

# IMAGINE JOURNEY

CALL OF DEVOTION

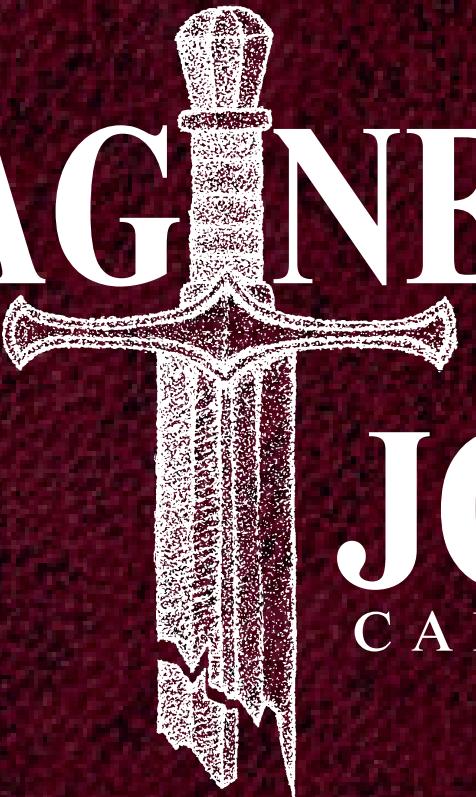


## GAME MASTER GUIDEBOOK

Potato Beans  
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CALL OF DEVOTION



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# BLACK SEA



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# INTRODUCTION

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In the world of Journey, players are transported to a realm brimming with mystique, wonder, and danger. Relying on maps, grids, and the concept of "Theatre of the Mind," where the narrative and descriptive prowess of both the Game Master (GM) and the players themselves paint vivid imagery of the environments and inhabitants.

As adventurers embark on their quest, the GM sets the stage, describing the lush forests, towering mountains, bustling cities, or eerie dungeons that await exploration. Through words alone, players can envision the rustling leaves of ancient trees, the distant roar of cascading waterfalls, or the echoing footsteps within cavernous depths.

## Basics

Before you start the game, it's important to have the following for smoother gameplay:

- Pencil and Eraser: Players can still use a pen, but a pencil and eraser are suggested for easy correction.
- Dice: 6-sided and 20-sided Die.
- Calculator(optional): used for calculating battle damage.

# HOW TO PLAY

## 1. The Combat System

### 1.1 Steps & Attacks

Steps and attacks are one of the most exciting and important parts of combat. To properly play and experience Imagine Journey, this part of the manual will be helpful to Dungeon Master (DM) and Players.

Let's talk about steps. In this game, steps are the unit of measure of how far an enemy is to the players. Also, steps are used to determine whether an attack will hit or not. Look at the table below (Figure 1).

Weapon	Steps Required (Range)
Wooden Staff	6
Spear	3
Sword	1
Great Axe	2
Bow	8

Monster	Steps Required (Range)
Slime	4

Figure 1. Sample Weapons & Monster Range

Let's say 2 players picked a Bow (Bowman) and a Sword (Swordsman). They're facing off an enemy slime who's 2 steps far ahead of them, what can they do? First, the DM must determine who has the highest Agility on the field, is it the slime? Or is it one of the players? Let's say the slime has .6 AGL while the Bowman and Swordsman have .4 and .5 respectively. The DM will arrange the monsters and players based on their agility (Descending) and that'll decide the flow of attacks and turns for the combat. Let's form a list of who will move/attack first and last and assign them some sample HP.

# 1. The Combat System

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Let's say there's 2 player who picked a Bow (Bowman) and a Sword (Swordsman). They're facing off an enemy slime who's 2 steps far ahead of them, what can they do? First, the DM must determine who has the highest Agility on the field, is it the slime? Or is it one of the players? Let's say the slime has .6 AGL while the Bowman and Swordsman has .4 and .5 respectively. The DM will arrange the monsters and players based on their agility (Descending) and that'll decide the flow of attacks and turn for the combat. Let's form a list on who will move/attack first and last and assign them some sample HP.

Entities	Agility	Turn	HP
Slime	.6	1st	2pts
Swordsman	.5	2nd	4pts
Bowman	.4	3rd	3pts

Figure 2. Sample Agility & Turn Order

Using this list, we can now proceed to the actual combat itself. Slime will be the first to move, next is the Swordsman and Last, the Bowman. Before we proceed, let's clarify the conditions for attack to hit. First, the attacker can only attack the one in front of them except for weapons with an area of effect active, enabling them to attack anyone around them. Second, the attacker must roll a die of d20(TBA) for an attack to hit. Lastly, the attacker must be in the effective range of their weapon.

To initiate an attack, a player character must position themselves within the Slime's attack range. For instance, if a player stands 2 steps away from the Slime, they fall within its striking distance.

Imagine a scenario where a Bowman, Swordsman, and Slime face off. Initially, the Bowman stands behind the Swordsman, out of reach of the Slime's attack. The Slime, with a hunger for blood, can only target the Swordsman, inflicting 2 damage.

The Swordsman, unable to retaliate from his current position, opts to advance 1 step closer, exhausting his turn without delivering a blow. Meanwhile, the Bowman, positioned behind the Swordsman, is 3 steps away from the Slime. Utilizing his range advantage, the Bowman unleashes an arrow, dealing a fatal blow to the Slime, ending its threat.

Take note, a player can only perform specific actions per turn. Every player can only move and perform a basic attack during their turn. Players

Remember, in the dance of combat, strategic positioning and tactical awareness can mean the difference between victory and defeat."

# 1. The Combat System

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## 1.2 Player Position

In the realm of Imagine Journey, mastering player positioning is a cornerstone of effective combat engagement. Before venturing into battle, adventurers must carefully deliberate their placement within the party. Within this game, there exist three distinct positions, each carrying its own strategic significance.

First and foremost is the Vanguard, the spearhead of the party's formation. Positioned at the forefront, those in the Vanguard courageously confront enemy assaults head-on. This position is ideally suited for stalwart Tanks and battle-hardened Warriors, whose resilience and martial prowess are unmatched.

Following closely behind is the Center, a pivotal position situated just behind the Vanguard. Here, adventurers provide vital support to their frontline allies and remain poised to adapt to the ever-shifting tides of battle. Occupants of the Center, typically skilled Mages, and dedicated Healers, lend their arcane might and curative arts to bolster the party's resilience.

Lastly, we have the Rear Guard, stationed at the rearmost position of the party formation. Charged with safeguarding against enemy flanking maneuvers and delivering devastating ranged assaults, those in the Rear Guard play a crucial role in maintaining the party's defensive integrity. This position is well-suited for skilled archers and adept magic users, whose ranged capabilities and strategic acumen prove invaluable in combat encounters.

Look at this Position based on what we've talked about above:

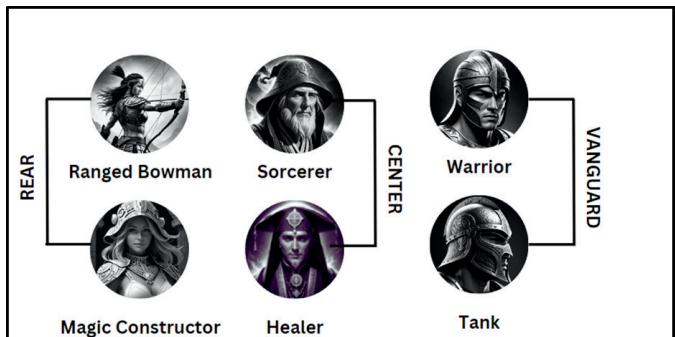


Figure 3. Profession & Suggested Position

Imagine our adventurers, as depicted in Figure 3, locked in battle against a formidable enemy: the slime. This gelatinous foe lurks menacingly just 2 steps ahead of our party.

At the forefront stands the vanguard, stalwart and ready for battle. Positioned 2 steps away from the slime, the vanguard directly faces the looming threat. Their proximity to the enemy places them at the forefront of combat, poised to engage the foe head-on.

Behind the vanguard lies the center, offering crucial support to their frontline comrades. Positioned one step further back, the center is distanced by 3 steps from the slime. Though further removed from direct confrontation, occupants of the center remain vigilant, prepared to adapt to the ebb and flow of battle.

# 1. The Combat System

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Lastly, at the rearmost position of our party formation, we find the rear guard. Positioned 4 steps away from the enemy, the rear guard stands as the last line of defense against flanking maneuvers and rear assaults. Despite their distance from the fray, those in the rear guard remain vigilant, ready to unleash their firepower upon the enemy when called upon.

In this scenario, understanding the distance and placement of each party member relative to the enemy slime is crucial for devising an effective strategy. Whether engaging directly at the forefront, providing support from the center, or guarding from the rear, each position plays a vital role in the outcome of the encounter.

For easy understanding, whenever DM declares an enemy is N Steps away from the enemy, that'll be the default distance of the enemy to the vanguard and will increase the further an enemy is behind the tank by 1.



## 1.3 Attacks and Skill Casting (Battle Rhythm System)

Take note, a player can only perform specific actions per turn. Every player can only move and perform a basic attack during their turn. Skills will require some combo points for activation.

Successful Basic Attack (SBA)	Combo Point
1	A
2	A+
4	A++
5	SS

Healer class is an exception to this rule, this class can gain Combo Point either by attacking and healing allies.

# 1. The Combat System

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## 1.4 Monster Attacks and Damage

Monsters attack damage and Armor will vary depending of its Difficulty. Monsters attacks will be decided and performed by the DM and the skills can also be activated by the DM in order to make the gameplay exciting.

Difficulty	Hit Indicator	Damage	Armor
Easy	$10+d6$	D6	10
Medium	$15+d6$	D6	10
Hard	$20+d6$	15	10
Deadly	$20+d6$	D20	15

## 1.5 Turn Exhaustion

A player can exhaust their turn by moving and attacking at the same time. Players can't move and cast a skill at once. Activating a god skill/buff will consume the players turn.

## 1.6 Combat Terminologies

**Ambush** = When players failed to perceive the enemy, they are attacked by the monsters, roll a d20, if dice is 5-10, monsters attack the vanguard, if the die is 11-15, attack the core and if the die is 16-10, attack the rear.

- **SBA** = Successful Basic Attacks, used for Combo Points
- **Sanity** = Players State of Mind



## 2. Special Mechanics

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### 2.1 Monster Weak points

A monster will expose its weak point once it reaches a certain amount of its HP. The monster will enter a berserk mode, gaining extra damage when attacking but also receiving more damage in return.

Challenge Rating	Extra Damage Output	Extra Damage Input
Medium	+3	+5
Hard	+5	+5
Deadly	+10	+3

Figure 4. Challenge rating & Damage Bonuses



### 2.2 Sanity

Special Variation of monsters with “Corrupted” tag on its name can cause a player to lower their sanity during combat and encounters. Once a player eventually loses the stability of their sanity, they gain these following side effects. These side effects will take effect after the players turn.

Sanity Level	Side Effects
0	
-5	Receive damage(1d6)
-15	Receive damage (2d6, get the highest roll)
-20	Frenzy: Attack all allies damaging (1d6)

Figure 4. Sanity Level & Side Effects

## 2. Special Mechanics

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### 2.3 Help from the Gods

A Before the narrative(story) starts, players must enter Hall of Gods to send prayers to their chosen god. A god will respond and lend them their powers by rolling a d6 greater than 4.

#### 1. God of Wisdom, Depached

- Warrior: Foresight: the next enemy attack and dodge it(2 turns cd)
- Mage: Weakpoint Identifier: Identify the enemy Weak Point but reduce weak point damage by 2 until a monster reaches the required HP amount.
- Constructor: Analyze: Increase effectiveness of Constructs, Add damage+2(2 turns cd)
- Tank: Preemptive Attack: Perceive Enemies, Stealth(Gain invisibility for 4 steps)(6 turns cd)
- Range: Bulls Eye: Every third attack, Sure hit
- Healer: Precise Anatomy: Additional Heal+4 hp(4 turns cd)

#### 2. God of War, Ashrai

- Warrior: Thrill of Battle: The next attack will count as 2 hits(4 turns cd)
- Mage: War cry: Send a fierce scream to an enemy stun 1 turn(5 turns cd)
- Constructor: Increase construct duration 1 turn(5t)
- Tank: Relentless Chase: if the enemy isn't within attacking range, walk 2 steps(3 turns cd)
- Range: Piercing Attack every 2nd successful hit, Extra to main target, Half to next target
- Healer: Dangerous Shield: Cast a Veil while healing an ally, If the veil is attacked, return half damage(4 turns).

#### 3. God of Nature, Sate

- Warrior: Blessing of the Bear: Enhance DMG +4(4 turns cd)
- Mage: Blessing of the Ancient Trees: Double Cast a skill(6 turns cd )
- Constructor: Earth Connection: Provide Shield(3dmg) For allies while Construct is Active(5 turns cd)
- Tank: Blessing of Thorns: Produce a thorn to damage enemy every 3rd Enemy Hit
- Range: Vine Snare(S): Launch a vine that can snare enemies, preventing them from moving/attacking(4 Turns).

#### 4. God of Aspects, Killain

- Warrior: Fire Aspect: Ignite(2 DMG) enemies for 2 turns for if they have half hp left
- Mage: Lightning Aspect(S): Harness lightning for 2 turns, Paralyzing Enemies.
- Constructor: Earth Aspect: Construct attack allies, removing CCs(5 turns cd)
- Tank: Earth Aspect(S): Reinforce armor with earth magic, gain Armor + 3 once per battle(decays every 2 turns)
- Range: Wind Aspect: Produce wind blades +5 (Piercing) in exchange of HP(4 Turns cd)
- Healer: Light Aspect(S): Shone a light to allies, recover sanity +2

#### Note:

If players fail to get a Buff, they can send another player if:

- A player has died
- A player has reached Frenzy state(Sanity)
-

### 5. God of Monsters, Thipia

- Warrior: Beast Resilience(S): Negate incoming CC(4t cd)
- Mage: Monster Form(S): Transform as a Monstrous Entity for 2 turns, Increase DMG +4, Chances(d6 roll of >3) of Losing Sanity and attack everyone for d6 for two turns.(4t cd)
- Constructor: Twisted Construct: All constructs will be made from bones, flesh, and blood, Increasing their damage + 5, Chances(d6 roll of >3) of Losing Sanity and attack everyone for d6 for two turns.(4t cd)
- Tank: Fear Incarnate: Instill fear to enemies, stunning them for that turn (4 turns)
- Range: Unending Fury: Cast three basic attacks(6 turns cd)
- Healer: Life Eater(S): Consume enemies' life(d6) as heal for allies(4t cd)

### 6. God of Justice, Laumiere

- If the enemy is evil, automatically summon a giant weighing scale made out of magic to gain extra damage(d6) when battling.

Lastly, if no gods respond to their prayers, they can send other prayers if they met these conditions:

- An ally has died
- Reach the HP of 5 below
- One ally has entered Frenzy State (Sanity)

### 3. Leveling System

Players will gain levels when defeating enemies, clearing scenarios and performing quests given by the narrative during game play. Players must break the EXP (Experience Barrier) in order to gain Level. When players they'll gain Stat Points that can be allocated in any stat (STR, DEF, ARC, etc.). At the start, Players will have an EXP barrier of 10, that'll increase by 3 every level up.

These are the XP Drops for each Monster Difficulty:

Difficulty Rating	Extra Drop
Easy	5
Unique-Easy	7
Medium	10
Unique Medium	10
Hard	15
Unique Hard	17
Deadly	20-30

# MONSTERS



## Florgy

Plant Monster, Neutral

**Size:** Small  
**Challenge Rating:** Easy  
**Life:** 20  
**Resistances/Immunities:**  
Nature Attacks(-3 DMG)  
**Abilities:** Cry(Chance of Heal)  
**Attacks:** Splash(Does nothing)  
**Special Traits:** N/A  
**Language:** Plantitus  
**Experience:** 5xp  
**Weak point:** Head

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ARC: 2 | DEF: 1 | STR: 1 | AGI: 2 | CHA: 4

## Shadow Bloom

Fairy Monster, LE

**Size:** Medium  
**Challenge Rating:** Easy  
**Life:** 20  
**Resistances/Immunities:** N/A  
**Abilities:** Shapeshift (+CHA on self)  
**Attacks:** Psychic ( Damage )  
**Special Traits:** N/A  
**Language:** Faeria  
**Experience:** 5xp  
**Weak point:** Chest

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ARC: 5 | DEF: 1 | STR: 0 | AGI: 2 | CHA: 2

## Mini Golem

Rock Monster, CG

**Size:** Medium  
**Challenge Rating:** Easy  
**Life:** 20  
**Resistances/Immunities:**  
water/fire damage  
**Abilities:** Rock throw  
**Attacks:** Roll  
**Special Traits:** N/A  
**Language:** Body Taps  
**Experience:** 5xp  
**Weak point:** Legs

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ARC: 0 | DEF: 5 | STR: 2 | AGI: 2 | CHA: 1

## Large Ant

Magic Animal Monster, CE

**Size:** Medium  
**Challenge Rating:** Easy  
**Life:** 20  
**Resistances/Immunities:**  
Earth Resistance  
**Abilities:** Tackle Bite  
**Attacks:** N/A  
**Special Traits:** Hard Skin  
**Language:** Magic Animal  
**Experience:** 5xp  
**Weak Point:** Head

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ARC: 1 | DEF: 1 | STR: 2 | AGI: 5 | CHA: 1

## Frostling

Elemental Monster, CE

**Size:** Small  
**Challenge Rating:** Easy  
**Life:** 20  
**Resistances/Immunities:**  
Ice Resistance  
**Abilities:** Lock On( lock on the target, only that the enemies will attack for 2 turns)  
**Attacks:** Distract(chance of stun)  
**Special Traits:** N/A  
**Language:** N/A  
**Experience:** 5xp  
**Weak Point:** Head

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ARC: 1 | DEF: 1 | STR: 2 | AGI: 5 | CHA: 1

## Lizardo

Magic Animal Monster, CG

**Size:** Small  
**Challenge Rating:** Easy  
**Life:** 20  
**Resistances/Immunities:**  
Heat/ Earth Attacks  
**Abilities:** Rolls  
**Attacks:** Tongue Whip  
**Special Traits:** Ugly  
**Language:** Magic Animal  
**Experience:** 5xp  
**Weak Point:** Head

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ARC: 1 | DEF: 1 | STR: 2 | AGI: 5 | CHA: 1

## Ore Miner

Human, LG

**Size:** Small

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:**

Earth Resistance

**Abilities:** Dig(Surprise Attack)

**Attacks:** Smash(Melee attack)

**Special Traits:** N/A

**Language:** Human

**Experience:** 5xp

**Weak point:** Head

**ARC: 0 | DEF: 1 | STR: 2 | AGI: 3 | CHA: 4**

## Skeleton Mount

Undead, CG

**Size:** Small

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:**

Bleed

**Abilities:** Tackle Bite

**Attacks:** Smash (Melee)

**Special Traits:** N/A

**Language:** Monster

**Experience:** 5xp

**Weak Point:** Skull

**ARC: 0 | DEF: 2 | STR: 3 | AGI: 0 | CHA: 0**

## Valor

Falcon, CE

**Size:** Small

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:**

Melee Attacks

**Abilities:** Assault

**Attacks:** Beak Pierced

**Special Traits:** Multiple Hit

**Language:** Animal Language

**Experience:** 5xp

**Weak point:** Wings

**ARC: 2 | DEF: 2 | STR: 2 | AGI: 3 | CHA: 1**

## Skeleton Rider

Undead, CG

**Size:** Small

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:** Bleed

Immunity

**Abilities:** Bone throw (gets dmg)

**Attacks:** Smash (melee)

**Special Traits:** N/A

**Language:** Human/monster

**Experience:** 5xp

**Weak point:** Skull

**ARC: 0 | DEF: 2 | STR: 3 | AGI: 0 | CHA: 0**

## Spear Goblin

Goblin, LE

**Size:** Medium

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:** Poison

**Abilities:** Poison Spit(damages the enemy over time)

**Attacks:** Spear Throw(Ranged)

**Special Traits:** N/A

**Language:** Goblin/Animal

**Experience:** 5xp

**Weak point:** Chest

**ARC: 1 | DEF: 1 | STR: 4 | AGI: 4 | CHA: 0**

## Azraelis

Undead(Hell), LE

**Size:** Small

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:** Fire

**Abilities:** Fire Slash

**Attacks:** Charge Attack

**Special Traits:** N/A

**Language:** Demonic

**Experience:** 5xp

**Weak Point:** Chest

**ARC: 2 | DEF: 2 | STR: 2 | AGI: 2 | CHA: 2**

## Sandtalkers

Beast, CE

**Size:** Medium

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:** N/A

**Abilities:** Sand Veil (Creates a cloud of sand to obscure vision)

**Attacks:** Claw Swipe (Melee attack)

**Special Traits:** Quick Reflexes

**Language:** N/A

**Experience:** 5xp

**Weak Point:** Head

**ARC: 2 | DEF: 3 | STR: 3 | AGI: 2 | CHA: 0**

## Wright

Wolf, CE

**Size:** Small

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:** Poison

**Abilities:** Growl (Hard Skin)

**Attacks:** Bite

**Special Traits:** Gain HP when hit an enemy

**Language:** Animal Language

**Experience:** 5xp

**Weak point:** Stomach

**ARC: 0 | DEF: 2 | STR: 5 | AGI: 3 | CHA: 0**

## Skeleton Mount

Undead, CG

**Size:** Small

**Challenge Rating:** Easy

**Life:** 20

**Resistances/Immunities:**

Bleed

**Abilities:** Tackle Bite

**Attacks:** Smash (Melee)

**Special Traits:** N/A

**Language:** Monster

**Experience:** 5xp

**Weak Point:** Skull

ARC: 0 | DEF: 2 | STR: 3 | AGI: 0 | CHA: 0

## Malicious Imp

Corrupted Monster, CE

**Size:** Small

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:**

Range Attacks

**Abilities:** Evasion(evade one attack from enemy)

**Attacks:** Scratch(attack using its claws, decreases enemy agility), Drain(launch into an enemy for 2 turns draining their HP by 1 each turn)

**Special Traits:** N/A

**Language:** N/A

**Experience:** 10xp

**Weak Point:** Skull

ARC: 0 | DEF: 2 | STR: 10 | AGI: 8 | CHA: 0

## HellHound

Beast, CE

**Size:** Medium

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:**

Fire Resistance

**Abilities:** Last Roar(if killed, enemy advance forward)

**Attacks:** Bite(Damage), Combust(Damage)

**Special Traits:** Attacking it can cause burning

**Language:** Animal

**Experience:** 10xp

**Weak Point:** Tail

ARC: 3 | DEF: 3 | STR: 9 | AGI: 1 | CHA: 4

## Tharopolde

Animal, CE

**Size:** Small

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:**

Range Attacks

**Abilities:** Charm(charms enemy causing them to halt their attack)

**Attacks:** Sky Dive(Plunges to the enemy, damages self and enemy), Air Blast(Blast enemy with air with a chance of decreasing enemy sanity)

**Special Traits:** N/A

**Language:** N/A

**Experience:** 10xp

**Weak Point:** Back

ARC: 8 | DEF: 4 | STR: 0 | AGI: 0 | CHA: 8

## **StingerLinger**

Insect, LE

**Size:** Medium

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:**

Fire Resistance

**Abilities:** Sandy Detonation(if killed AOE to the enemy)

**Attacks:** Pledge of the Desert(ready phase for the desert), for the desert(AOE ATTACK)

**Special Traits:** N/A

**Language:** Delgian

**Experience:** 10xp

**Weak Point:** Tail

**ARC: 3 | DEF: 3 | STR: 9 | AGI: 1 | CHA: 4**

## **Griphon**

Beast, CG

**Size:** Medium

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:** Air Resistance and Immune to Melee

**Abilities:** Flight (Griphon is in the air)

**Attacks:** Arcane Missile (Damage 3 times in random), Wind Gust (Damage + chance of airborne, can't attack one turn)

**Special Traits:** Wing is its weakness

**Language:** Animal, Arcania, Faragon

**Experience:** 10xp

**Weakpoint:** Wings

**ARC: 10 | DEF: 1 | STR: 5 | AGI: 4 | CHA: 0**

## **Cryothon**

Golem, CG

- **Size:** Medium
- **Challenge Rating:** Medium
- **Life:** 30
- **Resistances/Immunities:** Ice Resistance
- **Abilities:** Snow Shield (Covers itself by snow)
- **Attacks:** Snowball(ranged), smash(melee)
- **Special Traits:** attacking it causing slow
- **Language:** Monster
- **Experience:** 10xp
- **Weakpoint:** Frost Core/Heart

**ARC: 5 | DEF: 10 | STR: 5 | AGI: 0 | CHA: 0**

## **Big Skeleton**

UndeadCorrupt, LE

- **Size:** Medium
- **Challenge Rating:** Medium
- **Life:** 30
- **Resistances/Immunities:** Bleed Immunity
- **Abilities:** Hold(holds a defensive stance that decreases the next attack damage)
- **Attacks:** slash(ranged), smash(melee)
- **Special Traits:** N/A
- **Language:** Monster
- **Experience:** 10xp
- **Weakpoint:** Skull

**ARC: 0 | DEF: 7 | STR: 9 | AGI: 4 | CHA: 0**

## Staffed Elite Mummy

Monster, LE

**Size:** Medium

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:**

Earth Resistance

**Abilities:** Homecourt(heals himself when he's in his biome)

**Attacks:** Splash(ranged), circle of bullets(ranged)

**Special Traits:** N/A

**Language:** Monster

**Experience:** 10xp

**Weak Point:** Heart Scarab

ARC: 9 | DEF: 3 | STR: 8 | AGI: 0 | CHA: 0

## Warluh

Spirit, LG

**Size:** Small

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:** N/A

**Abilities:** Heal(anyone)

**Attacks:** N/A

**Special Traits:** Kind

**Language:** All

**Experience:** 10xp

**Weakpoint:** N/A

ARC: 10 | DEF: 0 | STR: 13 | AGI: 0 | CHA: 7

## Cloud Sirens

Mythical, CE

• **Size:** Medium

• **Challenge Rating:** Medium

• **Life:** 30

• **Resistances/Immunities:** N/A

• **Abilities:** Attract Attack

• **Attacks:** Beautiful

• **Special Traits:** deadly kiss, hair spike attack

• **Language:** Mythical

• **Experience:** 10xp

• **Weakpoint:** Chest

ARC: 4 | DEF: 2 | STR: 3 | AGI: 13 | CHA: 8

## Storm Elemental(Airi)

Elemental Spirit, CE

• **Size:** N/A

• **Challenge Rating:** Medium

• **Life:** 30

• **Resistances/Immunities:** N/A

• **Abilities:** can air bend

• **Attacks:** wind slash(ranged), wind cannon

• **Special Traits:** majestic

• **Language:** Any

• **Experience:** 10xp

• **Weakpoint:** Element Core

ARC: 7 | DEF: 3 | STR: 7 | AGI: 7 | CHA: 7

## Jovani

Human(Corrupted Wizard), CE

**Size:** Medium

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:**

Magic Immunity

**Abilities:** heal self

**Attacks:** stick hit, fireball

**Special Traits:** N/A

**Language:** human

**Experience:** 10xp

**Weak Point:** skull

ARC: 10 | DEF: 5 | STR: 2 | AGI: 3 | CHA: 0

## Makwa

Ice Boar, LE

**Size:** Medium

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:** Damage Reduction/

Bleed Effect Immunity

**Abilities:** hardened skin

**Attacks:** tusk charge, headbutt

**Special Traits:** N/A

**Language:** Animal Language

**Experience:** 10xp

**Weakpoint:** Chest

ARC: 5 | DEF: 5 | STR: 5 | AGI: 5 | CHA: 0

## Bogs

Frog Mutant, LE

**Size:** Medium

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:** Magic Attack  
Immunity

**Abilities:** Poison Spit

**Attacks:** Leap Strike, Tongue Whip

**Special Traits:** gain hp (if near swamp)

**Language:** human

**Experience:** 10xp

**Weakpoint:** Abdomen

ARC: 4 | DEF: 5 | STR: 4 | AGI: 4 | CHA: 3

## SandStalkers

Elemental/Beast, LE

**Size:** Large

**Challenge Rating:** Medium

**Life:** 30

**Resistances/Immunities:** Sand Attacks  
Immunity, Blinding Resistance

**Abilities:** sand veil(can disappear into the  
sand, and becoming invisible, gaining them  
speed for 2 turns)

**Attacks:** sand blast(ranged), pounce(melee  
attack)

**Special Traits:** N/A

**Language:** N/A

**Experience:** 10xp

**Weakpoint:** Eye of the Storm/Back

ARC: 7 | DEF: 3 | STR: 7 | AGI: 7 | CHA: 7

## Poison Snail

Animal, CG

**Size:** Large

**Challenge Rating:** Hard

**Life:** 40

**Resistances/Immunities:** Resistant to Melee attacks

**Abilities:** Retract(Hides inside the shell, Recovers 2hp per enemy attack), Phlegm(Shoot a sticky mucus on enemy reducing their agility)

**Attacks:** Poison Mist(Produce a poison cloud, slowly reducing enemy hp), Acid shot(Ranged attack)

**Special Traits:** N/A

**Language:** Animal

**Experience:** 15xp

**Weak Point:** Face

**ARC: 10 | DEF: 15 | STR: 0 | AGI: 5 | CHA: 0**

## Frozen Prowler

Elemental, LE

• **Size:** Medium

• **Challenge Rating:** Hard

• **Life:** 40

• **Resistances/Immunities:** Frozen Resistance, Ice Resistance

• **Abilities:** Frozen Storm(AOE Slow), Summon Icelings

• **Attacks:** Devour(eat icelings for atk boost), frost crunch(damage + chance of slow)

• **Special Traits:** machine like elemental

• **Language:** N/A

• **Experience:** 15xp

• **Weakpoint:** Stomach

**ARC: 7 | DEF: 6 | STR: 12 | AGI: 4 | CHA: 1**

## Wyvernling

Animal, CE

• **Size:** Medium

• **Challenge Rating:** Hard

• **Life:** 40

• **Resistances/Immunities:** Resistant to Fire Magic

• **Abilities:** Flight(Fly in the sky, immunity to melee attacks), Devastating Crash(Lans from the sky, causing the area to break reducing enemy agility)

• **Attacks:** tail slam, cinder

• **Special Traits:** N/A

• **Language:** Animal Language

• **Experience:** 15xp

• **Weakpoint:** wings

**ARC: 5 | DEF: 5 | STR: 5 | AGI: 5 | CHA: 0**

## Nimbus

Elemental, CG

• **Size:** Large

• **Challenge Rating:** Hard

• **Life:** 40

• **Resistances/Immunities:** Air Immunity, Physical Resistance

• **Abilities:** Windy gust(chance to miss atk), vacuum(chance of imprisoning an ally, only way to escape is to hit vacuum 3 times)

• **Attacks:** tornado(life drain per turn, lasts for 3 turns), lightning strike(damage + chance to stun 1 ally)

• **Special Traits:** can easily burn

• **Language:** Faragon, Arcania

• **Experience:** 15xp

• **Weakpoint:** Core of Tornado

**ARC: 18 | DEF: 2 | STR: 3 | AGI: 4 | CHA: 3**

## 2 Daggered Skeleton King

Undead/Corrupt, CE

**Size:** Large

**Challenge Rating:** Hard

**Life:** 40

**Resistances/Immunities:** Bleed Immunity

**Abilities:** Arise(spawn 1 big skeleton & 3 skeleton), Woosh(throws his 1 dagger to enemy)

**Attacks:** slash(melee),rush(charged)

**Special Traits:** charismatic leader

**Language:** human/monster

**Experience:** 15xp

**Weak Point:** Core/Heart

ARC: 0 | DEF: 8 | STR: 12 | AGI: 5 | CHA: 0

## Staffed Goblin Priest

Goblin, LE

**Size:** Large

**Challenge Rating:** Hard

**Life:** 40

**Resistances/Immunities:** Poison Immunity

**Abilities:** Splash(splash bullets circular to the area from him), up(enhance its atk with poison)

**Attacks:** slash(melee),rush(charged)

**Special Traits:** Charismatic Leader

**Language:** Goblin/Animal/Monster

**Experience:** 15xp

**Weakpoint:** Gem/Forehead

ARC: 15 | DEF: 4 | STR: 3 | AGI: 3 | CHA: 5

## Flaming Serpent

Mythical Beast, CE

- Size:** Large
- Challenge Rating:** Hard
- Life:** 40
- Resistances/Immunities:** Fire Attacks Immunity
- Abilities:** Breaths fire, flaming body
- Attacks:** fire blast, lava ball
- Special Traits:** can fire bend
- Language:** mythical beast
- Experience:** 15xp
- Weakpoint:** Head

ARC: 7 | DEF: 3 | STR: 7 | AGI: 1 | CHA: 3

## Sandayack

Sand Monster, LE

- Size:** Large
- Challenge Rating:** Hard
- Life:** 40
- Resistances/Immunities:** Air Immunity, Physical Resistance
- Abilities:** sand storm, dodge
- Attacks:** sand slice, gust
- Special Traits:** can easily burn
- Language:** whistles
- Experience:** 15xp
- Weakpoint:** Element Core

ARC: 10 | DEF: 3 | STR: 7 | AGI: 7 | CHA: 3

## Ashbringer

Troll, CE

**Size:** Large

**Challenge Rating:** Hard

**Life:** 40

**Resistances/Immunities:** Magic Attack

Immunity

**Abilities:** heal(self), screech(stun enemy)

**Attacks:** bite, punch

**Special Traits:** charismatic

**Language:** troll

**Experience:** 15xp

**Weak Point:** Jaw

ARC: 12 | DEF: 7 | STR: 5 | AGI: 3 | CHA: 3

## Eira

Ice Dragon, LE

**Size:** Large

**Challenge Rating:** Hard

**Life:** 40

**Resistances/Immunities:** Fire Resistance/Ice and Water Immunity

**Abilities:** Dragon breath(ice), blizzard(reduce defense)

**Attacks:** dragon claw, tail whip

**Special Traits:** can stun enemy(near ice or water)

**Language:** N/A

**Experience:** 15xp

**Weakpoint:** Throat

ARC: 10 | DEF: 7 | STR: 5 | AGI: 3 | CHA: 5

## Ghost Queen, Kiran Tum Azent

Corrupted Monsters, CE

**Size:** Large

**Challenge Rating:** Deadly

**Life:** 70

**Resistances/Immunities:** Resistant to Melee Attacks

**Abilities:** Phase (Gain agility and immunity to all attacks), Haunt (Scare enemy and reduce their sanity), Mind Crack (Enemy with the lowest sanity can't attack)

**Attacks:** Soul Slash and Corrupted Beam

**Special Traits:** N/A

**Language:** Monster

**Experience:** 20xp

**Weakpoint:** Gem (Forehead)

ARC: 10 | DEF: 15 | STR: 15 | AGI: 10 | CHA: 0

## Underground Ruler, Talpithrax

Animal, CE

**Size:** Large

**Challenge Rating:** Deadly

**Life:** 70

**Resistances/Immunities:** Resistant to Magic Attacks

**Abilities:** Rock Hard (Cover body with rocks, gain 5 def), Hide (Go underground, dodging enemy attacks then launch a surprise attack on enemies), Trait of the king (Intimidate enemies lowering stats except sanity)

**Attacks:** Destructive Punch, Rock Throw

**Special Traits:** N/A

**Language:** Animal

**Experience:** 20xp

**Weakpoint:** Body

ARC: 0 | DEF: 25 | STR: 20 | AGI: 5 | CHA: 0

## Cerberus, The Keeper

Beast, CE

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:** Earth Resistance/ Fire Immune
- **Abilities:** Growl (Intimidation, chance of lowering attack), Scorch (Area Burn) Howl (Summon HellHound)
- **Attacks:** Bite (Damage+ Chance to Flinch), Fireball (Damage to 2 Ally+ Burning), Ground Slam (Damage to all)
- **Special Traits:** Can Adapt Resistance by Attack Made
- **Language:** Animal
- **Experience:** 20xp
- **Weakpoint:** Neck

ARC: 5 | DEF: 10 | STR: 22 | AGI: 10 | CHA: 3

## Crogus the Giant

Titan, LG

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:** Physical Resistance, Earth Immunity
- **Abilities:** Erosion (Area will collapse in 5 turns) Drought (Life Drain over time), Harden (+Defense)
- **Attacks:** Slam (Damage to all), Earthquake (Damage+ chance to fasten Erosion by 1 turn), Rock Throw (Damage to 2 ally + chance to Flinch)
- **Special Traits:** Skin made out of Harden Rock
- **Language:** Gargan
- **Experience:** 20xp
- **Weakpoint:** Knee

ARC: 0 | DEF: 21 | STR: 19 | AGI: 3 | CHA: 7

## King of Bugs (Sword Type)

Bug, LE

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:** Plant Attacks Immunity
- **Abilities:** Wall (Shields itself for 3 seconds), Boosh (Throws his sword like a boomerang), Ramp (Add more speed per second (5 second max))
- **Attacks:** Hit (Melee Attack), Rush (Charge Attack), Smash (Stun Attack)
- **Special Traits:** N/A
- **Language:** Bug/Plant
- **Experience:** 20xp
- **Weakpoint:** Back (When wings is open)

ARC: 10 | DEF: 15 | STR: 20 | AGI: 15 | CHA: 0

## Queen of Bugs (Staff Type)

Bug, LE

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:** Plant Attack Resistance
- **Abilities:** Rise (Summons 3 Bugs), Minions (Summon Attacking Plants), Ramp (Rage Art)
- **Attacks:** Slash (Melee Attacks), Roar(Ranged Attack), Rush (Charged Attack)
- **Special Traits:** Charismatic Leader
- **Language:** Bug/Plant
- **Experience:** 20xp
- **Weakpoint:** Back (When wings is open)

ARC: 20 | DEF: 10 | STR: 0 | AGI: 10 | CHA: 10

## Gin, Bihl Og

Devil, LE

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:** Any Magic Attacks
- **Abilities:** Fly, Harden, Thunders
- **Attacks:** Laser, Volt Flash, Thunder Clap
- **Special Traits:** Charismatic
- **Language:** Any
- **Experience:** 20xp
- **Weakpoint:** Forehead Gem

ARC: 10 | DEF: 10 | STR: 10 | AGI: 10 | CHA: 10

## Ice Spice

Ice Demon, CE

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:** Ice and Water
- **Abilities:** Summon Ice Soldiers, Harden, Ice Gloves
- **Attacks:** Ice Slash, Snow Storm, Ice Whip
- **Special Traits:** Proud
- **Language:** Any
- **Experience:** 20xp
- **Weakpoint:** Element Core

ARC: 10 | DEF: 10 | STR: 10 | AGI: 10 | CHA: 10

## Depraved Monk

Monk, LE

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:** Bleed Effect/ Magic
- **Abilities:** Throw a pawn, Paralyze Enemy, Healing
- **Attacks:** Spinning Slash, Charging Attack, Thrust Attacks
- **Special Traits:** N/A
- **Language:** N/A
- **Experience:** 20xp
- **Weakpoint:** Thigh

ARC: 5 | DEF: 15 | STR: 25 | AGI: 5 | CHA: 0

## Veronica

Demi-God Bear, LE

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:** None/ Thunder
- **Abilities:** Struck Thunder, Terrifying Roar, Storm Shield (self shield)
- **Attacks:** Bite, Scratch, Stomp
- **Special Traits:** Damage Reduction
- **Language:** N/A
- **Experience:** 20xp
- **Weakpoint:** Heart

ARC: 15 | DEF: 10 | STR: 15 | AGI: 8 | CHA: 2

# **Insane King, Hek-Vaur**

**Corrupted**

- **Size:** Large
- **Challenge Rating:** Deadly
- **Life:** 70
- **Resistances/Immunities:**
- **Abilities:** Cleave(AOE(d6+50%STR)),  
Corrupt(-1 SAN per attack), Suicide(Deal d6  
to self, inflict to players)
- **Attacks:** Slash
- **Special Traits:** Scary
- **Language:** Human
- **Experience:** 50
- **Weakpoint:** None

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**ARC: 10 | DEF: 10 | STR: 20 | AGI: 10 | CHA: 10**

# CHARACTER CREATION

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As you embark on this adventure, consider the rich tapestry of fantasy and mythology that surrounds you. Draw inspiration from ancient legends, mythical creatures, and fantastical realms to craft a character that is uniquely yours. Will you be a noble warrior sworn to protect the realm, a mysterious bowman lurking in the shadows, or a wise sorcerer wielding the power of arcana? The choice is yours to make.

## PICK YOUR RACE

The players will choose a race of their own liking, in picking a race note that each race has a suggested role that will determine and give them an idea in picking their desired class. Also, in line with this, in picking a race there are strengths and weaknesses that can impact the game depending on what race and class you pick. Listed below are the races with their strengths and weaknesses so you can have an idea on what race and class to choose. Players can pick different classes, or they can all pick the same class.

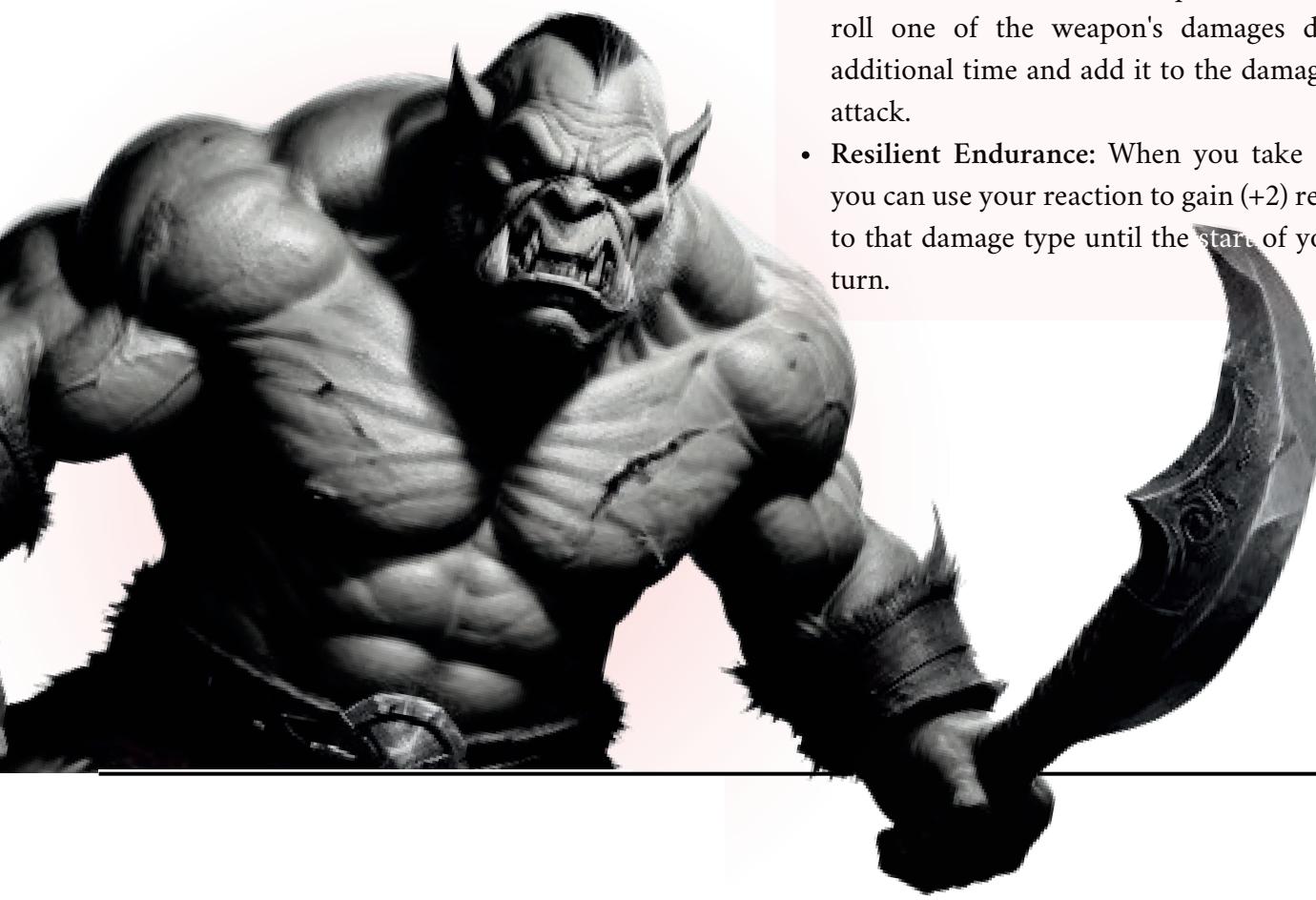
### 1. ORC

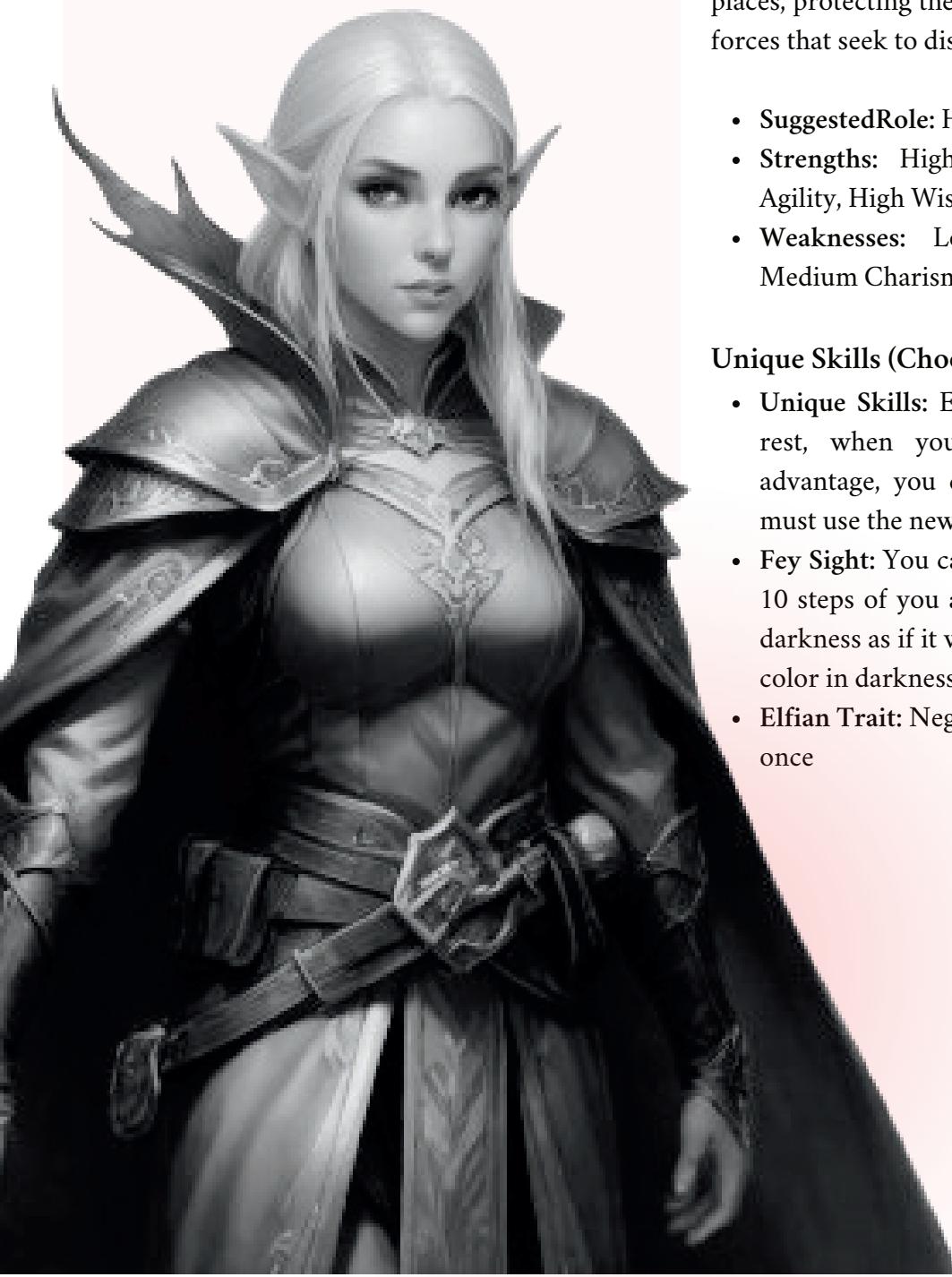
In the rugged mountains and harsh wilderness, the mighty Orcs carve out their territories, living by a strict code of strength and honor. Born warriors, Orcs value prowess in battle above all else, and their society revolves around martial prowess and tribal loyalty. Despite their fearsome reputation, Orcs possess a deep sense of camaraderie within their clans, fiercely defending their kin and territory against any who would dare to threaten them.

- Suggested Role: Fighter/Tank
- Strengths: High Strength, High Dexterity, High Wisdom
- Weaknesses: Low Agility, Low Arcana, Low Charisma

#### Unique Skills (Choose One):

- **Raging Bull:** Roll above 3 (d6), gain 1 SBA after attacking
- **Brutal Assault:** Once per 2 turns, when you hit a creature with a melee weapon attack, you can roll one of the weapon's damages dice one additional time and add it to the damage of the attack.
- **Resilient Endurance:** When you take damage, you can use your reaction to gain (+2) resistance to that damage type until the start of your next turn.





## 2. ELF

Elves are an ancient race, attuned to the natural world and steeped in magic. They dwell in enchanted forests and ethereal realms, living in harmony with the land and its creatures. Graceful and wise, Elves are renowned for their mastery of archery, magic, and lore. They have a deep connection to the cycles of nature and often serve as guardians of the wild places, protecting the balance of the world from dark forces that seek to disrupt it.

- **Suggested Role:** Healer/Sorcerer/Summoner
- **Strengths:** High Arcana, High Sanity, High Agility, High Wisdom
- **Weaknesses:** Low Defense, Low Strength, Medium Charisma, Medium Intelligence

### Unique Skills (Choose One):

- **Unique Skills:** Elven Accuracy: Once per short rest, when you make an attack roll with advantage, you can reroll one of the dice and must use the new roll.
- **Fey Sight:** You can see in hindered vision within 10 steps of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Elfian Trait:** Negate 1 ambush can only be activated once

# CHARACTER CREATION

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## 3. HUMAN

Humans are a diverse and adaptable race, found in every corner of the world. Ambitious and resourceful, they excel in various fields, from commerce and craftsmanship to warfare and diplomacy. Humans are known for their resilience and tenacity, facing challenges head-on and striving to overcome them through ingenuity and determination. Their societies are dynamic and ever-changing, reflecting the diversity of human culture and belief.

- Suggested Role: Versatile (Any Role)
- Strengths: Balanced stats with a slight advantage in Dexterity and Intelligence

### Unique Skills (Choose One):

- Natural Diplomat: You have advantage on Charisma +5 (Persuasion) checks when negotiating with NPCs.
- Devious: Missing an attack for the third time will count as an SBA
- Survival Instinct: Reaching an HP of 6 below will increase your Battle damage (6) for 1 turn



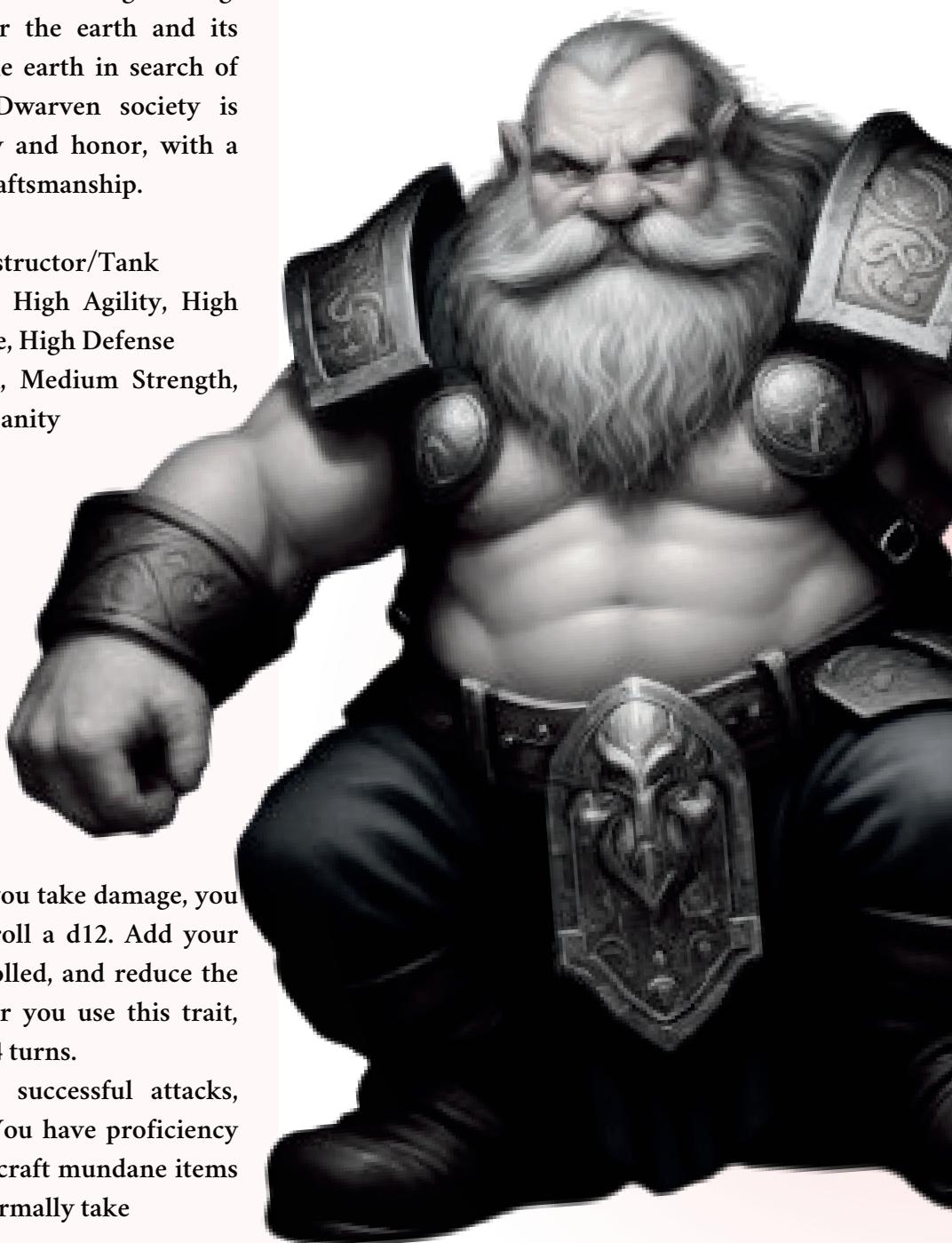
## 4. Dwarf

Dwarves are a stout and hardy race, hailing from the deep underground caverns and mountain strongholds. Skilled miners and craftsmen, Dwarves are renowned for their expertise in metalworking, stonemasonry, and engineering. They have a deep affinity for the earth and its treasures, delving deep into the earth in search of precious metals and gems. Dwarven society is structured around clan loyalty and honor, with a strong sense of tradition and craftsmanship.

- Suggested Role: Magic Constructor/Tank
- Strengths: High Dexterity, High Agility, High Charisma, High Intelligence, High Defense
- Weaknesses: Low Wisdom, Medium Strength, Medium Arcana, Medium Sanity

### Unique Skills (Choose One):

- Stone's Endurance: When you take damage, you can use your reaction to roll a d12. Add your half DEF to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until 4 turns.
- Battle-Hardened: Every 4 successful attacks, gain 1 hp
- Master Crafter: You have proficiency with smith's tools and can craft mundane items in half the time it would normally take





## 5. Lizardmen

Lizardmen are an ancient and enigmatic race, native to the swamps, jungles, and marshlands of the world. With their reptilian features and primal instincts, they are often misunderstood by other races. Lizardmen have a deep connection to the natural world, worshiping ancient deities and spirits of the land. They are skilled hunters and warriors, using their agility and cunning to survive in their harsh and unforgiving environment.

- Suggested Role: Warrior/Summoner
- Strengths: High Strength, High Arcana, High Agility, Medium Sanity, Medium Dexterity, High Wisdom
- Weaknesses: Low Charisma, Low Defense, Low Intelligence

### Unique Skills (Choose One):

- Predator's Instinct: Smell or Hear Enemies 4 steps away (2 battle cd)
- Tail Swipe: you can make a melee attack with your tail during a SBA, dealing 1d6 dmg.
- Swamp Camouflage: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

# CHARACTER CREATION

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## 6. HALF - ORC

Half-Orcs are the offspring of unions between Orcs and other races, often Humans or Elves. They inherit the strength and ferocity of their Orcish ancestors, tempered by the intelligence and grace of their other parentage. Half-Orcs are often caught between two worlds, struggling to find their place in societies that may view them with suspicion or mistrust. Despite these challenges, many Half-Orcs embrace their dual heritage, forging their own path and proving themselves through deeds of valor and courage.

- Suggested Role: Warrior/Ranged
- Strengths: High Strength, Medium Dexterity, Medium Wisdom
- Weaknesses: Low Charisma, Low Defense, Low Intelligence

### Unique Skills (Choose One):

- Unique Skills: Savage Attacks: When you hit a weak point with a melee attack, you can roll 1d6 for add damage
- Final Reserved: When you are reduced to 0 hit points, you can drop to 1 hit point instead. You can use this feature once per journey.
- Orc Blood: Fuel the orc blood, Ignore the enemy armor class once per battle and directly attack at enemy HP.





## CHARACTER SHEET

CLASS:

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE

BACKGROUND

FEATURES AND TRAITS

IDEAL

HEALTH POINTS

ARMOR

BOND

STRENGTH

SANITY

ARCANA

AGILITY

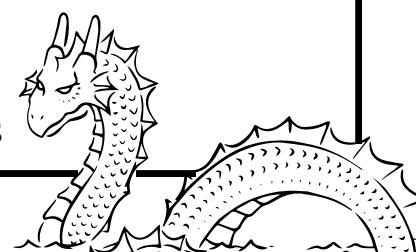
DEFENSE

INTELLIGENCE

WISDOM

CHARISMA

NOTES

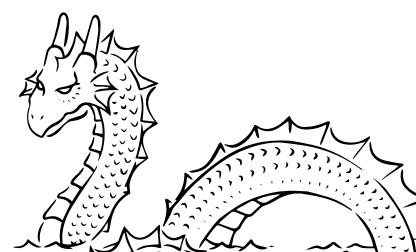




## CHARACTER SHEET

SKILLS

EQUIPMENT & ITEMS



## CHARACTER CREATION

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# LIST RACE STATS

Listed below is the table with the corresponding race with their stats, after picking a race. The players should list their stats as stated in the table with their picked race.

STATS	ORC	ELF	HUMAN	DWARF	HALF ORC	Lizardmen
STR	7	0	5	5	7	5
STY	0	10	0	0	0	0
ARC	0	7	5	0	0	7
AGL	5	7	5	5	7	5
CHAR	2	3	3	3	2	1
DEF	5	0	5	7	3	2
INT	1	3	5	5		2
WIS	5	5	2	0	4	3
	25	25	30	25	25	25

# PICK A CLASS

After picking a race, a class is important for your character as it wields the skills to defeat the enemy. The players will now pick a profession or class corresponding with their picked race. Listed below are the available classes and what skills they have. NOTE: It is recommended to pick a class based on your chosen race, see suggested roles for guide.

**IMPORTANT: WHEN PICKING A CLASS, IT IS VERY IMPORTANT TO NOTE THAT A PARTY OF 4 SHOULD CONSIST OF A TANK AND A WARRIOR AND A HEALER TO PROGRESS THROUGHOUT THE STORY.**

# CHARACTER CREATION

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\*List all the equipment, stats and skills indicated by your class\*

## 1. Warrior (Str Scaling)

Warriors are the epitome of strength and valor, trained in the art of combat from a young age. They are skilled in a variety of weapons and armor, specializing in close quarters combat and frontline defense. Warriors often hail from noble lineages or martial societies, where they are revered for their courage and martial prowess. They embody the virtues of honor, duty, and loyalty, standing as protectors of their people and defenders of the realm.

- Wields a Dagger and Simple Gear
- Basic Attack: Weapon Strike - 3 damage, hit modifier: 1d6+str
- S1: Wield: Weapon Slash- 1d6 damage, hit modifier: 1d6+str
- S2: No Escape: dash to enemy (2 steps range), deal 1d6 damage and stun if roll 3 > in 1d6, stunned enemies can't attack for 1 turn, hit modifier: 1d6+str
- S3: Berserk: relentlessly attack everyone in front of you, gaining +3 extra damage on the next 3 attacks after the frenzy
- HP: 15
- Armor: 10(+DEF)

## 2. Sorcerer (Arc Scaling)

Sorcerers are wielders of arcane magic, harnessing the power of the elements and otherworldly forces to shape reality to their will. Born with innate magical abilities, Sorcerers possess a natural affinity for spellcasting, often manifesting their powers through sheer force of will. They study ancient tomes and arcane lore, unlocking the secrets of the cosmos and tapping into the raw energies of creation. Sorcerers are often seen as mysterious and enigmatic figures, their powers both feared and revered by those who encounter them.

- Wields a Grimoire and Simple Gear
- Basic Attack: Weapon Cast - 3 damage, hit modifier: 1d6+arc
- S1: Relentless: Launch 3 Arcane Missiles on an Enemy, with each missiles dealing 3 damage, the adventurer can choose where the missiles target. hit modifier: 1d6+arc
- S2: Arcane Block: Shield an Ally with 1d6 shield from Incoming Damage lasting for 2 turns (3 turn cooldown) hit modifier: 1d6+arc
- S3: Blitz: Summon an orb that Stuns enemies for 2 turns, if 4> roll in 1d6, it stuns all enemy, if 4 < roll in 1d6, it only stuns 2 enemies. hit modifier: 1d6+arc
- HP: 9
- Armor: 7(+DEF)

# CHARACTER CREATION

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## 3. Magic Constructor (Arc Scaling)

Magic Constructors are masters of magical craftsmanship, blending arcane knowledge with skilled artistry and a powerful mind to create powerful enchanted items and constructs. They are skilled artisans and inventors, crafting intricate magical devices and imbuing them with potent enchantments. Magic Constructors often work in secluded workshops or arcane academies, honing their craft and pushing the boundaries of magical innovation. Their creations range from enchanted cannons to golems and automatons, each a testament to their skill and creativity.

- Wields a Necklace and Simple Gear
- Basic Attack: Weapon Cast - 3 damage, hit modifier: 1d6+arc
- S1: Firepower: Generate a weapon depending on the 1d20 roll. Lasts for 2 turns
  - 1-6 – Slingshot – Deals 4 damage
  - 7-13 – Rock – Deals 6 damage
  - 14-20 – Bow – Deals 8 damage
- S2: Armory: Wields an armor and can choose who can wear it (all allies), lasts for 2 turns. Effect of armor can vary depending on 1d20 roll.
  - 1-6 – Armor Class Increase – Increase +3 armor class
  - 7-13 – Thornmail – Deals 30% damage back to enemy with damage received
  - 14-20 – Input Increase – 50% of Damage received by this armor will be added to the next attack of the constructor
- S3: Summon Golem: Summon a golem that damages enemy every turn, deals 7 damage to all enemies with 10 hp lasting for 2 turns. hit modifier: 1d6+arc
  - HP: 8
  - Armor: 5(+DEF)

## 4. Range Bowman (Str Scaling)

Range Bowmen are expert marksmen, wielding bows, and arrows with deadly precision from a distance. They are skilled hunters and scouts, trained to strike with lethal accuracy from afar. Range Bowmen often hail from rugged wilderness regions or nomadic tribes, where they learn the art of archery from a young age. They are masters of stealth and camouflage, using the terrain to their advantage as they hunt their quarry or defend their allies from afar.

- Wields a Bow and Simple Gear
- Basic Attack: Weapon Shoot - 3 damage, hit modifier: 1d6+str
- S1: Fury: Enhance Next Attack by 1d6
- S2: Death Rain: Throw a barrage of projectiles, Decreasing enemy armor by 2, hit modifier: 11+: 1d20, Damage 2d6.
- S3: Devastating Arrow: Send an energized arrow that explodes on impact (sure hit), damage 1d20
- HP: 7
- Armor: 5(+DEF)

# CHARACTER CREATION

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## 5. Tank (Def Scaling)

Tanks are reliable defenders, armored bulwarks standing firm against the tide of enemies. They are heavily armored and skilled in the art of defensive combat, specializing in soaking up damage and protecting their allies from harm. Tanks often come from martial backgrounds or military orders, where they undergo rigorous training in endurance and resilience. They are the first to charge into battle and the last to retreat, their indomitable spirit inspiring courage in their comrades and striking fear into the hearts of their foes.

- Wields a shield and Simple Gear
- Basic Attack: Weapon Bash - 3 damage, hit modifier: 1d6+ str
- S1: Surprise: Dash 1 step Reduce (1d6) incoming attack for 2 turns
- S2: Mockery: Taunt (enemy will only attack tank) 2 turns
- S3: Divine Protector: All Allies become invulnerable for 1 turn, plus if tank is attacked, he will return a 20% of the damage to the enemy to one enemy.
- HP: 12
- Armor: 15(+DEF)

## 6. Healer (Sanity Scaling)

Central to the teachings of the Aetherweavers is the concept of the Healing Embrace—an ethereal bond forged between healer and patient, uniting their souls in a radiant embrace of restoration and renewal. Through this sacred connection, Aetherweavers can ease pain, mend broken spirits, and even defy death itself, weaving strands of healing energy to mend the fabric of reality.

- Wields an orb and Simple Gear
- Basic Attack: Weapon Cast - 3 damage, hit modifier: 1d6+ arc, if basic attack attacks ally, it will heal 1hp.
- S1: Duty: Heal 1d6 to one ally
- S2: Guard: Shield ally All recover sanity
- S3: Your duty is not over: Revive 1 ally but you can only use it once only per battle.
- HP: 9
- Armor: 13(+DEF)

## PICK A BACKGROUND

In picking a background, this is where your ideals and beliefs will come to life, depending on your chosen background. Your background title represents their upbringing and experiences. Choosing a background title is an important step in creating a well-rounded and immersive character. You can put the listed ideals, bond, and alignment of your chosen background or you can use your imagination to generate your own!

\*List Ideals, Bond, and Alignment\*

### Wanderer:

Wanderers are free-spirited individuals who roam the lands in search of adventure, knowledge, or purpose. They are nomads by nature, traversing vast landscapes and encountering diverse cultures along their journeys. Wanderers may be driven by a desire for exploration, a quest for self-discovery, or a need to escape the constraints of civilization.

# CHARACTER CREATION

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They are adept at surviving in the wilderness, skilled in navigation, and often possess a keen sense of intuition honed by their experiences on the road.

Ideals: Freedom, Exploration, Self-Discovery

Bond: Connection to Nature, Wanderlust, Seeking Adventure

Alignment: Chaotic Good

## Artisan:

Artisans are master craftsmen and women who dedicate their lives to perfecting their chosen craft. Whether it be blacksmithing, woodworking, alchemy, or any other form of artisanry, they possess a deep understanding of their trade and take pride in their creations. Artisans may be apprenticed to renowned masters or self-taught prodigies, but regardless of their background, they are driven by a passion for craftsmanship and a desire to create beauty in the world.

Ideals: Creativity, Mastery, Beauty

Bond: Dedication to Craft, Pride in Workmanship, Artistic Expression

Alignment: Lawful Neutral

## Shaman:

Shamans are spiritual guides and guardians of ancient wisdom, serving as intermediaries between the mortal realm and the spirit world. They commune with the spirits of nature, ancestors, and otherworldly entities, seeking their guidance and blessings. Shamans are often revered within their communities for their mystical abilities and healing powers. They may perform rituals, cast spells, or channel divine energy to aid their allies and protect their people from supernatural threats.

- Ideals: Harmony, Wisdom, Spirituality
- Bond: Connection to the Spirit World, Guardianship of Sacred Knowledge, Healing and Protection of the Community
- Alignment: Lawful Good

## Nomad:

Nomads are wanderers of the wilderness, living a life of freedom and self-reliance amidst the untamed wilds. They are skilled hunters, trackers, and survivalists, adept at navigating rugged terrain and adapting to harsh environments. Nomads may belong to nomadic tribes, traveling caravans, or solitary wanderers, but they all share a deep connection to the natural world and a reverence for its beauty and power.

- Ideals: Independence, Adaptability, Survival
- Bond: Loyalty to Tribe or Clan, Love of Freedom, Wanderlust
- Alignment: Chaotic Neutral

## Sage:

Sages are wise scholars and seekers of knowledge, dedicated to uncovering the mysteries of the universe and preserving the wisdom of the ages. They study ancient texts, explore forgotten ruins, and delve into esoteric lore in pursuit of enlightenment. Sages may specialize in various fields of study, such as history, magic, philosophy, or astrology, but they all share a thirst for knowledge and a commitment to understanding the truths of existence.

Ideals: Knowledge, Wisdom, Enlightenment

Bond: Pursuit of Truth, Preservation of Lore, Mentorship and Guidance

Alignment: Neutral Good

# CHARACTER CREATION

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## Adventurer:

Adventurers are daring souls who seek fame, fortune, and glory through daring exploits and heroic deeds. They are thrill-seekers and risk-takers, eager to test their mettle against formidable foes and unravel the secrets of lost civilizations. Adventurers may come from all walks of life, drawn together by a shared sense of adventure and a desire to leave their mark on the world. They thrive on excitement and challenge, always ready to embark on the next great quest or face the next perilous adventure.

- Ideals: Heroism, Courage, Destiny
- Bond: Quest for Glory, Companionship and Camaraderie, Defending the Innocent
- Alignment: Chaotic Good

## Raider:

Raiders are fierce warriors who traverse the seas or lands in search of plunder, glory, and conquest. They hail from seafaring nations, coastal villages, or nomadic tribes known for their daring raids and swift strikes. Raised amidst tales of legendary raids and epic battles, raiders are skilled sailors, fierce fighters, and cunning tacticians. They are driven by a thirst for adventure and a desire for wealth and power, willing to risk everything in pursuit of their goals.

- Ideals: Power, Wealth, Domination
- Bond: Brotherhood of the Crew, Plunder and Pillage, Conquest and Victory
- Alignment: Chaotic Evil



## DAMAGE INCREMENT

To make the game more enjoying, as you level up and allocate your stats, your damage will increase. This is applied to all skills and basic damages that deals damage. In every plus 5 in your scaling stat, you will gain a damage increment of 2

Example: Your Class is a sorcerer that scales in arcana, if you manage to get arcana to +10, you will get a damage increment for all of your skills ( $1d6(+ 2)$ ).

Class	Start Scaling	Damage Increment	Start Scaling	Damage Increment
Warrior	10	2	15	4
Tank	10	2	15	4
Mage	10	2	15	4
Constructor	10	2	15	4
Ranged Bowman	10	2	15	4
Healer	10	2	15	4
<b>EVERY STAT SCALING +5 DAMAGE WILL INCREASE BY 2</b>				

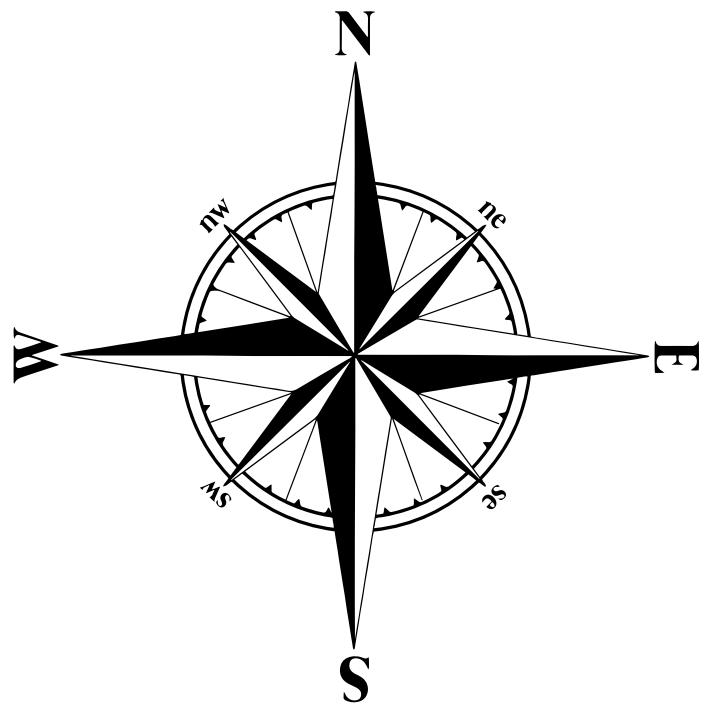
## Gear Tier-Level

Throughout the game you can gain different gear for your character, this gear can increase your armor class and increase your defensive stats. The table listed below is the armor class that the gear gives.

Difficulty Rating	Armor Class
Simple Gear	0
Normal Gear	5
Advanced Gear	10
Ultimate Gear	15

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# ONE SHOT STORIES



# ALL FOR A FRIEND

## Scene 1: Want a ride?

Players now obtain the item and head back to the Zakadra after obtaining the Item “Orb of Thoughtspark”. The news of intense Hellish Fumes from northeast of Hovar settlement. This can only mean one thing, The descent of the Insane King Hek-Vaur. Fortunately, since the report of the Fumes, there hasn't been any movements of monsters and strange incidents around the area. If players don't have the Orb, Sun Lee has it. Now, In order for players to move properly, they must have proper gear and equipment and must have the Thoughtspark in order to proceed.

The kingdom of Zakandra has arranged warriors and mercenaries to battle the Corrupted King. Just a while ago, Zakandra had received a pigeon letter from Hovar containing the words “Corruption Spread, Send Reinforces”. This is very unusual as the Hovar City has one of the strongest defense. However, the chariots used to traverse the terrains of Artheria in Zakandran Kingdom are now out of service. If one wishes to still participate in this battle, they must create the war chariot themselves or find someone who can build a chariot for them. They can go out and find equipment and materials for the chariot, however given the urgency of the mission, it's better to look for someone who can build it.

Players will be given the following choices, and affect the course of the story.

- A. Players Will ask around the plaza for a built chariot
- B. A child scream can suddenly be heard not far away, asking for help
- C. Ask the blacksmiths for a chariot

A.

- A merchant in the plaza remembers someone who's recruiting party members, but he looks so weak and crazy, everybody just laughs and passes by him.
- A minute later, a man with short stature, shouts “I need comrades, let's fight the great evil that lies beyond!”. You Approach the man and talk to him.

B.

- You see the child being chased by bandit kidnappers, famous for selling kids into slaves
- Your party must chase the bandits and save the child, perform a d20, if you get 10 above, you'll save the child and the bandit escapes but if you don't, the bandits successfully take the child. A man sees your actions and approaches you.

## ONE SHOT STORIES

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C.1 Save the Kid: Bandits run away after seeing a man appear out of nowhere, The man Shouts “Run away kid if you value your life”, the kid slips out of your hands and runs.

Players can ask the man:

- Why did you do that?
  - That kid belonged to the bandit, luring kind hearted people like you into this alley and stealing all your loot. Do not be angry with me, I saved your life! Either Way, I do know your hearts are kind.
- Who are you?
  - I'm Sun Lee, a wanderer, looking for party members for the subjugation.
- Do you have a chariot?
  - Yes, perhaps you'll want to be in my company? Come and join me.

B. A blacksmith will tell you about the individual who requested to build a high quality chariot, right before it came out of production. This man recruits adventurers but seems to ignore him because he looks weak and acts crazy. The last time he saw him was just a while ago entering an alley just beside the plaza. A. When you enter the alley, you'll see bandits knocked out cold in the ground, with a man standing at the center of them. The man says “Ah, these guys? They're bandits, trying to lure kindhearted men into their demise!” I stopped them before they could do more harm.

\*Players can do a d6+(INT) greater than 10 to determine whether this man is telling the truth

If success: Sun lee introduces himself

If fail: The man introduces himself and shows the bandit tattoo of the man on the ground to prove what he's sayin.

- Players can ask Sun Lee this questions:
- Who are you?
  - I'm Sun Lee, a wanderer, looking for party members for the subjugation.
- Do you have a chariot?
  - Yes, perhaps you'll want to be in my company? Come and join me.

The sun began to set and the party must accept Sun Lee's Offer.

# ONE SHOT STORIES

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## Scene 2: The night before the Departing Zakandra

You and your party have arrived at the plaza for the meeting. The plaza seems to be full of soldiers, mercenaries and bystanders. The slight glimmer of the moon and a few torches are the only ones keeping the surroundings lit. Just a few mins, The commanding General for the Expedition Arrived.

General: I have gathered all of you here, for one main reason, to provide support to Hovar City, and eliminate the possible threat of the Insane King. It's possible that within 4 days, Hovar City will be in flames, thousands of innocent people will die, and the spread of corruption will only spread further. We all know for a fact that the more people get scared, the more powerful the underlings of the God of hatred becomes powerful.

Random Mercenary: If that's true, what route should we take in? We can't really arrive at Hovar within 4 days following the traditional route?

General: Yes, however, we can cross the Desert, into the foot of the mountains, and forest of Nighlia, then enter the Dark Forest, Mondzet. Estimated time of arrival is 2 days. This is shorter, but it does present some risks.

Mercenary: Are you kidding me? Risks? That's a head-on suicide! The dark forest has consumed people more than you guys think!

Another mercenary replied "I do feel the need to help Hovar, but it's no use if we're all dead anyway".

Other mercenaries shared the same sentiments, and started to slowly walk away, expressing disapproval of the generals' suggestions. The almost filled plaza became similar to a play with bad actors, with how very few people left.

General: It's sad to see this, 5 parties remain after the meeting.

Sun Lee: Don't Worry, General! Just us is enough, I'll tell you guys with me are the real deal!

General: Never mind, take a good rest and come tomorrow morning if you still want to come.

---

### Scene 3: The Departure

\*Before the departure, Players must enter the Hall of Gods to send prayers to the gods.

The general briefed you on the situation, with 5 chariots remaining, there will be one chariot at the front of the Vanguard, one at the center, the main force, one at left and right to protect the main force and you guys at the rear. The first destination is the Desert northeast.

The group followed through the plan, and started to move. The journey went on smoothly.

\*During this journey, players again can ask Sun Lee questions(Sun's expression will change, hearing this question):

- Why do you embark on this journey?
  - (Sun's expression changed, hearing this question)To save an old friend.
- Is he in Hovar city?
  - I do think so.
- What's his name?
  - If players ask this- proceed to next event

Before Sun can even answer the last question, large vibration can be felt along the ground, the horses pulling the chariot came to a full stop, sensing danger and unease. The Vanguard chariot shouted "Horde!" Suddenly a large wave of monsters came crashing by running because of something, causing dust to form, decreasing visibility around the area. Sun Lee says "This is bad, it feels like these monsters are afraid of something, Tsk! Too early in the morning!". Eventually, the monsters and dust fades away. Sun Lee noticed "There's only three chariots left!", a large boom can be heard from the left side of your chariot, a storm elemental appeared 4 steps away from the players, Sun Lee shouted "Prepare for battle!"

\*Ask the players to position themselves into battle, if they are tank or warrior, position themselves on the vanguard, mages and healer on the center, ranged and constructors on the rear. The area is wide so they can utilize this for their position.

Defeat of Storm Elemental by weak point(Chest)

D6 < 3 = Paralyzing Dagger 2x

D6 > 4 = Magic Night Goggles 2x

\*Players will decide on who to get the loot, Sun Lee will refuse to take any loot.

# ONE SHOT STORIES

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## Scene 4: Unexpected Visitor

After the defeat of the Storm Elemental

A weird ominous presence appeared, Intense pressure caused everyone to kneel. One can't even recognize if that thing is a human or a monster, it feels otherworldly. The unknown presence spoke "Let me help you save this little world", everyone felt their heads spinning and their limbs twisting. Suddenly, they're at the entrance of the Dark Forest Monzet.

Sun Lee: What in the hell was that thing?! Sun took a moment to compose himself. "We're near Hovar, I can smell it".

Entering the forest, they're met with two splitting pathways. Sun Lee "Where should we go? Left or Right?

\*Players must vote whether what path they'll choose.

If Left:

After entering, you noticed that the entrance behind started to close off, you tried to run back but it's too late. Your party continued walking, mist continued to form and noticed an old woman asking for help.

\*Situation: Ask the players if they want to approach the old woman, if they said yes, Sun Lee will interrupt saying "Are you serious? Just what do you think an old woman is doing in a cursed forest who has killed people?!" Just after he speaks, the mist continues to worsen. With the old woman nowhere in sight.

\*Players can use skills that can unveil what's behind the mist or do a perception check of 15(d6 + INT), if they fail, players will be attacked by 2 malicious imp, dealing 2 damage to HP directly. The imps are 4 steps away from the players.

After the intense battle with the malicious imps, the mist begins to dissipate, revealing the old woman still lying on the ground. As your party approaches her, you notice that she appears weakened and frail, her eyes pleading for assistance.

Sun Lee cautiously approaches the old woman, his hand hovering over his weapon as he surveys the surroundings for any potential threats. "What happened here? Who are you?" he demands, his voice tinged with suspicion.

The old woman raises a trembling hand, her voice barely a whisper. "Please... help... the forest... it's dying..." she gasps, her words barely audible over the rustling of leaves and the distant cries of strange creatures.

## ONE SHOT STORIES

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Suddenly, a low, guttural growl echoes through the forest, sending a shiver down your spine. From the shadows emerges a towering figure, its form obscured by darkness and its eyes glowing with malevolent intent.

Sun Lee readies his weapon, his gaze locked on the approaching threat. "Prepare yourselves," he warns, his voice resolute. "We're not out of danger yet."

A flaming serpent suddenly appeared, two steps away from the players

Defeat of Flaming Serpent by weak point(Chest)

D6 < 3 = Potion of Recovery (4hp)2x

D6 > 4 = Sane Wristband(Negate Sanity Effects, Single Use)2x

If Right:

As your party navigates deeper into the Dark Forest Monzet, you come upon a clearing bathed in eerie moonlight. At the center of the clearing stands a grove of ancient trees, their gnarled branches twisted into grotesque shapes.

Approaching the Whispering Grove, you notice a strange phenomenon—the trees seem to emit a faint, ethereal glow, and their branches sway and creak with an otherworldly rhythm. Whispers drift through the air, their voices soft yet insistent, beckoning you closer.

Sun Lee eyes the grove warily, his brow furrowed with concern. "Be cautious," he advises, his voice low and cautious. "There's something unnatural about this place."

As you step closer to the grove, the whispers grow louder, their words twisting and warping into a cacophony of sound. Shadows dance among the trees, their movements fluid and mesmerizing, luring you deeper into the heart of the grove.

Suddenly, the ground beneath your feet begins to shift and tremble, roots snaking out from the earth to ensnare your ankles. The trees themselves seem to come alive, their branches reaching out to ensnare you in a suffocating embrace.

With a surge of adrenaline, you realize that you've stumbled into a trap—the Whispering Grove is alive with malevolent magic, intent on ensnaring unwary travelers and consuming them within its twisted embrace.

To overcome this obstacle, your party must act quickly and decisively. Whether through brute force, cunning magic, or clever teamwork, you must break free from the grasp of the Whispering

## ONE SHOT STORIES

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Grove before it's too late. Failure to escape could spell doom for your party, leaving you at the mercy of the dark forces that dwell within the depths of the forest.

\*Players must roll a total of 25(26) for three tries, if they fail, they'll be awake at the same entrance with the splitting ways, with the left path closed, however, if they succeed, they'll notice a fruit of the trees hanging from one of the branches that seems to emanate arcana, shoot it with everything you can to free yourselves.

After they freed themselves, another trouble presented itself to the adventurers. Suddenly, intense heat can be felt from the surrounding, you can see the trees around you start to wither and turn to ash, the smell of burning air is all around, the ground suddenly shakes, A flame Serpent, Suddenly appears 2 steps away from the players.

Defeat of Flaming Serpent by weak point(Chest)

D6 < 3 = Potion of Recovery (4hp)2x

D6 > 4 = Sane Wristband(Negate Sanity Effects, Single Use)2x

After the defeat of the Serpent, an opening with a bright light can be seen. Sun Lee said "That must be it, Hovar!" They rushed to the exit only to be met by the horror of the corpses of soldiers and mercenaries from the previous chariot all over the place. The Commanding General can be seen, kneeling and holding his sword to the ground. Upon taking a closer look, you can see his face ripped off. Everyone's sanity has been shaken.

\*Sanity Points -3

As Sun Lee and your party pressed forward, the atmosphere grew increasingly ominous, shrouded in an oppressive veil of dread. Upon reaching the entrance of Hovar City, the air itself seemed to thicken with malevolence, suffocating your senses with a putrid stench of decay and despair.

Every breath you took felt like a plunge into darkness, as if the very essence of evil permeated the air, seeping into your lungs and poisoning your soul. The streets lay silent and desolate, frozen in a macabre tableau of horror and suffering.

Civilians, their faces contorted in expressions of terror, stood frozen in time, their eyes gouged out and gaping voids staring sightlessly into the abyss. The remnants of their humanity stripped away, leaving only hollow shells of despair in their wake.

Even the livestock shared in the city's grim fate, their once placid demeanor twisted into expressions of agony and torment. The streets ran slick with blood, a testament to the unspeakable horrors that had befallen the city and its inhabitants.

# ONE SHOT STORIES

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## Scene 5: Reunion

As you ventured deeper into the heart of Hovar City, the shadows seemed to coalesce around you, whispering sinister secrets and casting doubt upon your every step. Each passing moment brought you closer to the heart of darkness, where unspeakable horrors awaited, ready to consume your very soul.

As your party ventured further into the heart of the city, a palpable sense of dread hung heavy in the air, thickening with every step you took. Shadows danced and twisted around you, their sinister whispers echoing through the desolate streets like the wails of lost souls.

Suddenly, an ominous presence made itself known—a figure towering above the ruins, standing over 8 feet tall. Clad in dark, tattered armor and wielding a massive greatsword, the figure exuded an aura of pure malevolence. His eyes gleamed with a feral intensity, filled with a primal hunger that sent shivers down your spine.

As the figure's teeth ground together with an unsettling clatter, a chill ran down your spine, freezing you in place with fear. Sun Lee's voice shattered the silence, sharp and urgent. "Be ready for combat!" he barked, his tone tinged with a mixture of determination and trepidation.

With weapons drawn and hearts pounding, your party braced themselves for the inevitable confrontation, knowing that whatever awaited them would test their courage and resolve like never before. As you squared off against this terrifying adversary, the echoes of battle rang out through the streets, a symphony of chaos and despair in the heart of darkness.

The unknown Entity Started to get ready, speaking "Why am I the one to suffer, I hate this, I hate everyone"

\*The players will battle king Hek-Vaur. The king will response to attacks, use this responses to identify his weakness:

Arcane Magic: "This power, brought by chaos"

Physical Attacks: "Brave enough to face me? Is it enough to end my reign?"

Healing Magic: "Arghhh!! Annoying Insect"

If players defeat Hek-Vaur, continue the next scene, if they fail, they'll successfully escape with Sun Lee using the Orb to flee.

# ONE SHOT STORIES

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## Scene 6: No Goodbyes

Your party successfully defeated the Insane King, his corpse slowly fading away into nothingness. Your party felt relieved defeating the disaster. However, Sun Lee Knelt to the ground.

\*Players can give their condolences and sympathy for Sun for failing to help him save his friend.  
Sun replies "No, don't be. He's still alive"

\*Players can ask him how his friend is alive and where is he? In which he replies "The Insane King is my friend, the God of Malice, has been using his body to produce clones and terrorize Arkadia.

\*Ask how the Insane King is his friend.

Sun's voice echoed through the desolate streets, carrying with it the weight of centuries past. With a solemn expression, he began to unveil a tale steeped in tragedy and loss.

"We were once knights," Sun revealed, his words heavy with sorrow, "Hector and I, sworn to protect the innocent in a time long forgotten. We fought side by side, champions of justice and defenders of peace."

A flicker of pain flashed across Sun's face as he continued. "But our noble cause was forever tarnished by the arrival of the First Vessel of Evil. It corrupted Hector's mind, twisted his soul into something unrecognizable." With a solemn gesture, Sun slowly unbuttoned his robe, revealing a glowing scar etched into his chest like a mark of eternal torment.

"While Hector was cursed with evil and corruption," Sun confessed, his voice barely above a whisper, "I was cursed with immortality. To witness my friend's descent into darkness, to endure his suffering for eternity... It is a burden I cannot bear alone."

A heavy silence settled over the group, the weight of Sun's words hanging in the air like a shroud of mourning. In that moment, the true cost of their journey became painfully clear—two friends torn asunder by the ravages of time and the cruelty of fate, their fates forever intertwined in a tragic dance of suffering and sorrow.

What I truly wish for? A peaceful death for me and my brother.

# Echoes of Hope : Quest for the Orb of Thoughtspark

## Outline:

Embarking throughout Artheria, the adventurers heard from the chief of Zakadhra that people living near the Hellish Fume noticed that the lands are being corrupted and it is spreading faster than before. They are faced with the threat of the Cataclysm from the Hellish Fumes. This affects everything from living beings and the formation of terrain itself. Anyone who steps into the corrupted will lose their sanity and will fall into the hands of the Cataclysm. The adventurers must go to a secret place where an orb called Orb of Thoughtspark resides where they can retain their sanity from the corruption and stay normal. But they need to go through dangerous areas before reaching the Orb, will they succeed?

## Discovery of Hall of Gods

As the adventurers push their way through the settlement of Zakadhra, the air thick with humidity and the sounds of exotic creatures echoing around them, they stumble upon a clearing. Before them looms a majestic temple, its stone walls adorned with intricate carvings depicting scenes of ancient battles and rituals.

At the heart of the temple stands a towering statue, bathed in the dappled sunlight filtering through the canopy above. As they draw closer, a hushed reverence falls over the party as they recognize the figure depicted: it is a god they have heard tales of in their travels, the Halls of God.

With a sense of awe and respect, the adventurers approach the statue, feeling a strange energy emanating from it. Without hesitation, they kneel before it, their heads bowed in reverence. One by one, they begin to offer prayers and offerings, seeking the blessings and guidance of the deity they now stand before

\*ROLL DICE AND CHOOSE GOD\*

## Scene 1: Embarking on the Journey

### Start:

As the adventurers traverse the scorching desert biome, the shimmering heat waves distort the horizon, mirroring the uncertainty that lies ahead. Finally, they arrive at the gates of Zakadhra, a settlement nestled amidst the unforgiving sands. Before them stand soldiers, their vigilant gazes assessing the newcomers with suspicion.

The soldiers, clad in weathered armor and bearing the weight of their duty, cautiously approach the adventurers. Their voices are tinged with apprehension as they inquire, "Who are you people? Are you part of the Cataclysm, come to corrupt this land?"

Dungeon Master will ask adventurers what will they do?

### Choices:

Choice 1: Declare yourselves as adventurers, offering assistance.

Choice 2: Jokingly claims allegiance to the Cataclysm, accompanied by laughter.

Choice 3: Arrogantly assert hero status, berating the soldiers for their lack of recognition.

# ONE SHOT STORIES

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## If Choice 1:

The soldiers, visibly relieved, lead the adventurers through the bustling streets of Zakadhra. Merchants hawk their wares amidst the chaos, their voices drowned out by the murmurs of fear and uncertainty. As rumors spread like wildfire, anxiety grips the populace.

(Adventurers will choose again)

**If Choice 1.1:** Calmly reassure the panicked crowd, promising safety and a swift resolution to their fears.

### Reward:

The people, grateful for the reassurance, reward the adventurers with **5 gold coins**, a token of their gratitude and newfound hope.

**If Choice 1.2:** Forge ahead, determined to reach the settlement's chief without delay, ignoring the escalating tension in the streets.

## If Choice 2:

The adventurers' jests are met with alarm, triggering a chaotic skirmish with the soldiers. In the ensuing melee, the adventurers suffer injuries, **losing 5 hit points each**. Amidst the confusion, the soldiers, recognizing their mistake, offer profuse apologies and guide the battered adventurers to the settlement's chief.

## If Choice 3:

The soldiers' perception of arrogance incites their ire, prompting a scathing rebuke. Mocked and humiliated, the adventurers feel their sanity slip as the soldiers' words cut deep. Each adventurer **loses 1 point of sanity**, a bitter reminder of the consequences of hubris in the face of adversity.

## After picking choice it all leads to here:

Upon reaching the Chief's room, the adventurers are greeted by a scene of urgency and concern. The Chief, a weathered and wise figure, sits at the head of the room, surrounded by maps and scrolls detailing the land's geography and history. As the adventurers inquire about the commotion, the Chief's expression grows grave, and they can sense the weight of impending doom hanging in the air.

The Chief begins to speak, his voice heavy with sorrow and urgency. He tells the tale of the Cataclysm, a cataclysmic event that shook the land centuries ago, leaving behind a scarred and desolate landscape. The Cataclysm unleashed a force of corruption that continues to spread, consuming everything in its path. The Chief explains that the corruption's influence has been growing stronger and faster than ever before, threatening to engulf the entire region.

The Chief reveals the dire consequences of the corruption's spread: those who succumb to its influence lose their sanity and become corrupted beings, drawn to the heart of the Cataclysm like moths to a flame. As a result, the land surrounding the Cataclysm has become a forbidden zone, impassable to all but the most foolhardy or desperate.

However, amidst the despair, the Chief offers a glimmer of hope. He reveals the existence of a nearby lair inhabited by miners and goblins, led by the enigmatic figure known as the second lord MoltenCart. The lair is rumored to hold secrets and treasures that could aid in the fight against corruption, offering a potential solution to the looming threat.

# ONE SHOT STORIES

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As the Chief concludes his tale, the adventurers are left with a sense of determination and purpose. They understand the gravity of the situation and the urgency of their mission. With the fate of the land hanging in the balance, they set out to confront the second lord MoltenCart and uncover the truth hidden within the depths of the lair..

With determination burning in their hearts, the adventurers resolve to embark on their perilous quest to find the Orb and halt the Cataclysm's advance. As they stand at the crossroads of destiny, two diverging paths stretch out before them, each fraught with its own dangers and challenges.

## Ending:

Adventurers decide what path they will cross in heading to the Orb. Will they go to the mountains or the plains?

## Scene 2: Mountain Path ( if they chose the mountain path )

### Start: The Treacherous Mountain Path

The adventurers stand at the base of the mountain path, gazing upwards at the daunting ascent that lies before them. The narrow trail winds its way precariously along the steep mountainside, disappearing into the mist-shrouded peaks above. Jagged rocks jut out from the rugged terrain, creating obstacles that must be navigated with utmost care. Below, a sheer drop plunges into the abyss, a constant reminder of the perilous nature of their journey.

As they take their first steps onto the trail, the ground beneath their feet feels unstable, and the slightest misstep could spell disaster. The air is filled with the echoing sounds of their footfalls and the distant cry of circling birds of prey. The weight of their backpacks presses heavily against their shoulders, adding to the challenge of maintaining their balance on the treacherous path.

### Mechanic: Navigating the Mountain Path

The players must rely on their skills and luck to navigate the mountain path safely. With each step they take, they must roll the dice, their success determined by the outcome of their roll. The difficulty of each roll increases as they progress along the trail, with obstacles becoming more formidable and terrain more unforgiving. They must take 3 steps before they can cross the mountain path.

**They must roll 3 > roll in 1d6 to take one step safely.**

Failure to roll enough dice or rolling poorly could result in a loss of balance, sending the adventurers tumbling down the mountainside. As they fall, they feel the harsh impact of the rocky terrain below, their bodies bruised and battered by the unforgiving landscape. The loss of 1 hit point (HP) serves as a stark reminder of the physical toll of their misfortune.

### Ending: Emerging Victorious

With careful planning and a bit of luck, they successfully navigate the mountain path, overcoming every obstacle that stands in their way. As they reach the summit, a sense of accomplishment washes over them, tempered by the knowledge that their journey is far from over. They now see the magical spring before their eyes.

# ONE SHOT STORIES

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## Scene 2: Plain Path ( if they chose the plain path )

As the adventurers make their way along the plain path, the landscape unfolds before them in all its rugged beauty. Rolling hills stretch out as far as the eye can see, carpeted with lush grasses and dotted with clusters of wildflowers. Yet, beneath the serene surface lies a realm teeming with danger and uncertainty.

The adventurers tread cautiously, their senses alert to the faintest rustle of movement in the tall grasses. Every step brings them closer to their destination, yet also deeper into the heart of danger. The air is thick with tension, as though the very land itself holds its breath in anticipation of what is to come.

**Perception check - You anticipate the monster's attack (You get to move first before the monsters)**

**If no perception check:**

The monsters ambush you and the monsters get to move first during battle.

### Encounters with Monsters:

As they traverse the plains, the adventurers encounter a series of formidable adversaries, each more menacing than the last. Four distinct monsters lie in wait along the path, their presence a testament to the untamed wilderness that surrounds them.

**MONSTERS: SANDSTALKER, MINI GOLEM, LARGE ANT, STINGERLINGER (2 STEPS AWAY)**

**POSITION: ALL IN THE FRONT**

### Ending:

Despite the myriad dangers that beset them, the adventurers press on, their determination unyielding in the face of adversity. With each foe vanquished and every obstacle overcome, they draw ever closer to their goal: the mystical spring that promises salvation and renewal.

## Scene 3: Resting at the Magical Spring

### Start:

Having traversed the perilous path and overcome the challenges that lay in the road, the adventurers finally reach the fabled spring that marks a respite on their journey. Exhausted and parched from their exertions, they gratefully pause to rest and replenish their strength.

As they approach the spring, the sound of trickling water fills the air, a soothing melody that promises refreshment and renewal. The crystal-clear waters shimmer in the sunlight, inviting the weary travelers to quench their thirst and find solace in its cool embrace.

### Resting Mechanics:

The adventurers face a choice in the spring, each option carrying its own risks and rewards.

### Drinking from the Spring:

If the adventurers choose to drink directly from the spring, they roll the dice to determine the outcome. There is a 50/50 chance that they may experience a strange sensation upon imbibing the water.

# ONE SHOT STORIES

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If they cannot cross the forest in 3 turns, they will encounter 3 monsters simultaneously, each posing a grave threat to their safety.

To resist the dizziness induced by the forest's magic and avoid losing a turn, the adventurers must roll the dice, their success determined by the outcome of their roll.

The adventurers must roll their d6 equal to 20 for all of them. If not they are still stuck and cannot move on. They must repeat this 3 times to cross the Forest.

Failure to do so will trigger an enemy,

MONSTERS: WARLUH, SHADOWBLOOM, CLOUD SIREN (4 STEPS AWAY) respectively one at a time.

(Either they roll 20 3 times or defeat the 3 enemies to escape the magical forest.)

## Ending:

With determination and resolve, the adventurers press on, their senses sharpened by the urgency of their quest. Despite the forest's attempts to confound and confuse, they remain steadfast in their purpose, pushing forward through the veil of illusion.

Finally, after what seems like an eternity of twisting paths and deceptive whispers, the adventurers emerge victorious from the enchanted forest. Before them lies the entrance to the mines of Shadowreach, hidden amidst the craggy peaks of the mountain range.

## Scene 4: The Enchanted Forest of Veiled Paths

### Start:

The adventurers embark at the forest's edge, their hearts pounding with anticipation. Shadows dance amidst the ancient trees, whispering secrets of forgotten times. The air is heavy with the scent of moss and earth, tinged with the faintest hint of magic. As they prepare to step into the unknown, a sense of both trepidation and excitement fills their souls. For beyond the veil of branches lies a realm of mystery and danger, where the very essence of the forest itself seems to come alive. With courage in their hearts and steel in their hands, they embark on a journey into the Forest of Misdirection, ready to face whatever trials may lie ahead.

As the adventurers venture deeper into the heart of the enchanted forest, they find themselves ensnared within its bewitching embrace. The air is heavy with the scent of ancient magic, weaving tendrils of illusion and confusion around them. Shadows dance amidst the towering trees, casting eerie shapes upon the forest floor.

The very air seems to shimmer with ethereal energy, distorting perceptions and leading the unwary astray. Each step taken is fraught with uncertainty, as the forest's dark magic plays tricks upon the mind, twisting reality and obscuring the true path forward.

### Mechanics:

The adventurers must navigate the forest's treacherous paths, resisting the effects of its dark magic and avoiding the ambush of lurking monsters.

# ONE SHOT STORIES

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The mage/constructor must chant this to be able to drink from the springs:

"Ala'na'shara vithrai,  
Rin'sha ely'asari,  
Von'dorin elyth'mir,  
A'varin tel'andari."

\*Adventurer proceeds to roll dice 1d20\*

**If Dice > 10 = Increase Arcana and strength by 5 for 2 battles.**

**If Dice 10 = Lose Sanity by 5 for 2 turns next battle.**

## Using a Bottle of Water:

Alternatively, if the adventurers possess a bottle of water in their inventory, they may choose to use it instead of drinking directly from the spring. This option guarantees hydration without the risk of unforeseen consequences.

## Refusing to Drink:

Should the adventurers opt not to drink from the spring and lack a bottle of water, they risk dehydration and loss of 2 hit points (HP). The arid climate takes its toll on their bodies, leaving them weakened and vulnerable to the rigors of the journey ahead.

## Ending:

Regardless of their choice, the adventurers eventually rise from their rest at the magical spring, their spirits refreshed and their resolve renewed. With the destination of the Orb beckoning them onward, they set out once more, their hearts filled with determination and their minds prepared for the challenges that lie ahead.

## Scene 5: The secret of the mountain

### Start:

As the adventurers begin their arduous ascent up the towering mountain, the air grows thin and crisp, carrying with it the scent of pine and stone. The rugged terrain beneath their feet challenges their every step, as they navigate the treacherous path carved into the mountainside. Above, the jagged peaks loom ominously against the sky, their rocky crags casting long shadows over the landscape below.

With each passing moment, the adventurers feel the weight of the mountain pressing down upon them, its ancient presence looming large in their minds. Yet, they press onward, driven by a sense of curiosity and determination to uncover the secrets that lie hidden within its depths. Shadows dance upon the rocky walls, concealing the lurking dangers that await the unwary traveler. But during their ascent through the mountains, they were surprised to see enemies waiting for them and ready to attack the party.

## COMBAT WITH MONSTER (2 GRIPHON 1 VALOR) 4 STEPS

## POSITION: GRIPHON IN BACK AND VALOR IN FRONT

## Ending:

As the adventurers reach the summit of the mountain, they are greeted by a sight unlike any they have seen before. Before them lies a cavern shrouded in mystery, its entrance hidden amidst the rugged landscape. Inside, they discover a trove of treasures and riches, gleaming in the soft light that filters through the cavern's depths.

# ONE SHOT STORIES

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## Scene 7: Guardian at the Peak

### Start:

As the adventurers press forward, their hearts pounding with anticipation, they finally reach the innermost chamber of the dungeon, where second lord MoltenCort awaits. The air crackles with tension as they step into the dimly lit chamber, the flickering torches casting long shadows that dance ominously across the stone walls.

Before them stands MoltenCort, a towering figure cloaked in shadow and fire, his eyes blazing with an otherworldly light. He regards the adventurers with a mixture of curiosity and disdain, his voice echoing through the chamber like thunder rolling across the mountains.

MoltenCort: "So, you have come seeking the Orb of Thoughtspark, have you? You dare to challenge me, the second lord of this realm? You are brave, I'll give you that. But bravery alone will not be enough to claim what is rightfully mine."

### COMBAT WITH MOLTENCORT (6 STEPS AWAY)

**MOLTENCORT ABILITY HAS TO SUMMON 2 ORE MINER, AGILITY OF 10, HP OF 55, STR OF 12. MOLTENCORT CAN USE THE ABILITY DIG THAT SURPRISES A BACK-LINE CHARACTER WITH AN ATTACK DEALING 2D6 AND LOSING -2 SANITY.**

### End:

With a defiant roar, the adventurers charge forward to confront the guardian, their weapons drawn and their resolve unwavering. The guardian meets their challenge head-on, unleashing a barrage of devastating attacks that shake the very foundations of the mountain.

The battle rages on, each clash of steel and roar of magic echoing across the windswept peak. As the adventurers fight for their lives, they draw upon every ounce of strength and courage within them, determined to emerge victorious against all odds.

Finally, after what feels like an eternity of fierce combat, the guardian falters, its strength waning beneath the relentless assault of the adventurers. With a final, thunderous blow, they strike the killing blow, sending the guardian crashing to the ground in a shower of sparks and debris.

With their victory secured, they secured the orb of Throughspark, though who will hold it? Only one of you can hold the orb.

### REWARD:

#### ORB OF THOUGHTSPARK

**Effect:** Adventurers can enter the cataclysm and retain their sanity, they can also regain +1 sanity when re-gaining HP.

**Skill on the holder:** AOE cleanse with +1 sanity to all allies.

Now that you got the orb, you prepare yourselves for the worst, you now return to the settlement and ready yourselves for your journey through the Cataclysm.

# Almighty

## Scene 1: Precious

**Start:** As the player explored the village, they came into a skilled blacksmith who gave them a quest.

**Story:** A blacksmith told players about a valuable item that can be found in swamp (near dark forest). The blacksmith asked the players to get that precious item that was lost in the forest while they are moving into the village in return the swordsmith will create a weapon that can be used by players.

**Blacksmith:** "Ah, travelers," the blacksmith said, noticing the players' weapons. "I have a task for you, if you're willing. There's a valuable item that was lost in the swamp near the forest. I need someone brave enough to retrieve it. In return, I'll forge you each a weapon worthy of your skill."

**GM:** Here are some questions that you can ask to Blacksmith.

"The players can ask the blacksmith the following questions"

1. "What kind of item are we looking for?"
2. "Where is the location of the Valuable Item?"
3. "What will we get in return?"

**End:** Despite the tragedies that might happen in their journey, Players agreed to find that item in exchange of new weapons.

**Blacksmith:** "Excellent! The item is said to be located in dark forest near the swamp. Be warned, the swamp is a dangerous place, full of all manner of creatures. But if anyone can handle it, I believe it's you."

## Scene 1.5: Entering the hall of Gods

\*Players decided to visit to Hall of Gods before continuing the quest

**Start:** As the players approached the Hall of Gods, a sense of awe washed over them. The ancient structure loomed before them, its marble walls gleaming in the sunlight. The air around the hall seemed to hum with a sacred energy, and the players knew that they were about to enter a place of great power.

As they stepped through the massive doors, the interior of the hall took their breath away. The walls were lined with intricate tapestries depicting the deeds of the gods, and the floor was made of polished stone that reflected the light from the torches that lined the walls.

In the center of the hall, a pedestal stood, upon which six glowing orbs of light hovered. Around the pedestal, statues of the six gods stood, their eyes seeming to watch the players' every move.

A voice, gentle yet commanding, filled the hall. "Welcome, players, to the Hall of Gods. Kneel before the gods and pray, and they may grant you a blessing to aid you in your quest."

The players knelt before the pedestal, heads bowed in respect. Players pray to their chosen God, asking for blessings in the upcoming trials.

**End:** Leaving the Hall of Gods, the players felt a renewed sense of purpose. They knew that the gods were watching over them, guiding them on their quest. With their newfound blessings, they were ready to face whatever trials lay ahead, knowing that the gods were with them every step of the way.

# ONE SHOT STORIES

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## *Scene 2: Into the woods*

**Start:** As they moved deeper into the forest, the dense foliage blocked the sun, generating weird shadows and confusing the travelers.

**Story:** They met a guardian spirit a towering creature cloaked in ethereal light, spoke to the adventurers in a voice that seemed to echoed in their heads. It warned them of the perils that lurked in the forest and asked to know the reason for their journey.

**Guardian Spirit:** "Travelers, why have you entered this forest, where danger lurks in every shadow?"

**Guardian Spirit:** "I sense the sincerity in your words. However, the path ahead is treacherous, filled with creatures of darkness and deceit. Are you prepared to face such perils?"

**Guardian Spirit:** "Very well. I shall impart to you some knowledge of the creatures you may encounter in these woods. Beware the lurking shadows, for they may conceal more than just darkness."

**End:** They explain to the guardian spirit why they are in the forest and ask for advise on what they may meet on their journey.

## *Scene 3: Challenges*

**Start:** The Guardian spirit challenge players.

**Guardian Spirit:** "Before you continue your journey, you must prove your worth. I will test your wits with riddles, and with each correct response, I will provide you with more information about the creatures that dwell in these woods."

**Story:** The Guardian tested the players' wits with riddles, and with each correct response, the Guardian provided more information about the creatures that lived in the forest. The Guardian, impressed by the players' wit and intelligence, granted them additional strength.

(Riddles must be given by the dungeon master)

**DM: Riddle #1** Riddle: I'm tall when I'm young, and I'm short when I'm old. What am I?

**Answer:** A candle

**Riddle #2** Riddle: What goes up but never comes down?

**Answer:** Your age

**Riddle #3** Riddle: What gets wet while drying?

**Answer:** A towel

**End:** After that, the players continue their adventure in search of precious items.

**DM:** If players successfully answers the riddles all of the Gods will give players A+ Combo points at the start of battle, If players did not answer the riddle correctly they will not have the A+ Combo Points

## *Scene 4: Wolf Encounter*

**Start:** After the players set in for the night.

**Story:** The woodland surrounding them became quiet, except for the crackling of their campfire. A sudden snapped twigs broke the silence, and they found themselves dealing by a pack of wolves, their eyes flashing in the firelight.

**DM:** FS PERCEPTION CHECK WOLVES 3 STEPS AWAY FROM THEM, IF FAIL THE WOLF WILL ATTACK FIRST.

**DM:** Perception Check (roll 1d6 if players roll above 3 the wolves will move 3 steps away from them if below 3 the wolf will attack first and dealt extra damage to the first play to hit by wolf)(Roll d20 if the result is above 12 + 5 strength dealt 2 hp to enemy hit, If the result is below 12 it will not deal extra damage).

**Combat:** Wright (leader of the pack) is 1 step away from the players and the other wolf 1

**End:** Players ended up fighting the pack of wolves and facing Wright (leader of the pack).

# ONE SHOT STORIES

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## *Scene 5: After Wolf Encounter*

**Start:** After wolf encounter, players heal themselves and camped in their current location.

**Story:** The next morning, Players found out that most of their foods and items are missing, After some time, they came across a small clearing where the ground was littered with scraps of food and scattered items that leaves a trail.

**End:** The players followed the route farther into the forest, driven by their desire to regain some of their foods. Little did they know that this trail would lead them to even bigger obstacles and experiences deep in the wilderness.

## Scene 6: Following the track

**Start:** Players were relieved to see that some of their missing belongings had been left behind.

**Story:** They gathered what they could salvage and pressed on, following the trail deeper into the forest in hopes of recovering the rest of their belongings. They saw a flying creature carrying some of their goods.

**End:** After a moment of deliberation, the players made a decision.

## Scene 7-B: Option B

**Start:** At the tallest portion of the forest, players discovered their missing items falling down and it was guarded by a tower (group of falcons).

**DM:** The player who have the highest roll will climb the tree (roll 1 d20 if players who roll below 10 will not climb) The player must be sneaky enough to retrieve their remaining item, roll 2d6 if players roll below 7 valor/falcons will be alerted) (go back to Scene 7-A Option B)

**Story:** The falcons soar high above. Knowing that these birds were superb hunters, players devised a strategy to use food as bait to entice the falcons closer. The players headed quietly through the forest, avoiding the falcons' sight as they collected their goods. With careful moves, they were able to recover all of their missing goods without alerting the birds to their presence.

**End:** With their missing items safely recovered, the players made their way back down from the trees and continued on their journey through the forest.

## *Scene 8: Dark Forest*

**Start:** As the players progressed deeper into the dark forest, they came across a thick fog that blocked their vision and made it difficult to see more than a few feet ahead.

**Middle:** Despite the ominous atmosphere, the players pressed on, determined to find the precious item they sought. After navigating through the thick fog, they eventually emerged into a small clearing where the ground was marshy and the air thick with the stench of decay. In the center of the clearing, partially submerged in the murky water, was the item they had been searching for.

**DM:** Perception Check, player will roll 1d20 if players rolled 13 above players will have insights about the undead if failed the undead will ambush the players.

**End:** With determination, the players engaged the undead in battle, their weapons clashing against the creatures' decaying flesh.

## Scene 9: The hammer

**Start:** In the dark, terrifying forest, the players finally saw the valuable artifact they had been looking for—the Hammer, shining partially in the feeble light streaming through the dense canopy overhead.

**Story:** Just as they reached out to claim their prize, a horde of undead emerged from the shadows, surrounding them with menacing groans and outstretched, rotting hands.

**Middle:** The players fought the undead with grim determination, their weapons shining in the darkness as they one-by-one eliminated their adversaries. Despite the strength of their opponents, they emerged triumphant with the Hammer in hand.

**End:** The players left the dark forest, their hearts pounding from the battle and their minds focused on the reward that awaited them.

# ONE SHOT STORIES

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## *Scene 10: Second Contact*

*Start:* On their way back, players walked for hours, but it felt like they were making no progress, as if they were stuck in a loop, retracing their steps over and over again.

*Story:* Just as frustration began to set in, the guardian spirit reappeared before them, its ethereal form shimmering in the dim light of the forest.

*Guardian Spirit:* "You have been cursed, trapped in a loop that will keep you wandering forever unless you can enhance your INT, to break the curse . To ensure your safety, I offer you a choice.

*DM:*" ROLL DICE D6+ Int Score above 11 1d6 + Int Score if above 11 players will escape the curse if failed Bogs (Mutant Frog) will appear before they even escape the curse and will fight them till death.

*Guardian Spirit:* "You may choose between a shield that will block the enemy's first attack for one turn per player, or a swift attack that will secure a hit on the enemy for one turn only. Choose wisely, for your decision will determine your fate."

*DM:* If players roll above 4 they will choose the 2nd choice if below 4 they will choose first choice.

*End:* After much deliberation, the players made their choice, each selecting either the shield or the swift attack. With their newfound abilities, they continued on their journey, determined to break the curse and return safely to the village.

## *Scene 11: Mutant Frog (Bogs)*

*Start:* The players struggled through the swamp's deep, murky waters, the stink of rotting and the buzzing of insects filling the atmosphere. They knew they were getting closer to the mutated frog bogs' lair as their croaking became louder and more frequent.

*Story:* Players hastily formed a defensive line and prepared for war. The mutant frog bogs charged with extraordinary speed, leaping through the water on muscular legs and striking with their long, sticky tongues. The adventurers battled back, their weapons clashing with the beasts' strong, slimy skins.

*Combat:* Bogs is 10 steps away from the players and can reposition after being attacked by players (1 step).

*End:* After what seemed like an age, the final mutated frog bog lay defeated in the muck. The players were fatigued and battered, but they emerged victorious. As they regained their composure and treated their wounds, they realized they had defeated a difficult opponent.

## Scene 12: Ending Awaits

*Start:* When they returned, the people welcomed them with applause and appreciation, relieved that the menace of the altered frog bogs had been eliminated. The adventurers arrived at the blacksmith's forge and were hailed as heroes.

## ONE SHOT STORIES

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*DM:* (All players must roll 2d6 if they roll above 7 they will gain plus stats for their new equipment if below 7 no plus stats) Roll 1 d20 if players roll is below 12 they will not receive plus 3 damage for their weapons if above 12 they will gain plus 3 into their equipments.

*Story:* The players expressed gratitude to the blacksmith for his kindness as well as the townspeople for their assistance. With their new weaponry in hand, they were confident that they were better prepared than ever to confront the difficulties ahead. As they recovered and celebrated their success, they knew their names would live on in the village's history as the courageous adventurers who saved them from the mutated frog bogs.

*End:* As the sun began to set over the village, the players realized it was time to leave. They had collected their awards from the happy villagers and had taken a few days to rest and replenish their supplies. But the call of adventure called, and they were eager to take on new challenges. With their newly acquired weapons, the heroes set off once more, their course carrying them deeper into the forest.

# The Cloud Siren's Curse

## Scene 1: Arrival at WillowBroad

Fresh from their previous victorious adventure, the adventurers arrived at the unfamiliar village of WillowBroad. As they entered the village, they were greeted by bustling activity in the village square. Merchants hawked their wares, children played in the streets, and the aroma of freshly baked bread filled the air, filling the adventurers with excitement.

However, their enthusiasm was quickly dampened as they encountered a group of bandits blocking the main entrance to the village. The bandits demanded a toll for passage, threatening violence if their demands weren't met. This encounter served as the first test of the adventurers' skills. They had the option to negotiate with the bandits, intimidate them into backing down, or engage in combat to clear the way into WillowBroad.

- **Bandit Encounter:** Before engaging in combat with the bandits, the players must make a Charisma (Persuasion) check to attempt to negotiate a peaceful resolution. The difficulty of the check is determined by the bandits' disposition and the players' approach.
- **Combat:** BANDITS Steps away: 3 During combat, players roll a d20 to determine the success of their attacks and abilities. The bandits' statistics and tactics can affect the players' chances of success.
- DM asks the players to roll d20, 10< attack fails. 10> Attack success.
- \*3 BANDITS FORMING A TRIANGLE\*

## CHEST: High= Rope ; Low=one bread

Upon defeating the bandits, the villagers emerged from their homes to thank the adventurers for their bravery. The village elder invited them to her

home to learn more about the troubles plaguing Avalon. These stories captivated the interest of the adventures, this made them feel excited for some adventures and also worried about what was happening on the floating island of Avalon.

**\*After 5 long hours of learning everything from the elder the adventures rush to the guildhall to find jobs that will suit them\***

## Scene 2: The Guild Job

Inside the guild hall, the adventurers are greeted by a bustling atmosphere as fellow adventurers prepare for their quests. The guild master presents them with a job posting detailing the disappearances on Avalon.

The adventurers learn that several villagers and travelers have vanished without a trace while journeying to or from the floating island. Rumors from people talked about strange lights and creepy sounds coming from Avalon's misty forests. Also, some are saying that it was caused by the cloud sirens but they are quite confused as they know that those creatures are not famous for harming others.

- **Job Acceptance:** The players roll a d20 to determine how persuasively they accept the job posting. A higher roll may grant them additional rewards or information from the guild master.

**\*DM tell the players to roll d20, 9below no additional info. 10Up tells them that the Avalon now is a scary place and they need to be careful\***

**After accepting the job the guild master will guide the adventurers to the HALL OF GODS where they can worship any god that can help them in the quest. (Details will be discussed by the GameMaster)**

# ONE SHOT STORIES

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\*As soon as they get the Avalon quest, the adventurers start to ready their things to proceed to the adventure as soon as possible\*

## Scene 3: Ascending to Avalon

The Adventurers walked a solid 10-kilometre hike to the portal that the guild master told them. It was the easier way to ascend to the floating island, according to the guild master and other adventurers. But on the other side of the portal is where obstacles will appear that they will need to face to reach their main goal.

**\*Adventurers entered the portal and were summoned to the other side\***

As soon as they arrived they were welcomed by a very dense forest, rocky cliffs, and swirling mists. Along the way, they encounter various obstacles, including traps set by mischievous forest sprites and hostile creatures lurking in the shadows.

- **Perilous Journey:** As the adventurers navigate through the treacherous terrain, they make Wisdom (Survival) checks to avoid natural hazards such as rockslides or quicksand.
- **DM ask the players to do wisdom checks.** the higher the Wisdom. Only the player with the highest Wisdom will not be damaged. All lower will be damaged 5hp.

**\*after all the obstacles they faced, the adventurers managed to survive all of this and made their way to the last part of their first problem\***

As they near the end, the adventurers face their greatest challenge yet—a treacherous mountain pass guarded by a fearsome Cloud Lizardo. With lightning-fast reflexes and quick thinking,

they outmaneuver the creature and ascend to Avalon's floating shores.

- **Encounter with Cloud Lizardo: LIZARDO Steps Away:** 4 During the battle with the Cloud Lizardo, players roll initiative to determine the order of combat. They then make attack rolls and saving throws using their character's abilities and equipment.
- **\*(2) Two LIZARDOs SIDE BY SIDE\***
- **DM ASK PLAYERS TO ROLL D20,**
- **10> hit / 10<miss**

**CHEST: High=Goggles ; Low=Towel**

**\*After defeating the Cloud Lizardos, adventurers will be able to pass the treacherous mountain and continue to the mystical swamp\***

## Scene 4: Exploring the Mythical Swamp

**\*The swamp was once a peaceful place where creatures enjoyed the benefits of each other's needs not until the cloud sirens used an artifact that made the swamp goblins attract other creatures that tried to enter the swamp, The Florgies can't take it anymore since they can fight the spear goblins that is much stronger than them.\***

Upon entering Avalon's mythical swamp, the adventurers find themselves enveloped in a dense fog that obscures their vision and distorts their senses. Strange, otherworldly creatures lurk in the murky waters, their glowing eyes watching the intruders with curiosity.

Navigating the treacherous terrain, the party encounters the Florgies, diminutive swamp-dwellers who are both mischievous and friendly.

# ONE SHOT STORIES

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The Flories offer to guide the adventurers through the swamp in exchange for a favor—a quest to retrieve a lost artifact from the depths of the marsh.

\*DM ASK PLAYERS TO CHARISMA CHECK. <10 no minus, 10< minus CHA pts.

The said artifact is the same artifact that corrupts the swamp spear goblins.

\*take note that the swamp can heal any damage, which means that the players who took damage earlier will have a restored hp\*

Delving deeper into the swamp, the adventurers are ambushed by the Swamp Spear Goblins. **ADVENTURERS WILL ARE ATTACKED AND DAMAGE.** corrupted by the dark magic of the Cloud Siren. In a fierce battle, they must overcome the goblins' cunning tactics and brute strength to continue their quest.

\*DM TELL PLAYERS THAT EACH OF THEIR HP's ARE DEDUCTED BY 3 BY THE AMBUSH\*

- **Combat with Swamp Spear Goblins: GOBLINS Steps away: 6.**
- During combat encounters, players roll dice for attack rolls, damage rolls, and saving throws against the goblins' abilities.
- (3) THREE GOBLIN TRIANGLE FORMATION
- DM ASK PLAYERS TO DO SANITY CHECK ROLL D20
  - 10> -sanity points / 10< No effect
- DM ASK PLAYERS TO ROLL D20, 10> hit / 10<miss

**CHEST:** High=Coat ; Low=A spear

\*The adventures manage to defeat and acquire the artifact, and the leader will keep the artifact\*

## SIDE QUEST:

\*PLAYERS HAVE A CHANCE TO PLAY THE SIDE QUEST\* DICE ROLL 9below(NO) / 10above(YES)\*

\*The adventurers will encounter a portal that will lead them to the frozen tundra\*

After the quick travel using the portal, adventurers will be sent to the middle of the unknown village in the frozen tundra. Having a different appearance the men of the village quickly surrounded them.

\*DM ASK A PLAYER TO EXPLAIN TO THE TRIBESMEN THEIR SITUATION\*

Upon Hearing their story the tribesmen changed their attitudes and offered an artifact, but the artifact is not easy to get. The adventurers must face challenges in order for them to get it.

The journey through the frozen tundra is fraught with danger as the adventurers contend with blizzards, crevasses, and fierce guardians protecting the Frozen Heart. Along the way, they must make difficult choices and rely on their wits to overcome the challenges they face.

\*DM ASK PLAYERS TO DO SURVIVAL CHECK, ROLL D20

10> No damage  
10< 5 hp damage \*

Upon securing the Frozen Heart, the adventurers gain the allegiance of the ice dwellers, who pledge their support in the battle against the Cloud Siren. The artifact's icy power imbues them with newfound strength and resilience as they continue their quest.

\*Taking the side quest will give the adventurers the buff for the next stage of the story\*

# ONE SHOT STORIES

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## Scene 5: Unveiling the Cloud Siren's Lair

\*After all the adventures the players faced, finally they will face the cloud sirens\*

With the aid of the (Frozen Heart/ Swamp Artifact), the adventurers locate the Cloud Siren's lair—an ethereal palace suspended in the sky amidst swirling clouds and crackling lightning. The air crackles with arcane energy as they approach, sensing the presence of their formidable adversary.

Inside the lair, the adventurers are confronted by the Cloud Siren herself—a majestic yet terrifying creature with shimmering wings and eyes that pierce the soul. The siren taunts them with promises of power and glory, tempting them to abandon their quest.

In a climactic battle, the adventurers must harness all of their strength, courage, and cunning to overcome the Cloud Siren's dark magic and break the curse that grips Avalon. With each blow, the siren's power wanes until finally, she is vanquished, and peace is restored to the land.

- **Battle with the Cloud Siren:** Steps Away: 10
- Players roll initiative to determine the order of combat. They then make attack rolls, saving throws, and ability checks to overcome the Cloud Siren's formidable defenses and magic.
- \*SIREN AT THE FAR BACK\*

**CHEST:** High=Cloud Siren's Core ; Low=Strength Potion

\*After the intense battle between the adventurers and the cloud siren, they find the missing humans who are captivated by the cloud sirens\*

## Scene 7: Resolving the Curse

With the Cloud Siren defeated, the curse that once plagued Avalon begins to lift, and the land is bathed in a warm, golden light. The villagers emerge from their homes, their faces filled with hope and gratitude as they thank the adventurers for their bravery.

The guild master presents the party with enchanted artifacts forged from the essence of Avalon itself—a sword that crackles with lightning, a cloak woven from mist and shadow, and a bow that sings with the voice of the wind. These treasures serve as symbols of the adventurers' valor and commitment to Avalon's restoration.

\*Adventurers will destroy the artifacts that cause the curse from the cloud sirens\*

## Scene 8: The Guild's Reward

Back at the guild hall, the adventurers are hailed as heroes, their names spoken in reverent tones by their fellow guild members. The guildmaster presents them with a chest filled with gold, gems, and other treasures collected from grateful villagers.. The guildmaster presents them with a chest filled with gold, gems, and other treasures collected from grateful villagers.

In addition to their material rewards, the adventurers receive blessings from the guild's clerics—a boon of health, fortune, and protection on their future journeys. With tears of gratitude in their eyes, they bid farewell to their guildmates, knowing that they have left a lasting legacy on Avalon and its people.

- 10> +1 all stats
- 10< +3 all stats
- **Blessings:** Players roll dice for Religion checks to receive blessings from the guild's clerics.

\*END\*

# The Last Quest

## Scene 1: The Last Quest

**Start:** Your team is heading to the guild center when you notice a commotion outside. People are gathered around a distressed woman who seems to be explaining something urgently.

**Story:** As your team approaches, the woman, named Alelia, turns to you with desperation in her eyes. She explains that she has run all the way from her village seeking help. The village is under siege by monsters led by a powerful HellHound, and they are in desperate need of heroes to save them.

**Game Master:** (As the Guild Master, in a welcoming tone) Welcome, adventurers. Before you stands Alelia, who has bravely journeyed from her village seeking aid. Alelia, please tell them what you've told me.

**Alelia:** (Frantically) Please, you must help us! The monsters are attacking our village, and we don't know how much longer we can hold out.

**Game Master:** (Explaining the quest) The village is under siege by monsters led by a powerful HellHound. They are in dire need of heroes like you. Completing this quest will not only aid the village but also clear any debts you may have with the guild. The village has promised a hidden reward for those who can rid them of this menace. They have not disclosed what it is, but it is said to be quite valuable.

[The players will ask]

[The players will ask]

**Game Master:** The village is offering a reward for those who can defeat the monsters and save them. They haven't disclosed the details, but it's said to be quite valuable.

[The players will agree]

**Game Master:** Very well. The village's fate rests in your hands, adventurers. May you succeed where others have failed.

**End:** With Alelia leading the way, your team sets off towards the village, determined to save it from the monsters and uncover the hidden reward.

## Scene 1.5: The Hall of the Gods

**Start:** After receiving the quest, your team decides to visit the Hall of the Gods, a sacred place where they can pray for the blessings of the six gods.

**Story:** The Hall of the Gods is a grand and solemn place, with statues of the six gods lining the walls. Each statue depicts a different deity, representing various aspects of the world and its inhabitants. Your team kneels before the statues, offering prayers for strength and guidance on their quest.

**Decision Point:** As they pray, a sense of calm washes over your team, and they feel a connection to the divine energy of the gods. They must choose only one god to pray to, each offering a different blessing that could aid them on their journey.

# ONE SHOT STORIES

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**Outcome:** Depending on the god they choose, your team receives a specific blessing that will help them in the challenges ahead. With their chosen blessing in hand, your team leaves the Hall of the Gods, feeling empowered and ready to face whatever trials await them.

## Scene 2: Gathering Supplies

**Start:** After accepting the quest, your team decides to visit the supply store to stock up on essentials for their journey.

**Story:** The supply store is bustling with adventurers preparing for their own quests. Your team browses the shelves, selecting items such as healing potions, rope, and rations. They also purchase new equipment and gear to aid them in their adventure.

**Game Master:** (Setting the scene) As you enter the supply store, you're greeted by the sight of adventurers bustling about, preparing for their own quests. The shelves are stocked with all manner of supplies, and the air is filled with the sound of chatter and excitement.

**Clerk:** (In a friendly tone) Welcome, travelers! What can I help you with today?

**Player 1:** We're going on a quest to defeat the HellHound and its minions. We need supplies for the journey.

**Clerk:** (Enthusiastically) Ah, a noble quest! You'll be needing some of our best gear, then. (Shows them various items) We have healing potions, ropes, and all sorts of provisions for your adventure.

[Players will ask what items do the store have]

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**Clerk:** (Helpfully) Here is a list of the items we have for adventurers like you.

**Players:** (Considering their options and making their purchases)

**\*\*Decision Point:\*\*** While at the store, your team must decide whether to spend their coins on these items or save them for later use.

**Clerk:** (Gratefully) Thank you for your patronage. If you need anything else, feel free to ask. Good luck on your quest to defeat the HellHound!

**\*\*End:\*\*** After stocking up on supplies and making their purchases, your team is ready to embark on their journey to the village plagued by monsters.

## Scene 3: The Journey Through the Desert

**Start:** Your team sets out from the guild center, beginning their journey to the village.

**Story:** The desert stretches out before your team, with towering sand dunes and a scorching sun overhead. The heat is relentless, and the lack of water makes the journey challenging. Despite the harsh conditions, your team pushes forward, determined to reach their destination.

**Decision:** Your team must decide whether to take the path deeper into the desert, where the monsters' lairs are rumored to be, or the path leading out of the desert towards the mountain ranges.

# ONE SHOT STORIES

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A) Desert Depths: One path leads deeper into the desert, where the monsters' lairs are rumored to be. The sand dunes rise and fall like waves, hiding the creatures that dwell within.

(B) Mountain Ascent: The other path seems to lead out of the desert, towards the mountain ranges. The mountains loom in the distance, their peaks obscured by clouds.(GO TO PAGE )

End: Your team must decide which path to take, knowing that their choice will impact their journey ahead. After careful consideration, they choose a path and continue their journey through the desert.

## Scene A: The Desert Depths

Start: Your team chooses to take the path leading deeper into the desert.

Story: The heat becomes more intense as your team ventures further into the desert. The sands shift beneath their feet, and mirages play tricks on their eyes. The silence is eerie, broken only by the occasional howl of the wind.

Challenge: Your team must contend with the harsh desert environment, including dehydration, exhaustion, and the possibility of encountering dangerous desert creatures. [Roll a six-sided die (1d6) for each team member. If the result is 3+, they find water and avoid dehydration. If the result is below 3 they suffer from dehydration and take 1 damage.]

Outcome: After a grueling trek, your team arrives at a vast desert oasis, where the monsters are said to gather. The oasis is a beautiful sight, but your team knows that danger lurks nearby. They prepare themselves for the confrontation ahead.

## Scene 4A: The Desert Oasis

Start: Your team arrives at the desert oasis, relieved to find water and rest.

Story: The oasis is a welcome sight, with lush palm trees and a clear, sparkling pool of water. Your team takes a moment to rest and replenish their water supply, knowing they will need their strength for the battle ahead. As they explore the oasis, they notice the entrance to a hidden cave tucked away behind a waterfall.

Alelia: Look over there, behind the waterfall. Can you see the cave entrance?

[roll 1d6 + intelligence. if one of players got 7+ they will see the cave and enter. if not, go to SCENE 5A]

Game Master: Your team decides to explore the dark cave and feels something odd. Your team feels like something is watching them

[roll 1d6 + intelligence. if one of the players got 7+ they will see the bandits and decide how to deal with them. if not they will get ambushed.]

AMBUSH: The enemies will attack the front line of your party.

Combat: If your team chooses to engage in combat, your party will attack first. The bandit leader and his 2 bandit mates are 2 STEPS AWAY IN FRONT OF YOUR TEAM,  
FORMING A HORIZONTAL LINE.

## ONE SHOT STORIES

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Negotiation: Your team can attempt to negotiate with the bandits, offering them something in exchange for safe passage through the oasis. This could lead to a role-playing encounter where persuasion and diplomacy skills come into play. [roll a 1d6 + charisma. if one of the players got 6+ then this way is possible. if not pick other way]

Stealth: Your team can try to sneak past the bandits without alerting them, leading to a stealth mission where they must use their agility and cunning to avoid detection.[roll a 1d6. if one of the players got 4+ then this way is possible. if not pick other way]

Outcome: Depending on your team's approach, they can either defeat the bandits, negotiate a peaceful resolution, or sneak past them. Regardless of the outcome, the oasis ambush adds a new dimension to their journey, testing their strategic thinking and problem-solving skills.

End(Game Master): After your team's success encounter. You take a rest for a while before you start the adventure again.

### Scene 5A: The Journey to the Dark Forest

Start: The adventurers prepare to continue their journey after resting at the oasis.

Story(Game Master): As you enter the dense and foreboding dark forest, the tall, thick trees cast deep shadows over the path your team hears strange sounds echo, and the adventurers can't shake the feeling of being watched through the woods.

[roll 1d6 + intelligence. if one of the players got 7+ they will see the NPC. if not the story will redirect to combat point]

Wandering Merchant: (Emerges from the shadows, a mysterious figure clad in dark robes) "Greetings, travelers. I sense you are on a quest of great importance. Perhaps I can offer you assistance in exchange for a small favor."

Decision Point: The merchant offers valuable information about the dark forest and the monsters that inhabit it, explaining a hidden path that can lead them safely through, bypassing many dangers. However, he requires a small favor in return: to retrieve a rare herb from a nearby clearing. The adventurers must decide whether to accept the merchant's offer and embark on a side quest to find the rare herb.

Outcome - Accepting: The adventurers accept the merchant's offer and embark on a side quest to find the rare herb. They gain valuable information and safely navigate through the dark forest, avoiding potential dangers.

Outcome - Declining: The adventurers decline the merchant's offer, and he reveals his true form—a powerful ShadowBloom disguised as a merchant. Combat ensues as the monster attacks the party, seeking revenge for being denied.

# ONE SHOT STORIES

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**Combat Point:** If your team engages in combat, your party will attack first. The ShadowBloom is 2 STEPS AWAY IN FRONT OF YOUR TEAM and is a formidable opponent.

**End:** After the encounter and the decision, the adventurers continue their journey through the dark forest, knowing that the village and the final showdown with the monsters and the HellHound await them.

(If the side quest offer is accepted)

## Scene 5A-1: The Side Quest

**Start:** Your team sets out deeper into the dark forest, determined to find the rare herb for the wandering merchant.

**Story:** The forest grows denser as your team ventures further, with twisted vines and gnarled roots obstructing their path. Strange creatures watch from the shadows, and the air is thick with magic.

**Challenge:** Your team faces various challenges in their search for the rare herb, including navigating through dense undergrowth, avoiding traps set by the forest's guardians, and dealing with aggressive wildlife.

[the players will roll 1d20 + agility. if the player got 15+ they will manage to avoid traps. if not get trapped and receive 3 damage]

**Outcome:** After overcoming the challenges and dangers of the dark forest, your team finally finds the rare herb and returns to the wandering merchant to fulfill their end of the bargain.

**End:** The merchant is pleased with your team's success and rewards them with valuable information that will aid them on their main quest. Your team continues their journey through the dark forest, grateful for the assistance and ready to face whatever challenges lie ahead.

## Scene 6A: The Village Approach

**Start:** Your team approaches the village, which is in chaos as monsters wreak havoc.

**Story:** As your team approaches the village, they see villagers running towards them, screaming for help. The village is in chaos, with buildings destroyed and villagers fleeing in terror. The monsters are attacking everything in sight, and the HellHound is leading them with ferocity.

**Villager:** Monsters! Please, help us!

**Decision Point:** Your team must decide how to approach the village.

(A) **Open Approach:** Your team charges into the village, showing themselves as a strong force against the monsters. The villagers see your bravery and join the fight, emboldened by your example. The monsters are surprised by your boldness and are focused on your team, allowing the villagers to escape to safety. Your team's bravery earns you the respect and gratitude of the villagers. [the players will get -3 strength in the combat because they are shocked on how big the Hellhound is]

# ONE SHOT STORIES

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(B) Stealthy Approach: Your team decides to take a stealthier approach, sneaking through the outskirts of the village to avoid detection. They carefully observe the monsters' movements and gather valuable information about their numbers and positions. This approach allows your team to gather intel and plan their next moves without alerting the monsters to their presence.[the players will secure the first 2 turns of the combat]

Outcome: Depending on your choice, your team either enters the village boldly, inspiring the villagers and surprising the monsters, or they sneak into the village unnoticed, gathering valuable information to aid them in the upcoming battle. Either way, the villagers are grateful for your bravery and heroism, and peace is restored to the village once more.

## Scene 7A: The Final Showdown

Start: Your team enters the village, ready to confront the monsters and the HellHound.

Story: The monsters are wreaking havoc, and the HellHound's fiery presence looms large. The villagers look to your team with hope, knowing that their fate rests in your hands.

Challenge: The final battle begins as your team engages in a fierce fight against the monsters and the HellHound. The creatures attack relentlessly, forcing your team to use all their skills and abilities to survive.

### Combat:

- Wave 1 (Medium): The battle starts with a moderate wave of monsters, including 1 Spear Goblin and 2 Wrights. These monsters are relatively easy to defeat individually but can overwhelm your team in numbers. They're position are 2 side-by-side wright in the front and spear goblin the back.(3 steps away in front of your team)
- Wave 2 (Hard): After defeating the first wave, a tougher wave of monsters arrives, including 1 Sandstalker and 1 Large Ant. These monsters are more challenging to defeat and require careful coordination and strategy. They're position are side by side.(2 steps away in front of your team)
- Wave 3 (Boss Fight): Once the second wave is defeated, the HellHound enters the fray. The HellHound is a formidable opponent, with fiery breath and powerful attacks. Your team must work together to bring down the HellHound while dealing with the ongoing threat of the remaining monsters. (4 steps away in front of your team)
- Environmental Hazards and Traps: These hazards include collapsing buildings, flaming debris, and hidden pitfalls. Your team must navigate carefully to avoid these hazards while fighting off the monsters and the HellHound. [every 5 turns in combat, roll a 1d6. if 3+ dodge all of it. if not get 3 damage from flaming falling debris]

Outcome: After a grueling battle, your team emerges victorious, having defeated the monsters and the HellHound. The villagers cheer, grateful for your team's bravery and heroism. Peace is restored to the village, and your team is hailed as saviors.

# ONE SHOT STORIES

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## Scene B: The Path to the Mountains

**Start:** Your team chooses to take the path leading towards the mountain ranges.

**Story:** As your team travels through the desert, the heat is relentless, and the lack of water makes the journey challenging. Despite the harsh conditions, your team pushes forward, determined to reach their destination.

[roll a 1d6. if the players get 6+ they will notice the ambush. if not the player will take 3 DAMAGE because of the ambush]

**Ambush:** As your team traverse the sandy terrain, your team is suddenly ambushed by a group of Sandstalkers that are 1 STEP AWAY and lying in wait. The creatures, with their quick reflexes and ability to blend into the sandy environment, attack with ferocity, determined to defend their territory..

### Combat:

- Your team must battle against the monsters, using their skills and abilities to overcome the creatures. The monsters are formidable opponents, and your team must work together to defeat them.

**Outcome:** After a fierce battle, your team emerges victorious, having defeated the Sandstalkers that ambushed them. They continue their journey towards the mountain ranges, wary of further attacks as they make their way through the desert.

## Scene 4B: The Mountain Ascent

**Start:** Your team begins the ascent up the rugged mountain path, the air growing cooler as they climb higher.

**Story:** The mountain path is steep and treacherous, with loose rocks and narrow ledges. Your team must proceed with caution, using ropes and climbing gear to navigate the difficult terrain. As they climb, they are surrounded by towering cliffs and breathtaking views of the desert below.

[roll 1d20 + agility. if player got 15+ they are safe. if not take 2 damage]

**Challenge:** Midway up the mountain, your team encounters a boulder, blocking the path ahead. They must find a way to clear the debris and continue their ascent without triggering another slide.

[the player with the highest strength will roll 1d6> if the player got 11+ they can move the boulder. if not, combat point.]

**Game Master:** The boulder moved and is annoyed because of how weak you are and transforms into a mini golem

**Combat Point:** Your team encounters a mini golem that is 1 STEP AWAY IN FRONT OF YOUR TEAM. you must defeat it or else the adventure will end.

**Outcome:** After successfully navigating the rockslide, your team reaches a plateau near the mountain peak. From here, they can see the village in the distance, nestled at the foot of the mountains. They know that the monsters and the HellHound await them below, and they prepare themselves for the final confrontation.

# ONE SHOT STORIES

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## Scene 5B: The Journey to the Dark Forest

**Start:** Your team descends from the mountain and enters the dark and mysterious forest.

**Story:** Entering the dense and foreboding dark forest, the tall, thick trees cast deep shadows over the path. Strange sounds echo through the forest, and the adventurers can't shake the feeling of being watched.

[roll 1d6 + intelligence. if one of the players got 7+ they will see the NPC. if not the story will redirect to combat point]

**Wandering Merchant:** (Emerges from the shadows, a mysterious figure clad in dark robes) "Greetings, travelers. I sense you are on a quest of great importance. Perhaps I can offer you assistance in exchange for a small favor."

**Decision Point:** The merchant offers valuable information about the dark forest and the monsters that inhabit it, explaining a hidden path that can lead them safely through, bypassing many dangers. However, he requires a small favor in return: to retrieve a rare herb from a nearby clearing. The adventurers must decide whether to accept the merchant's offer and embark on a side quest to find the rare herb.

**Outcome - Accepting:** The adventurers accept the merchant's offer and embark on a side quest to find the rare herb. They gain valuable information and safely navigate through the dark forest, avoiding potential dangers.

**Outcome - Declining:** The adventurers decline the merchant's offer, and he reveals his true form—a powerful ShadowBloom disguised as a merchant. Combat ensues as the monster attacks the party, seeking revenge for being denied.

**Combat:** If your team engage in combat, your party will attack first. The ShadowBloom is 2 STEPS AWAY IN FRONT OF YOUR TEAM and is a formidable opponent.

**End:** After the encounter and the decision, the adventurers continue their journey through the dark forest, knowing that the village and the final showdown with the monsters and the HellHound await them.

(If the side quest offer is accepted)

### Scene 5A-1: The Side Quest

**Start:** Your team sets out deeper into the dark forest, determined to find the rare herb for the wandering merchant.

**Story:** The forest grows denser as your team ventures further, with twisted vines and gnarled roots obstructing their path. Strange creatures watch from the shadows, and the air is thick with magic.

**Challenge:** Your team faces various challenges in their search for the rare herb, including navigating through dense undergrowth, avoiding traps set by the forest's guardians, and dealing with aggressive wildlife.

[the players will roll 1d20 + agility. if the player got 15+ they will manage to avoid traps. if not get trapped and receive 3 damage]

**Outcome:** After overcoming the challenges and dangers of the dark forest, your team finally finds the rare herb and returns to the wandering merchant to fulfill their end of the bargain.

# ONE SHOT STORIES

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End: The merchant is pleased with your team's success and rewards them with valuable information that will aid them on their main quest. Your team continues their journey through the dark forest, grateful for the assistance and ready to face whatever challenges lie ahead.

## Scene 6B: The Village Approach

Start: Your team approaches the village, which is in chaos as monsters wreak havoc.

Story: As your team approaches the village, they see villagers running towards them, screaming for help. The village is in chaos, with buildings destroyed and villagers fleeing in terror. The monsters are attacking everything in sight, and the HellHound is leading them with ferocity.

Villager: Monsters! Please, help us!

Decision Point: Your team must decide how to approach the village.

(A) Open Approach: Your team charges into the village, showing themselves as a strong force against the monsters. The villagers see your bravery and join the fight, emboldened by your example. The monsters are surprised by your boldness and are focused on your team, allowing the villagers to escape to safety. Your team's bravery earns you the respect and gratitude of the villagers.[the players will get -3 strength in the combat because they are frightened on how big the Hellhound is]

(B) Stealthy Approach: Your team decides to take a stealthier approach, sneaking through the outskirts of the village to avoid detection. They carefully observe the monsters' movements and gather valuable information about their numbers and positions. This approach allows your team to gather intel and plan their next moves without alerting the monsters to their presence.[the players will secure the first 2 turns of the combat]

Outcome: Depending on your choice, your team either enters the village boldly, inspiring the villagers and surprising the monsters, or they sneak into the village unnoticed, gathering valuable information to aid them in the upcoming battle. Either way, the villagers are grateful for your bravery and heroism, and peace is restored to the village once more.

## Scene 7B: The Final Showdown

Start: Your team enters the village, ready to confront the monsters and the HellHound.

Story: The monsters are wreaking havoc, and the HellHound's fiery presence looms large. The villagers look to your team with hope, knowing that their fate rests in your hands.

Challenge: The final battle begins as your team engages in a fierce fight against the monsters and the HellHound. The creatures attack relentlessly, forcing your team to use all their skills and abilities to survive.

## Combat:

- Wave 1 (Medium): The battle starts with a moderate wave of monsters, including 1 Spear Goblin and 2 Wrights. These monsters are relatively easy to defeat individually but can overwhelm your team in numbers. They're position are 2 side-by-side wright in the front and spear goblin the back.(3 steps away in front of your team)
- Wave 2 (Hard): After defeating the first wave, a tougher wave of monsters arrives, including 1 Sandstalker and 1 Large Ant. These monsters are more challenging to defeat and require careful coordination and strategy. They're position are side by side.(2 steps away in front of your team)
- Wave 3 (Boss Fight): Once the second wave is defeated, the HellHound enters the fray. The HellHound is a formidable opponent, with fiery breath and powerful attacks. Your team must work together to bring down the HellHound while dealing with the ongoing threat of the remaining monsters. (4 steps away in front of your team)
- Environmental Hazards and Traps: These hazards include collapsing buildings, flaming debris, and hidden pitfalls. Your team must navigate carefully to avoid these hazards while fighting off the monsters and the HellHound. [every 5 turns in combat, roll a 1d6. if 3+ dodge all of it. if not get 3 damage from flaming falling debris]

Defeat the Boss: When the Boss is defeated through its weak point(meaning, the players last hit in its weak point) they will roll 1d6. if player rolls 4+ they will get high value loot/item. if not they will get low value loot/item

Outcome: After a grueling battle, your team emerges victorious, having defeated the monsters and the HellHound. The villagers cheer, grateful for your team's bravery and heroism. Peace is restored to the village, and your team is hailed as saviors.