interaction.

Ideal
Power and domination

Bond
Willing to sacrifice anything – including their own kin – to achieve their goals.

Flaw/Secret
Despite their outward display of strength and confidence, the leader harbors deep-seated insecurities and fears of weakness.

VILLAIN #2

VILLAIN NPC

Occupation
Faction Leader

Positive Ability
Knowledgeable (Intelligence)

Negative Ability
Fear (Constitution)

Talents
Masterful Strategist

Mannerism
Frequently taps their fingers

Ideal
Craves Power and Control

Bond
Deep bond with a select few Lieutenants

Flaw/Secret
Loss of Control

VILLAIN #3

COMPANION NPC

Occupation
Faction Leader

Positive Ability
Super Strength (Strength)

Negative Ability
Stubbornness (Wisdom)

Talents
Charismatic Leadership

Mannerism
Impatient Disposition

Ideal
Justice Through Strength

Bond
Loyalty to Faction

Flaw/Secret
Overconfident and Greedy, very easily swayed by promises of wealth.

VILLAIN #4

VILLAIN NPC

Occupation
Faction Leader

Positive Ability
Knowledgeable (Intelligence)

Negative Ability
Intimidate (Strength)

Talents
Exceptional manipulator

Mannerism
Projects an aura of superiority

Ideal
Seeks to establish dominance

Bond
Strong bond with loyal follower

Flaw/Secret
Arrogance