Numberless Mythical Lands

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INTRODUCTION

NUMBERLESS MYTHICAL LANDS is a TTRPG *with a Scenario* whose purpose is to be *solo-friendly*, that's why its ruleset is relatively light, freeing the player to focus on the adventure, but this system can be played in the traditional way with a Game Master and other players.

If you don't know what is a **TTRPG**: in a **T**abletop **R**ole-**P**laying **G**ame, you play with a PC (**P**layer **C**haracter) who usually is at a party, and this party goes to a series of adventures. In order to play it, dice are usually used, and the players make annotations on a sheet to keep track of their progress, conditions, and resources. For making the adventures, there is the **GM** (**G**ame **M**aster), who tells what is happening in the scenario, what are the obstacles, who are the enemies, reveals the mysteries when it's the moment, and the GM also controls the **NPCs** (**non-Player Characters**) that the PCs can interact with.

The players of a TTRPG play in a **Scenario**, that is a fictional world where the adventures happen. Most Scenarios are based on Medieval Fantasy worlds, but there are scenarios for dystopic futures, urban horror, contemporary worlds full of superheroes, wartimes based on the real life, etc. The Scenario that comes with this book happens in a fantasy world, where there are different civilizations in different stages of development; magic is a common thing, and there is different thinking species.

A TTRPG system can be expanded through **modules**, that are complements to the game. They can be adventures to be played; they can be some few rules that are not in the base system, but may be of interest of some players; they can bring new species/races, equipment, spells, etc.

In regard to the duration of the game, there is the **session**, that is uninterrupted period of playing the game. And here comes the scope, the adventure can consist in a **One-shot**, in which the whole adventure happens in a single session, or it can be a **Campaign**, in which the adventure happens in multiple sessions.

In the case of a **solo role-play**, the player plays alone. But how to play TTRPG without a GM, how the adventure will be generated, how the player will be surprised with unexpected outcomes? For this, there are the **game master emulators**, that I will explain in details in the next chapter "How to play this game".

The point of this book is not to present one more RPG system — this system rules of this game were literally built on top of another existing TTRPG system —, but to present a **free and open-source Scenario** that people can play with. It's also the idea that you can play other *mythical lands* from this universe, or completely different Scenarios, all through modules. For example, this book has a land to be explored, but will can acquire a module that brings a new land to explore, you still can use the ruleset, species, spells, equipment of this book, while you have adventures in the land described in another material. Obviously that if this new module has another Scenario, it may use other set of species, spells, equipment, etc., while keeping the same rules of this book.

The game rules were based on the SRD (Systems Reference Document) of *Worlds Without Number* by Kevin Crawford, but some simplifications and sensible changes were made, and some ideas were taken from the 5e's SRD. All materials here, including the images, are under a very permissive license, this is a completely open-source project. In regard to the Scenario, this one totally is a creation of mine.

HOW TO PLAY THIS GAME IN SOLO MODE

In order to play this game, you'll need:

- This book, obviously.
- A game master emulator. I recommend you **OGME**, that is free and open source like this book (you can find the link for download in the page 79), but you can use another one if you want.
- Dice of different types, more precisely: four-sided, six-sided, eight-sided, twelve-sided and twenty-sided dice, all of them. You may have only one of each type if you want, but having at least one more twenty-sided dice and two more six-sided would make your life easier.
- Paper and pencil to do the basic annotations.
- Optional: two notebooks: one reporting your progress, like an actual diary written in the first person by your character, you can write it while playing the game. And other to write down what changes you did in the world, villages saved, important enemies killed, alliances made, etc.

The dice that need to be used are represented by the required number of dice and the type of the die, so 1d6 means one six-sided die, 1d20 means one twenty-sided die, 2d10 means two ten-sided dice, and so on, if there is no number before the "d", it's assumed that it's only one die. You'll may need to do some very basic arithmetic operations with the dice, so something like 2d8+2 means two eight-sided dice plus two, or 2d6×10 that means the result of two six-sided dice multiplied by ten. The d100 can be emulated by 2d10, in which one ten-sided die represent the tens and the other one represents the units. The d2 can be emulated through the d4, in which you divide the result by 2 rounded up, while the d3 can be emulated through the d6, in which you divide the result by 2 rounded up.

You start by creating the character that you'll play with (the process can be seen in the page 7). He or she can be a warrior, a mage, an alchemist, a thief, an assassin, whatever you want, this game allows you to create your own class according to the skills you choose. You also choose the species of your character. If your character will have magic abilities, you can consult the spells on the page 31, and if he or she will have some trait like a biological feature, curse, or blessing, you can see the list in the page 38 if the process of character creation allow it.

You can play with one character, or you can play with a party in which you control two or more characters. If you play with only one character, it's recommended that you make a stronger one; in the process of character creation, there is an option to make your lone character have better attributes. If you play with a party, keep in mind that you'll have more characters to manage, what can be tiresome for some people, but it also can be fun; a form of reducing the work of party management, is to simplify the stats of the other characters by using the mechanic of Companions that you can see in the page 15.

Learn the rules, that start in the page 16.

You character (or party) is put in an open world Scenario. You can go whatever you want to have adventures, but how does it work? It's in this moment that the **Game Master Emulator** enters in the scene, it's a set of mechanics that allow you to play a TTRPG without a GM. A game master emulator usually has an *oracle* and a number of *random tables*. You're a not obliged to use all tools of a game master an emulator, they are just tools that are there to help you to have fun, use what works for you.

Let's start with the **Oracle**, its function is to answer your questions with a "yes" or a "no": *are there monsters in the room behind this door? Does this chest contain treasures, or a trap? Is any suspicious sound*

coming from the isolated cabin? You usually get the Yes/No answer by rolling a die, the Oracle will tell you how the system works, they usually are not just two answers, but have some variations. But keep in mind that you get the answer after you do the action, you'll only know whether there are monsters behind the door after you opened it, so when you consult the Oracle, it's assumed that you did the action.

Some people are happy with just an Oracle, but other prefer something more. There are the **Random Tables**, they can be about literally anything, type of building in a city, profession of a character, color of something, description of an object, reaction of a group of people found in the wild, psychological or physiological state of a character, what is the current weather, etc. They are tables with a series of elements, these tables indicate which die you need to use to randomly select an element. For example, a table of foes have 6 elements (i.e., six different types of enemies), and it indicates the use of a 1d20. You roll a twenty-sided die, let's say you get 7, you see the table and notice that the monster "Swamp witch" is selected by the range of results 5–8, so a swamp witch will appear in your adventure. The fun part of random tables is that when they give something strange for your context, you are "forced" to make an interpretation to fit it in the story you're playing, *this is the fun part*, and what brings surprise in your gameplay.

Another important feature that random tables can use is the combination of two or more tables. For example, a table of 20 elements is combined with other table of 20 elements, and another one of 6 elements, what can give you 2,400 possible combinations. It's very fun to integrate the result in the narrative of the game, use your imagination to make an interpretation that is minimally logical for the context of the game.

Things can be more interesting; there are random tables that implement a mechanic inspired by the works of Emmy "Cavegirl" Allen called **Depthcrawl**. These tables present more entries than the die can reach, like a table that requires a six-sided die, but has 8 entries; in order to have any chance of selecting these "extra" entries, the players must have had increased the value of a **Depth-** variable — may be a different Depth- variable depending on the table —, that starts with 0, and has its value increased when players do something *before* reaching to the situation that require the "Depth random table". For example, after reaching a certain place, meeting a determined NPC, or getting a specific item or information, you have the value of the variable Depth-X increased from 0 to 2, so when you get yourself in the situation you need use the "Depth-X random table" — let's say it has 8 entries that requires a six-sided die —, you roll a 1d6+Depth-X, so you can only possibly get the values from 3 to 8, the entries 1 and 2 cannot be selected anymore, but you get access to the entries 7 and 8; however, if you didn't get the Depth-X variable before, you'll only have access to the entries from 1 to 6, even if you get the Depth-X variable increased *after* the use of the random table, the variable will be useless because the random table already was used, unless there is other Depth-X random table, so note down the values of these variables anyway.

The Scenario of this book have random tables scattered in its pages for the context of the fictional universe presented in this book, like location features, events, special item s, etc., but for more general topics, you'll still need a game master emulator with random tables.

When you have a situation that is generated, it cannot be forgotten. For example, you get in a new location, and you are asked to use a random table to define the features of this place; once you define the features of the place, it cannot be changed by the same random table; let's say you get in a new area, and the random table defined that there is a hut with a feast happening inside it, so that place always will have this hut because this is a "permanent" element, but the feast may end few hours later you first encountered it, but you can do changes in the "permanent" elements, like burning the hut down and building a fortress in its

place. You can apply this reasoning for other things too, events may open or close doors, if a random table calls for a NPC that is dead, you must either reinterpret the result or roll the random table again.

You may still be confused about **controlling everything**, even the enemies that want to harm you, how to be impartial? Think yourself as an impartial judge, you have your character(s) that will try to succeed in the adventure, and the *game master emulator* will generate the enemies and other obstacles. If the enemies have an advantage, you're obliged to make their moves in a way that they use this advantage, even if it means that your character(s) may die, and you lose all the progress.

Always use the **common sense**, this is the key of everything. You see an interesting item in a shop, but you have not the money to buy it. If you don't mind in taking things without the owner's permission, you can try to steal it. If you succeed and are not caught, the shopkeeper sooner or later will miss the expensive item, and call the watchmen and fellow shopkeepers to be alert if they see someone using the stolen item. If you get caught in the act of stealing, the shopkeeper (or their guard if they have one) will attack you, and everybody in the surroundings will know you're a thief, unless you silence the witnesses. You can use the game master emulator to see whether you get a slightly different outcome, like the shopkeeper instead of handing you over to the sheriff, the shopkeeper blackmail you do to dirty services for them.

The world is full of problems; you get the **quests** ★ by interacting with people that have problems to be solved. If you're not good in creating dialogues between you and the NPCs, I suggest you to make the conversations in third person, so instead of saying *"Good morning, Miss Cornwell, I heard that Ethan is missing, can you tell me what happened? I am a friend of him"*, you can simply say *"I approached Miss Cornwell, greeted her, and asked her where is her brother Ethan, because he is my friend"*.

In order to make the game more organic, you can break the information you get in

conditions, relations, and **objectives** of characters, factions, and places, it will help you to manage the agents of the game. **Conditions** define the state, whether a character is wealthy or poor, healthy or sick, their role in society; whether a faction is influential or irrelevant; whether a place is unsafe or peaceful, and so on. In regard to the **relations**, they define what an entity is to another, a place may be the loved home of a person, two characters may hate each other despite of even being relatives, someone may be member of a faction, etc. The **objectives** are self-explanatory, they are divided in long-term objectives and short-term objectives, they help to define the motivations of the character or faction. The details of conditions, relations, and objectives that are initially presented may be true or false, and some new or corrected information may appear as you advance in the adventure. There is a sheet in the appendix at the page 83 in which you can write all of this information.

Let's visualize the use of conditions, connections, and objectives in an example. You reach in a village and you see that the condition of this place is *"sacked, partially burned, and with its girls kidnapped"* (places can have conditions and connections too). In there, you meet a warrior that has the condition *"hurt"* — he cannot rescue his daughter *(a relation)* — and he also has a too young *son (another relation)*, he has the objective *"desperately get his daughter back"*. You're the player here, always assume that context will give you the opportunity to do the mission in a form or another, so it's reasonable that the warrior will swallow his pride and ask you for help, he promises to pay you with some coins of gold — and you can get some more in the bandit's hideout. You accept the mission and go to the bandit's hideout; if you want to add more emotion, you can use the game master emulator to determine whether the warrior's young son will follow you (one more thing for you to worry...). If the mission is succeeded (you may fail, you may join the bandits, everything may happen!), the

village will eventually be reconstructed, you'll have a bond with the warrior and his family.

You'll travel in different lands, but how to travel? In a macro level, you see hexes that represents a distance of 6 miles (30 kilometers).
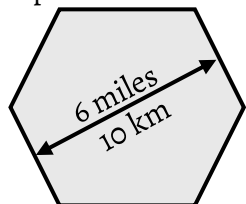
Inside these hexes, there are points of interests. In the example of the following image, we have three hexes from a hexmap, there are the hexes 05.03, 05.04 and 06.04. You'll notice that there are some letters inside the hexes, they are points of interest. For example: the letter "h" from the hex 05.04 is called "05.04 'h'", while the letter "h" from the hex 06.04 is called "06.04 'h'", this is how you differentiate them.
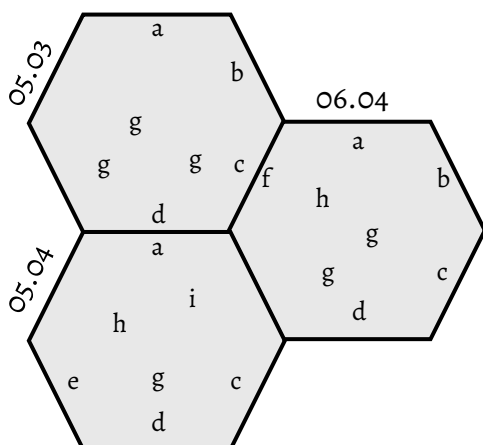
Let's say you are in the hex 05.04 at the point "g". If you want to go to the hex 06.04, you'll need to travel from a point to another; you fist need to go to the hex 05.03, through the passage from the point 05.04 "a" to the point 05.03 "d" because there is no direct route from the hex 05.04 to the hex 06.04, maybe because there is an impassable mountain, or a wide and deep abyss. But you can try to be creative, if you still want to travel from 05.04 to 06.04, you can try to travel from the point 05.04 "i" to the point 06.04 "h", but you'll need something very special to do so, like flying, but you'll need to percuss all of this distance at once, that's why that you'll need to take a longer route in most cases.

Inside the hexes, you may find the same letter appear more than once in the same hex because they can have the same range of things, they will usually require the use of a random table to determine what is in them.
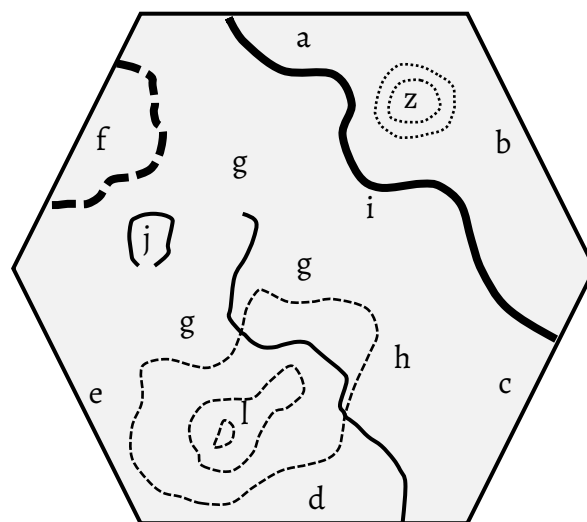
Look at the previous image, let's analyze it. The average distance between a point to another is 1 mile (2 kilometers). The points "a", "b", "c", "d", "e" and "f" always let you travel to another hex, so if you don't see some of them, it means that either there is no adjacent hex, or there is a barrier between the hexes. There is a river passing in the hex that you can cross at the point "i". The point "l" is over an elevated terrain, you can see that because of the contour lines defining the layers, each layer adds 300 feet (100 meters) of height to the landform, that can be a hill. The point "z" is in a sunken terrain — it can be a depression or even a crater —, that you can see thanks to the contour lines, but different from an elevated terrain, these have dots instead of traces, that's how you can tell the difference You cannot go directly from the point "d" to the point "h" because there is a barrier preventing the travel between these two points, maybe this barrier is some sort of wall, but context will tell what is it. The point "j" is surrounded by something, perhaps it's a hamlet surrounded by a wall, but there is a small passage; tis point "j" probably will have its own minimap with its own points. You also cannot travel to the points "a" and "b" from other points without passing through the point "i" because there is a river as barrier, unless you have a special ability to cross wide and deep

rivers, that are dangerous. The point "f" is surrounded by a shallow river that you can cross by foot.

It's you who brings the complexity to this world. You reach in a village and it has some homes, an inn, some shops, and a manor house. They may have some NPCs with their own problems to be solved by you, but most of them will be blank boxes that can be filled by you. Use your preferred game master emulator to fill these places, maybe you can generate an NPC in a simple nameless house that will provide uncountable hours of adventure. You to a military encampment with 1d10 soldiers, if you want to do anything against them, you can sneak their place at night, that probably will have only a few soldiers awake, ask your Oracle whether there is any soldier that should be keeping watch, but it's sleeping.

Everything is a bit vague, full of gaps. You meet an NPC, and there is few information about them, it's on purpose, you generate their stories when you meet them. When you play this game in a first time, a certain NPC can be your ally, if you do a new play — so an alternate reality —, you can have a completely different relationship with the same NPC.

You'll fight many foes, when you defeat them, you may get something to loot, but for knowing that you'll need to read the chapter "Treasures and Rewards" I the page 65. About opponents that can cast a spell or have a special trait, if nothing is stated, this enemy can only use this ability four times in a day.

In regard to NPCs: if you incapacitate or steal from them, keep in mind that you don't use the tables from the subchapter "Treasures and Rewards" to calculate the amount of wealth you can get from the NPCs, but you deduce what they have based on their descriptions and context; you always can use a game master emulator to help in this task.

You can use this method for getting other items from monsters and other foes too. If you kill a wolf, you can collect its earth, flesh, fur, et., you'll not going to have a list of possible items that a

monster can "drop" when defeated, you use the common sense to determine what more you can get from them.

Have a good game!

CHARACTER CREATION

In the Appendix, there are some models of sheets for writing information about your character(s). There is a model with focus in a single character (page 80), and alternatively there is a model in which you can write information of four characters in a single sheet (page 81). They may help you in the process of creating your character(s). Even if you have no way of printing copies of the sheets, you have a model that you could handwrite in a blank paper, what will help you in organizing all information.

ATTRIBUTES

A character has six attributes ranging from 3 to 18:
Strength (STR): dictates the brute force, their physical capacity, how much the character can lift, carry, push, pull, or anything else that needs strength.
Dexterity (DEX): how much the character is skilled, their speed, and ability to do manual tasks.
Constitution (CON): defines the endurance.
Intelligence (INT): determine the capacity of learning and memory
Wisdom (WIS): reflects the capacity of making judgment, intuition, and noticing things.
Charisma (CHA): determines the aptitude for social interactions, how charming it's the character, their capacity to attract attention, and to command others.

Strength, dexterity, and constitution are **physical attributes**, while intelligence, wisdom, and charisma are **mental attributes**.

You must define the score of each of these attributes for your character; but before doing so, take in consideration the type of character you want to create. There are three ways of distributing the points:

- If you're playing without a party: Assign the numbers 18, 16, 15, 13, 12, and 7 to each attribute without repeating them.

- If you have a party of at least three members: Assign the numbers 14, 12, 11, 10, 9, and 7 to each attribute without repeating them.
- With or without a party, roll 3d6 six times and distribute the results among the attributes

According to the attribute scores, you can gain **attribute modifiers** that work as bonuses or penalties in different situations.

ATTRIBUTE SCORE	MODIFIER
3	−2
4–7	−1
8–13	0
14–17	+1
18	+2

THE PARTY

If you're playing solo with a party, you have two ways of dealing with all the PCs:

- You can have a full sheet for each character, or you can use the model that can fit four characters in a single sheet if you want to save papers.
- Managing complete PCs may be tiresome, you can instead have companions with reduced information to manage, you can see more details in the chapter Companions.

SKILLS

The skills are the learned abilities of a character; they have five levels:

SKILL LEVEL

Level-0	Competent
Level-1	Professional
Level-2	Veteran
Level-3	Master
Level-4	One of the best of the world

These skills are used in skill checks, situations that is not certain that the character can

succeed or not in the task, it will be better explained in the Skill Checks subchapter at the page 16. When you acquire a skill that you already have, this skill increases its level in +1; for example, you have the skill Survive-0, if you select Survive again, you'll have Survive-1, or if you have Convince-3, and you get the Convince skill again, you'll have Convince-4. The level-4 is the highest one, you cannot have a skill in the level-5 and beyond.

Some skills will require a specialization; this requirement can be since certain level or from level-0. The Craft skill is the best example, you must indicate what kind of thing you can create and repair already at the level-0, like buildings, ships, food, potions, etc. You can have abilities to build different categories of things, you can be a veteran mason (Craft(Construction)-2), but you also can be reasonably good at the kitchen (Craft(Cuisine)-0). Each specialization has its own evolution, so if want acquire a new Craft skill, you can choose a new specialization starting at level-0, or increase the level of a skill you already have. Some specializations may admit ramification, you can start knowing Craft(Blacksmithing)-0, and later divide this level-0 skill to two level-1 related specializations, like Craft(Weaponsmithing)-1 and Craft(Armorsmithing)-1, but a new branch that originates from other one can only start at the level-1, so if you have Craft(Blacksmithing)-2, you cannot branch it out to Craft(Weaponsmithing)-3, you'll get Craft(Weaponsmithing)-1.

Here is the list of skills:
Administer (INT): Keep an organization running smoothly, scribe things well, plan out logistics, identify incompetent or treacherous workers, analyze records or archives, or otherwise do things that an executive or middle-manager would need to do.
Connect (CHA): Find or know people who are useful to your purposes, make friendships or social acquaintances, know who to talk to get favors or services, and call on the help or resources of organizations you belong to. Connect covers your ability to find the people you need, though convincing them to help may require more than this.
Convince (CHA): Persuade a listener that something you are saying is true. Naturally, the more implausible the claim or more emotionally repugnant it is to them, the more difficult it is to persuade them. Furthermore, how they act on their newfound conviction is up to them and their motivations, and may not be perfectly predictable.
Craft (DEX): Competence for building and repairing artefacts, ships, buildings, and also perishable things like bombs (explosive), food (cuisine), poisons, potions (alchemy), etc. This skill can also be used to analyze how certain thing was made. *When this skill is selected, you must choose an area of knowledge since level-0. Suggestions:*

Alchemy	*Dyes*	*Musical Instruments*
Ammunition	*Enchantments*	*Poisons*
Armorsmith	*Explosives*	*Scrolls/Inscriptions*
Artefacts	*Furniture*	*Ships*
Bags/Containers	*Gadgets/Devices*	*Traps*
Blacksmithing	*Leathers*	*Weaponsmith*
Construction	*Jewelry*	
Cuisine	*Mount Equipment*	

Some of these abilities can be acquired with other skills, like Shoot that allow you to make basic arrows, but a character with Craft(Ammunition) can make better arrows.
For crafting magical objects, you must have Magic skill too.
Exert (STR/DEX): Run, swim, climb, jump, labor for long periods, throw things, or otherwise exert your physical strength, stamina, and coordination. Even a character with poor physical attributes might have a good Exert skill reflecting athletic training and expertise in making the most of their available talents.
Heal (WIS): Treat wounds, cure diseases, neutralize poisons, diagnose psychological health issues, and otherwise tend to the wounds of body and mind. The Heal skill cannot cure lost hit points directly, but it's a vital skill in stabilizing Mortally Wounded allies or ensuring clean recovery.
Know (INT): Theorical understanding of some topic; for example, you may know a lot about ships, but you may not know how to navigate in it. You

can have the knowledge of a topic that already has its own skill, like Pray, but a character who only has Know(Theology) just knows the theory, like the researcher of a religion they are not part of, but a character with the Pray skill not only have theorical knowledge about religion, but they have also the practice. Everything must be analyzed with context, because in a situation that requires practical action, just theorical knowledge is better than no knowledge at all; for example, a character tries to sail a boat, but they don't have the Sail or Know(Navigation) skills, in this case is automatic failure, but if they had at least Know(Navigation)-1, they could at least do a skill check with a penalty of −1, but with just Know-0 you still can do the skill check, but with the penalty −2; these special penalties are only for cases that involves abilities of other skills like Sail and Craft, but for other topics like History, Folklore, Psychology, you use the normal rules for skill checks. At level-0, you are just like an "amateur polymath", but since level-1 you must choose a topic, here are some suggestions:

Agronomy	Demonology	Military
Anatomy	Ecology	Natural science
Anthropology	Folklore	Planar Studies
Astronomy	Geology	Political Science
Bestiary	History	Psychology
Botany	Literature	Theology
Cartography & Geography	Meteorology	

You can also use this skill to learn a specific language.

Lead (CHA): Inspire others to follow your lead and believe in your plans and goals. Manage subordinates and keep them focused, loyal, and motivated in the face of danger or failure. A successful leader will keep their subordinate's faith and confidence even when reason might make the leader's plan appear questionable at best.

Magic (INT): General knowledge about magic, and ability for doing magic or dealing with magical artifacts.

Notice (WIS): Notice small details, impending ambushes, hidden features, or concealed objects. Detect subtle smells, sounds, or other sensory input. Notice cannot be used simply to detect a lie, but keen attention can often discern a subject's emotional state.

Perform (CHA): Sing, act, dance, orate, or otherwise perform impressively for an audience. Compose music, plays, writings, or other works of performance art. Most performers will have a particular field they excel at, though polymaths might exist if the PC's background is appropriate for such versatility.

Pray (INT): Perform the clerical rites of your religion, and be familiar with the gods, demons, and taboos of major and minor faiths, and identify iconography and persons of religious importance. Pray also helps you know the state of local faiths and the important persons in their hierarchies.

Punch (STR/DEX): aptness for unarmed fight. *For Puch-0, you are simply competent at unarmed fights, but from Punch-1 and beyond, the character must choose a specific martial art.*

Ride (DEX): Ride an animal, drive a cart or carriage, or otherwise deal with land transportation. This skill also includes competence at mount care and tending, basic cart or carriage repair, judging good horseflesh, and other skills appropriate to a beast-rider of whatever society the PC comes from.

Sail (WIS/DEX): Sail or repair a ship, build small craft, navigate by the stars, read sea weather, manage sailors, and otherwise conduct the business of a professional mariner. This skill may apply to more esoteric means of vehicular travel in some societies.

Shoot (DEX): Fire a bow or crossbow or throw a hurled weapon. Maintain ranged weaponry and fletch arrows. *From level-1, you must choose the improvement for a type of weapon.*

Sneak (DEX): Move silently, hide in shadows, avoid notice, pick pockets, disguise yourself, pick locks, defeat traps, or otherwise overcome security measures.

Stab (STR/DEX): Fight with melee weapons or throw a hurled weapon. Maintain and identify weaponry. *From level-1, you must choose the improvement for a type of weapon*

Survive (WIS): Hunt, fish, navigate by the stars, mitigate environmental hazards, identify plants and wildlife, and craft basic survival tools and shelter. A PC's Survive skill is most pertinent to the environments in their background, but the basic principles can be applied in all but the most alien environments.

Trade (CHA): Buy and sell at a profit, identify the worth of goods or treasures, deal with merchants and traders, find black-market goods and services, and know laws regarding smuggling and contraband.

Trait: This is a very special skill, this is a thing that either the you must be born with, or you acquired in a complex form. It can be the ability to see in dim light that is common in your race, or it can be the capacity to expel poison that you got after an unscrupulous doctor installed a venom gland in your body. You can see the list of traits in the page 38.

Work (DEX/INT): This skill is a catch-all for any profession that might not otherwise merit its own skill, such as a painter, lawyer, farmer, or herdsman. *From level-0 you must choose a profession.*

You must think in a background for your character that justifies the skill, a character who has Ride and Stab can be a knight, other one with Administrate and Lead may may be a competent and respected lord, and another with Stab and Craft(Poison) may be an assassin.

Common sense is necessary when using the skills, everything requires context. A character has the skill Craft(Ship) because he is a ship builder, but he cannot use this skill to repair an alien space ship.

If you do a check for a skill you don't have, you either cannot do that action or you do the skill check with a penalty of −1. If the character tries to move silently within the shadows without being detected, but she doesn't have the skill Sneak, they does the check with the penalty, but if a character tries to sail in a boat, but they don't have the skill Sail, they cannot even do the action, it will be an automatic failure.

In the moment of the creation of a character, you cannot make them have a level-2 skill, you can either have three different level-0 skills, or a level-1 skill with another level-0 skill.

You don't choose the Skill in this moment; you may get a Skill in the moment you choose a *Species*, you'll get one Skill when you choose a *Class*, and you'll choose two more in the *Final Steps*!

If you want to see details about Skill Points, go to the page 25.

SPECIES

There are three base sentient species: humans, dwarves, and alfars. Some species can present bonuses or penalties, pay attention for each one of them.

They come in different sizes, the standard is the size 3 of humans, elves, and elven orcs. Halflings, orcs of halfling origin and dwarves are in a middle term, they are of 2-size. And there are the gnomes and goblins, whose size is 1. Being in a smaller size has its disadvantages, 1-sized characters cannot use two handed (2H) and long (L) weapons — you can learn more about traits of weapons in the page 30 — but there are its benefits, like fitting in places where characters of bigger sizes could not enter.

ALFARS

This is by far the most numerous species, their variability is so expressive that many believe that the variants of alfars are completely different species. The different subspecies of alfar have their own names: elves, orcs, gnomes, goblins, nymphs, fairies, among others; and these subspecies present a lot of variation of appearance. The only common trait between the alfars are the almond shaped eyes, just a protuberance in the place of the nose, and the pointy ears.

Alfars have a special affinity with magic, but that's a double-edged sword; alfars have a bonus of +10 of mana points (MP), but they usually have weaker bodies.

Elves

Elves are slender and have big eyes. They prefer to make their homes within carved big rocks, to build them over giant trees, or even by magically merging trees for building their houses.

They are the beings that have the biggest natural lifespan, living almost two hundred years, but tend to stay in the same profession for the whole life.

Here are the bonuses and penalties for the attribute modifiers for this race:

STR: −1	**DEX:** +1	**CON:** −1
INT: +0	**WIS:** +0	**CHA:** +0

Gnomes

Gnomes are one of the smallest sentient beings, they are about the height of a grown man's knee. They are curious and inventive creatures. The fragility of their bodies is compensated by their aptitude for magic and invention

Gnome communities are very magical, their houses are small like their owners and colorful, but despite the inoffensive appearance of gnome's settlements, they are protected by complex magic. Their lifespan is similar to the elves.

STR: −3	**DEX:** +1	**CON:** −3
INT: +1	**WIS:** +0	**CHA:** +1

Gnomes have both skills Magic and Craft. For the Craft skill, the recommended specializations are Artefacts or Construction.

Since they are small, they cannot use weapons with the following features:
– Two handed melee weapons
– Large bow

Halflings

Halflings are smaller versions of elves, being half the size of an average human. They're hairy and have eyes in a normal size for human standards;

Their villages are in very hidden places, inside deep forests or in the middle of deserts. For some reason, they tend to have a good relationship with humans, there are even some halflings communities in human towns. Halflings live as much as humans.

STR: −2	**DEX:** +1	**CON:** −1
INT: +0	**WIS:** +1	**CHA:** +0

Halfling are good at hiding, so they naturally have the skill Sneak.

Since they are small, they cannot use weapons with the following traits:
– Two handed melee weapons
– Large bow

Orcs

Orcs were elves or halflings that were affected by the Corruption, losing their self-control; beyond the mental degeneration, their eyes become red, skins turn grayish with visible red veins, they also lost their special affinity to magic, but become stronger. These beings do not like to go out when the sun is in its peak, but a hat or hood make the sun tolerable for them. The playable orcs are the individuals that were recovered by someone or some group, they keep the most visible corrupted physical features, but their eyes come back to normal and the red veins disappear. Recovered orcs face huge discrimination, even from the alfars of the same tribe, so they usually only get some

sort of support of who saved them, like resourceful kins, or specialized groups in saving alfars from Corruption. It's not uncommon that unscrupulous factions recover these alfars to work for them as slaves, minions or prostitutes.

Here are the bonuses and penalties for the attribute modifiers for the corrupted — or ex-corrupted — elves:

STR: +1   **DEX:** −1   **CON:** +0
INT: −1   **WIS:** +0   **CHA:** −1

Orcs from halfling origin have these bonuses and penalties:

STR: +0   **DEX:** +1   **CON:** +0
INT: −1   **WIS:** +0   **CHA:** −1

Orcs have the Trait-0 skill, that brings the ability Darkvision.

Goblins

Goblins are exactly like the orcs, so all the observation made for orcs serve for them, but they are from gnome origin, so they are much smaller.

Here are their bonuses and penalties:

STR: −2   **DEX:** +1   **CON:** −2
INT: +1   **WIS:** +0   **CHA:** +0

Goblins have the Trait-0 skill, that brings the ability Darkvision.

Since they are small, they cannot use weapons with the following traits:
– Two handed melee weapons
– Large bow

Dwarves

Dwarves are creatures of extremes, they either live in halls deep in the ground, or on the tallest mountains. They are natural builders, they can make the most beautiful jewelry to the most robust buildings, so the character receives the skill Craft-0. You must choose the specialization for the Craft skill, the most recommended ones are Construction and Blacksmithing.

They are the exact opposite of alfars, their affinity with magic is low, but they still can use magic, although they have a penalty of starting with negative mana points (−10). The direct effects of magic — no matter if it's against them or in their favor — are halved, you can see more details in the page 31.

The basic physical features of the dwarves are the good amount of hair in their faces and chest, their small eyes are too round, they don't have noses, they are always stocky, and their backs have tough skin to the point that some subspecies have some proto-plates. Thanks to their bodies, they have +1 in the Constitution modifier, but it's their nature to be, and they have few expressive facial expressions, so they have −1 in the Charisma modifier.

Craft(...)-0   +1 Constitution
-10 mana points   −1 Charisma

Humans

Humans are the second most numerous sentient species. In comparison to other races, they don't have intrinsic advantages or intrinsic disadvantages, however they are the only species that seek to expand their presence over the globe, they are natural explorers, while the other species tend to stay in their place of origin.

The average human heigh **varies** from 5 to 6 foot tall (1.50 m to 1.80 m tall), and a normal human live less than a century.

Humans give no bonuses or penalties.

CLASSES

This is a game has three different base classes from which you can customize your character; they have generic names because you can build anything from them, like the base class Fighter from which can be built a warrior, a barbarian, a martial artist, and so on; or the Magic-user that can give origin to a wizard, witch, sorcerer, necromancer, etc. You can mix features, you can have a mage who knows how to fight with their fists, a mercenary who has talent for medicine, a thief that makes use of a lot of magic, and so on.

Here are the basic classes with their respective tables of progression:

Fighter: receives the skill Stab-0 or Punch-0. In regard to magic, Fighters can learn only Arts (level-0 spells), even if a Fighter get Magic in level-1 or beyond. This is also the only class that can use the Shock damage from weapons. This is the ideal base class for warriors and barbarians.

LEVEL	HIT DICE	ATTACK BONUS
1	1d6+2	+1
2	2d6+4	+2
3	3d6+6	+3
4	4d6+8	+4
5	5d6+10	+5
6	6d6+12	+6
7	7d6+14	+7
8	8d6+16	+8
9	9d6+18	+9
10	10d6+20	+10

Magic-user: receives the skill Magic-0 for free. Magic-uses can be anything related to magic: mages, wizards, witches, sorcerers, necromancers, healers, clerics, elementalists, etc.

LEVEL	HIT DICE	ATTACK BONUS
1	1d6−1	+1
2	2d6−2	+2
3	3d6−3	+3
4	4d6−4	+4
5	5d6−5	+5
6	6d6−6	+6
7	7d6−7	+7
8	8d6−8	+8
9	9d6−9	+9
10	10d6−10	+10

Adventurer: can choose any skill. Adventurers can learn only level-1 and level-2 spells. This is the ideal base class for spellswords, paladins, thieves, rangers, bards, etc.

LEVEL	HIT DICE	ATTACK BONUS
1	1d6	+1
2	2d6	+2
3	3d6	+2
4	4d6	+3
5	5d6	+4
6	6d6	+5
7	7d6	+5
8	8d6	+6
9	9d6	+6
10	10d6	+7

In the first level, you got the maximum value of the HD with the Constitution modifier for the **HP** (Hit Point). For example, a warrior whose Constitution modifier is +1, will get 9 HP (6+1+1), while a mage with a modifier 0 will get 5 HP (6−1+0), don't forget in taking in consideration your species bonus or penalty. For the subsequent levels, you sum the result of the hit dice and its bonuses and penalties to the previous HP value. If, after all the calculations, your HP is 0, remake your character.

In this moment, you record the **attack bonus** of your class.

After defining the class and HP, you **choose two more skills** (except Trait!) for your character. You can choose the same skill defined when you

chose the species and class, but no skill can end in the level-2 or beyond at the end of the character creation. For example, your character is a human and you chose the Magic-user base class, so you have the skill Magic-0 from the class, you can choose the skill Magic again to have Magic-1, but the next skill must be different, you cannot have Magic-2 in this moment.

For those who got Magic-1, you get two level-1 spells if you're Adventurer, or 4 level-1 spells if you are a magic user, all of them without cost. A magic user who starts the game only with Magic-0 gains 4 Arts for free, while other classes get only 2.

FINAL STEPS

Roll 3d6 × 10 to get the number of **silver coins**, and then go to the **Equipment** chapter (page 26) to buy the items. You cannot buy the weapons with an asterisk.

There is the *optional rule* of **encumbrance**, if you want more realism. You can see more details in the page 26.

Record the **AC (Armor Class)** of your character that is determined by the armor and shield you're wearing and Dexterity modifier.

Record the **Saving Throws**:
- **Physical:** 15 minus the better of the Strength or Constitution modifiers
- **Evasion:** 15 minus the better of the Intelligence or Dexterity modifiers
- **Mental:** 15 minus the better of the Wisdom or Charisma modifiers
- **Luck:** 15

Record the Mana Points (MP): the maximum amount is defined by 10 × INT modifier plus 10 × Magic skill level; you record to the current amount, that is the same of the maximum number at the beginning of the game. If the intelligence modifier is 0, the character gets 1d2 of mana points, but if the modifier is negative, the character gets 0 of mana points. Every time you reach a new level of the Magic skill, you recalculate the amount of mana you have.

Your character is ready for the adventure, if you want information how your character reaches a new level, and what happens when it happens, consult the subchapter "Character Advancement" at the page 24.

Companions

Companions are characters that help the PC, they may be permanent or temporary members of your party.

The point of using companions is that instead of managing several characters with full sheets — what can be tiresome for some people —, you only deal with simple stats.

This chapter brings some basic stats of characters of different levels (levels that are defined by the HD), you just need to fill the blanks for generating your companions.

In order to understand what means each column, the explanations are in the page 40.

Companions	HD	MP	AC	Atk.	Dmg. and spells	Shock	Skill	Save
Level 1 Fighter	1	2	14a	+2	Great Sword (1d12)	2/AC 15	+1	15+
Level 1 Adventurer	1	4	13a	+1	Short Sword (1d6) Large Bow (1d8)	-	+1	15+
Level 1 Mage	1	30	10	+1	Staff (1d6) Fireball-1, Cure-1, Floating Light-Ball-1		+1	15+
Level 1 Healer	1	30	10	+1	Staff (1d6) Auto-cure-1, Cure-1, Ice Spike-1	-	+1	15+
Level 2 Fighter	2	2	14a	+2	Great Sword (1d12)	2/AC 15	+1	14+
Level 2 Adventurer	2	4	13a	+2	Short Sword (1d6) Large Bow (1d8)	-	+1	14+
Level 2 Mage	2	40	10	+1	Staff (1d6) Fireball-2, Cure-2, Floating Light Ball-2	-	+1	14+
Level 2 Healer	2	40	10	+1	Staff (1d6) Auto-cure-2, Cure-2, Ice Spike-2	-	+1	14+
Level 4 Fighter	4	2	14a	+2	Great Sword (1d12)	2/AC 15	+2	13+
Level 4 Adventurer	4	14	13a	+2	Short Sword (1d6) Large Bow (1d8), Fireball-1	-	+2	13+
Level 4 Mage	4	60	10	+2	Staff (1d6) Fireball-4, Cure-4, Floating Light Ball-4, Summon Armor	-	+2	13+
Level 4 Healer	4	60	10	+2	Staff (1d6) Auto-cure-4, Cure-4, Ice Spike-4, Unmake Curse	-	+2	13+

The Rules of the Game

As it was told in the Introduction, the ruleset of this game was built on the top of the SRD of Worlds Without Number, so most tables come from the cited SRD, and they have little or no modification, but there are some tables from the 5e's SRD.

The point of this system is to be light enough to facilitate a solo play. If you particularly miss some rule, maybe you can find it in book of the system Worlds Without Number.

Saving Throws

Saving throws are made by the roll of 1d20 to try get a value equal or higher than the value of the saving throw to resist or escape from the danger.

Physical: this one is for resisting physical and other biological harms, like poison. This saving throw is calculated by 16 minus the character's level and the highest of Strength or Constitution modifiers

Evasion: for situations that require fast reactions, like avoiding traps. This saving throw is calculated by 16 minus the character's level and the highest of Intelligence or Dexterity modifiers

Mental: it's a saving throw against mental attacks, or tests of self-control. This saving throw is calculated by 16 minus the character's level and the highest of Wisdom or Charisma modifiers

Luck: anything else that entirely depends on the luck, use this saving throw. This saving throw is calculated by 16 minus the character's level.

In the phase of character's creation, it calculated the value from 15 minus the best modifier — instead of 16 minus the modifier — because it already took in consideration the first level of the character, but if the character is in the level 4, and has +1 in Strength modifier and +0 in Constitution modifier (the Strength modifier is the highest, so this is the one to be took in consideration), they will have a Physical saving throw of 11 (16–4–1).

Skill Checks

Every time you need to do an action that is not certain that the character can succeed, you do a skill check. Only do a skill check if it is really necessary, if you're going to fry an egg and you have Craft(Cuisine)-0, a skill check is not be necessary.

In order to do the skill check, you roll 2d6, sum with the adequate skill level, and add the attribute modifier; the result must be equal or higher than the check's difficulty. If the character doesn't have the required skill, they have the penalty of –1.

Difficulty	Skill check
6	Simple task
8	Challenging
10	Difficult
12	Hard
14+	Very hard

Context determines the level of difficulty. If the party need to jump over an abyss from a side to another, but the distance between the sides is a bit wide, it can be considered challenging. Everybody will need to do a skill check for Exert *for the very same level of difficulty*: the warrior has exert-1 and the Strength modifier +2, so their skill check is defined by 2d6+1+2, while the mage doesn't have this skill and his Strength modifier is –2, so their skill check will be calculated by 2d6–1–2.

If the skill check is done by a group as a whole, use only one character with the highest required modifier to do the check for the entire group.

Advantages and Disadvantages

In certain moments, you may have something in your favor or disfavor. Here are two examples:

You must convince someone of something, but the other person is not so sure and is inclined to refuse, so the level of difficult is 10 for everyone.

You have Convince-1 and Charisma modifier +2, so the check you do is 2d6+1+2. Let's say that you, different from everyone, has an information that will help in your argumentation, in this case you have an advantage.

Other situation is that you are a level-1 character and you are attacked by a fireball; you must do Evasion saving throw, and you best modifier is Dexterity +1, so you must roll 1d20 and have a value equal or higher than 14. But there is an important detail in this case, you are in lower ground, so you are an easy target, you are in disadvantage.

One final example: you must walk silently in the dark without being detected. A skill like Sneak would be very helpful, but with or without this skill, if you're in a situation in which the guard is sleeping, you have the advantage. If you don't have the adequate skill, even in advantage you suffer the penalty of the lack of skill.

In any case, advantage or disadvantage, you roll an extra die, therefore you roll 2d20 in a saving throw, and 3d6 in a skill check. In an advantage, you must select the highest values, and in a disadvantage, you select the lowest values. Let's go back to our examples with their respective special conditions. When you try to convince a person, and you have an important information, you roll 3d6 and discard the lowest die. In the case you. In the case you are attacked in lower ground by a fireball, you roll 2d20 and discard the highest die.

This mechanic of advantages and disadvantages is applied to combat too that we are going to discuss in the next subchapter.

When the situation is even more extreme, no matter whether in you favor or not, you may add bonuses or penalties to the roll. For example, while in combat, if you go prone, ranged attacks have disadvantage against you, while melee attacks against you have advantage, but what about if it's you — who is prone — trying to do a melee attack? You can see that you have disadvantage, but this is an extreme situation, so you add a penalty of −2 to your attack roll.

COMBAT

When the combat starts, if you're not for sure what is the distance between you and the enemy, you can use the following table to decide:

d12	ZONES OF DISTANCE	
1	Very distant	90' (27 meters)
2–3	Distant	60' (18 meters)
4–11	Near	30' (9 meters)
12	Engaged	Within melee reach

While in combat, if you don't have the appropriate skill for your form of combat (Stab, Shoot, or Punch), you get a penalty of −2 in the hit roll.

Here are the descriptions of the distances:
Very distant: melee attacks are out of question, but ranged attacks can be done with a penalty of −2
Distant: it's not possible to do melee attacks, but ranged attacks can be done with no bonus or penalty
Near: it's still not possible to do melee attacks, however ranged attacks have a bonus of +1 in the roll of d20
Engaged: melee attacks can be done, and ranged attacks have a penalty of −2 in the roll of d20

COMBAT INITIATIVE

The combat is divided in rounds of 6 seconds in length. For determining which group starts first — whether the party of the players or the enemy group —, roll 1d8 plus the highest Dexterity modifier of the party. Both groups decide the order in which their members will attack.

If a group is taken by surprise, depending of the context, either the attacking group start the first round without the need of test, or the attacking group do a Sneaking check against the Notice check of attacked group.

COMBAT ACTIONS

Each character can do two main actions and one instant action:

Move (Main)

You spend a move action to run 30' (9 meters).

If the character is prone, their movement speed is halved.

In the case the character is engaged with the enemy, a Move action is considered an escape, and they will be vulnerable to the enemy, that can inflict damage without the need of a check.

Attack (Main)

If it's a melee attack, you use the Stab or Puch skills with the Strength or Dexterity modifier, what the weapon or style of fight allows. If it's a ranged attack, you use the skill Shoot with only the Dexterity modifier. If you using magic, check what that magic in specific requires. If the character doesn't have the needed skill, they have a penalty of −2 in the 1d20 roll.

Roll 1d20, and then sum the result with skill level (or penalty) and adequate modifier.

After the Attack is done, the character cannot use any Main action.

Total Defense (Main)

The character gives total focus to the defense, so no Attack action can be done in this round. Their AC gains +2 of bonus while in this position.

Throw object (Main)

The character throws a weapon or any object to the enemy; when this action is done, the item is no more in the possession of the character, but the item can be recovered if the context allows it. In order to do this attack, the character must do a check as if he or she were doing a ranged attack.

Even if the item is a weapon of the melee type, the damage is the standard one of the weapon, but, in this case, there is no Shock. For normal objects, an attack check is only permitted if the object can actually can do some damage, and the damage is 1d2.

Screen ally (Main)

The character moves to be adjacent to an ally; all attacks directed to the ally goes automatically to your character. Your character cannot do any other action beyond the Move Action. Every time your character defends the ally, one action of your character is spent, so if the character defends the ally twice in the round, he or she cannot do any other movement, what includes the action of defending the ally.

Disengage (Main)

The character moves a zone away from the enemy, but it costs two actions.

The player has the option to spend only one action with Disengage, but the character will be vulnerable, so the enemy will have the option to make a damage without checks.

Go prone (Main)

The character goes prone. Ranged attacks against them have disadvantage melee attacks have advantage. If the character decides to stay in this situation in the next round, they must spend two move actions to do a single move.

Stand up (Main)

The character goes up.

Reload weapon (Main)

The character reloads the crossbow or bow, but if the character has at least Shoot-1, this action becomes Instant.

Drop item (Instant)

The character simply drops an item that is in his or her hands. If the item is inside a bag, or tied in a part of the body, this action becomes Main.

Pick item (Main)

The character picks an item.

Use item (Main)

You use an item, it can be drinking a potion, using a scroll, or anything. If you have the item already in hands (Readied), this action becomes Instant.

Shock

Characters of the class Fighter have a special ability, even if they fail in the check with a melee weapon, they can do some damage depending on the AC of the target.

Some melee weapons have a value of Shock such as "Shock 2/15", that means that if, in a missed attack, the target has the AC of 15 or less, it still can receive a damage of 2 points.

If the Shock doesn't indicate the AC, like in "3/-", it means that the Shock damage is done no matter the AC of the target, unless the foe is immune to Shock.

A shield allows the bearer to negate the first Shock in a round.

Shoving and Grappling

For shoving, the attacker must do a successful melee attack that does no damage. The target goes prone, falling at a distance of x meters in which x is the attacker's attack bonus.

For grappling, the attacker must do a successful unarmed attack, and both hands must be free. In this situation, both attacker and target cannot move. Next round the roll attack must be done again to see whether is able to keep the victim immobilized.

It's assumed that both characters are human-sized. For shoving and grappling larger target, there is a disadvantage.

Dual-wielding weapons

In order to a character use two weapons at the same time, it's necessary that the relevant skill (Stab or Shoot) is at least in the level-1, otherwise it's applied a penalty of –2 in the checks. With the relevant skill at the level-1, the penalty is –1 because wielding two weapons is still difficult, but from level-2 and beyond, no penalties are applied.

In case of success of the check, it's applied the damage of one weapon with the bonus of +2.

Execution Attack

When a character doesn't expect an attack, you can make an execution.

A ranged attack is made with a Shoot skill check; the executioner needs a full minute of preparation with no disturbance. The difficult is 6 if the target within 2 meters, 8 if within weapon's normal range, and 10 if within weapon's long range.

A melee attack is made when the executioner is within melee range.

If hit, the target must do a Physical saving throw with the penalty equal to the executioner's combat skill (Stab, Punch, or Shoot). If the target fails in the saving throw, their HP is reduced to 0, in the case the target has a success, they still will get the maximum damage of the weapon.

Attack roll modifiers

Situation	Mod
Shooting at a distant prone foe	Disadvantage
Attacking an adjacent prone foe	Advantage
Melee attacking while prone	Disadvantage –2
Your target is past your bow or thrown weapon's normal range, up to its maximum long range.	Disadvantage
The target is at least half behind cover	–2
The target is almost completely in cover	–4
Making a thrown attack while in melee	Disadvantage –2
Throwing a weapon while in melee	Disadvantage –2
Shooting a bow or crossbow while in melee	N/A
You are shooting at a target you can't see but you know where they are.	Disadvantage –2
You are shooting at a target you can't see and don't know their exact position	N/A

INJURY AND HEALING

When the HP of a character reaches to 0, it means that he or she is Mortally Wounded and can die within six rounds if no healing is provided. A character in this state cannot do any action, and has AC equal to 0. If the character is attacked again, it's instant death.

To stabilize the wounds, an ally must do a Heal check with the difficult of 8 plus the number of full rounds since the wounded character fell, but if the healer doesn't have a healing tools or spells, the difficult increases by 2.

Once the character is stabilized, he or she regains 1 point of HP after 10 minutes of resting.

Keep in mind that if the attack the character suffered was too severe, the death ins instantly. For example, a character can survive from an arrow, but not from a fall of 300 feet (90 meters).

FALLS

If the character falls from a high place, they get a damage of 1d6 for each 10 full feet (3 full meters) of fall.

DEAFNESS

A blinded character get disadvantage in initiative rolls.

BLINDNESS

A blinded character get disadvantage in initiative rolls, a penalty of −2 attack rolls done with disadvantage, a penalty of −4 and in the AC.

BURNS

If the character receives a burning attack, like a breath of fire, spell, or weapon in fire, if the damage is less than half the total HD of the character, the victim only receives the normal damage, but if it's higher than the half of the maximum HP, roll 1d6 to know the condition of the hit target:

d6	CONDITION
1	The burns take half of the maximum HP, and the attack bonus is halved rounded down
2–5	The attack bonus is halved rounded down
6	The character got luck and only took the normal damage

If the attack took all the character's HP, they will become incapacitated.

When the character receives a treatment, it takes 1d6 minutes for the character get their normal stats back.

PARALYZED

If the character got paralyzed, they cannot do any kind of action, and their AC has a penalty of −10.

POISONS AND DISEASES

A poison or disease takes half of the maximum number of HP of the character, that becomes incapacitated even if their HP doesn't reach to 0. An ally can try to save the poisoned or sick character by using the Heal skill with the difficult of 10 for most poisons, or difficult 12 for worse poisons, this level of difficult is applied even to characters whose HP reached to 0.

Before getting poisoned or sick, the character can do a Physical saving throw to avoid the poison effects.

An antidote or medicine that revives the character brings them back with a HP of 1.

When the character receives a treatment (no matter if by an antidote or other healing process), it takes 1d6 minutes for the character be able to move again. Their maximum HP comes back.

Poisons are more dangerous than most diseases, so a poisoned character will die in 1d6 hours if they do not receive treatment.

SUFFOCATION

Characters can fight or do any action with no problem for one round per point of Constitution score; if the score of the Constitution is not available, it can be considered 10 rounds. After all the rounds passes, and the character still is

suffocating, it starts receiving damage equal their level in each round.

NATURAL HEALING AND MANA RECHARGE

For each good night in a comfortable and secure place, the character regains the number of HP and mana equivalent to their level if they are well fed, so a level 4 character regains 4 points of HP and mana per good night. If the conditions are not good, the character recovers nothing.

EXPLORATION

The exploration is done through hexes when in broader areas, and in points of interest while in smaller areas. This game use both the **hexcrawl** (in which you travel through hexes in a hex map) and the **pathcrawl** (in which you travel through points of interest).

When you travel to a hex — the standard is that each hex represents a distance of 6 miles or 10 kilometers — , you must check whether this hex has a map with points of interest, if so, you are redirected to a certain subchapter that describes a specific place; in this moment, you'll be traveling through a pathcrawl system that is inside a hex, and the only way to leave this hex to another one is traveling through the points of interest until you reach a point that will redirect you to another point in another hex, or directly to another hex without points of interest.

MOVEMENT

In this subchapter there are tables describing how long it takes to travel certain distances in different types of terrains. The maps of the lands are usually represented by hexes, and a hex may have or have not points of interest.

If the hex doesn't have points of interest, you use the tables that distances traveled by minute, hour and day. If the hex has points of interest (i.e., you travel from a point to another inside the hex), you use the tables "Time to travel 1 mile or 2 kilometers".

You'll notice some contradiction in the conversion to meters, in which a table says that 1 hours of travel covers 1.5 km, but the other table says that 2 km of travel requires 1 hour. It's because some abstraction had to be done to simplify the game, especially because two different systems of measure are being used in this book.

PLAINS OR SAVANNAS

PACE	PER MINUTE	PER HOUR	PER DAY	EFFECT
Fast	400 feet	4 miles	30 miles	−5 for
	125 meters	6 km	50 km	Notice
Normal	300 feet	3 miles	24 miles	—
	90 meters	5 km	40 km	
Slow	200 feet	2 miles	18 miles	Can use
	60 meters	3.5 km	30 km	Sneak

PACE	TIME TO TRAVEL 1 MILE OR 2 KILOMETERS
Fast	15 minutes
Normal	20 minutes
Slow	30 minutes

LIGHT FOREST OR DESERT

PACE	PER MINUTE	PER HOUR	PER DAY	EFFECT
Fast	300 feet	3 miles	24 miles	−5 for
	90 meters	5 km	40 km	Notice
Normal	200 feet	2 miles	18 miles	—
	60 meters	3.5 km	32 km	
Slow	100 feet	1 mile	8 miles	Can use
	30 meters	1.5 km	12 km	Sneak

PACE	TIME TO TRAVEL 1 MILE OR 2 KM	EFFECT
Fast	20 minutes	−5 for Notice
Normal	30 minutes	—
Slow	1 hour	Can use Sneak

DENSE FOREST OR RUGGED HILLS

PACE	PER MINUTE	PER HOUR	PER DAY	EFFECT
Fast	250 feet	2.5 miles	20 miles	−5 for
	75 meters	4 km	32 km	Notice
Normal	150 feet	1.5 miles	12 miles	—
	45 meters	2.5 km	20 km	
Slow	50 feet	0.5 miles	4 miles	Can use
	15 meters	800 m	6.4 km	Sneak

PACE	TIME TO TRAVEL 1 MILE OR 2 KM	EFFECT
Fast	24 minutes	−5 for Notice
Normal	45 minutes	—
Slow	2 hours	Can use Sneak

SWAMP OR MARSH

PACE	PER MINUTE	PER HOUR	PER DAY	EFFECT
Fast	200 feet	2 miles	16 miles	−5 for Notice
	60 meters	3.5 km	25 km	
Normal	100 feet	1 mile	8 miles	—
	30 meters	1.5 km	12 km	
Slow	10 feet	0.1 miles	0.8 miles	Can use Sneak
	3 meters	160 m	1,280 km	

PACE	TIME TO TRAVEL 1 MILE OR 2 KM	EFFECT
Fast	30 minutes	−5 for Notice
Normal	1 hour	—
Slow	10 hours	Can use Sneak

MOUNTAINS OR DIRE WASTELANDS

PACE	PER MINUTE	PER HOUR	PER DAY	EFFECT
Fast	100 feet	1 mile	8 miles	−5 for Notice
	30 meters	1.5 km	12 km	
Normal	50 feet	0.5 miles	4 miles	—
	15 meters	800 m	6.4 km	
Slow	5 feet	250 feet	0.4 miles	Can use Sneak
	1.5 meters	75 m	640 m	

PACE	TIME TO TRAVEL 1 MILE OR 2 KM	EFFECT
Fast	1 hour	−5 for Notice
Normal	2 hours	—
Slow	1 day	Can use Sneak

In the case that there is a road on the terrain, the characters can twice the distance, however the traveled distance cannot be higher than 3 miles (5 km) per hour. If the weather is bad, or there is mud, the distance that could be traveled falls to 50% of the original value; for example, the party is traveling in normal pace in a light forest, if it's heavily raining, the distance that can be traveled in an hour is 1 mile (1.5 km). In terrains covered with deep snow, the distance that could be traveled falls to 10% of the original value.

If mounted, the character can cover twice the distance. If the character is loaded, he or she travels in slow pace without the benefit of using Sneak.

DURATION OF THE DAY

At the Equatorial Zone

	SUMMER (SOLSTICE)	WINTER (SOLSTICE)	EQUINOXES
Day	12 hours	12 hours	12 hours
Night	12 hours	12 hours	12 hours

At the Tropical Zone

	SUMMER (SOLSTICE)	WINTER (SOLSTICE)	EQUINOXES
Day	13 hours	11 hours	12 hours
Night	11 hours	13 hours	12 hours

At the Temperate Zones

	SUMMER (SOLSTICE)	WINTER (SOLSTICE)	EQUINOXES
Day	14~16 hours	8~10 hours	12 hours
Night	8~10 hours	14~16 hours	12 hours

At the Polar/Artic Zone

	SUMMER (SOLSTICE)	WINTER (SOLSTICE)	EQUINOXES
Day	24 hours	—	Varies rapidly
Night	—	24 hours	Varies rapidly

LIGHT, DARKNESS AND TORCHES

There are three stages of environment lightening:

- **Bright light:** you can see normally. A normal sunny day in open space provides bright light, as well as torches, lanterns, illumination spells.
- **Dim light:** it's the shadows, a good example is the night bathed by the full moon. Unless the character has an ability to see in dim light, they got a penalty of −1 in attack rolls, and a penalty of +1 in saving throws.
- **Darkness:** nothing can be seen in this stage, like a night without moonlight, or inside an unlit dungeon. In this case, characters receive the condition of Blinded (see "Blindness" in the page 20), unless they got a source of light.

You can use a torch, lantern, spell or any light source to illuminate the environment. An

item used for illumination must be hold by an unoccupied hand unless it stated otherwise — you cannot hold a sword, a shield, and a torch at the same time —, but you have the option of hanging it — if possible — in your backpack, or putting the item somewhere and stay in the illuminated space with both of your hands free.

A **torch** can give bright light in a radius of 20-foot (6 meters), and beyond this space more 20-foot of dim light.

A **bullseye lantern** burns oil give bright light in a 60-foot cone (18 meters), with an additional of 60 feet (6 meters) of dim light. A **hooded lantern** illuminates a 30-foot radius bright light with an additional of 5 feet of dim light. The lanterns need oil as fuel, lasting 6 hours.

SUPPLIES

When traveling in the untamed wilderness, you must worry about **food**, **water**, **shelter**, and **fire**. If you're using the optional rule of encumbrance, the tables of this subchapter will show values of how much space an item occupies.

Each item of food and water is for one person in a day; the food can be anything. Fire is necessary to cook food, dry clothes, and keep you warm, you need to have at least Survive-0 to know how to make a fire a cook something on it. In regard to shelter, if you have Survive-0, you can make a shelter with branches if you are in a wooded area.

SUPPLY ENCUMBRANCES

TYPE	ENC
One day of food or water	1
One week of carefully-packed food	4
One night's load of fire fuel	4
One day's fodder for a horse or large beast	4
One day's fodder for a mule or small beast	2
Daily water for a large beast	8
Daily water for a small beast	4

The encumbrance of rations for one entire week is 4 — not 7 — because it is carefully packed. Once you open it, it will be disorganized, but when you pack it up, it will have 4 of encumbrance again. It will have 4 of encumbrance until you consume everything.

It's a good idea to travel with pack animals, the following table shows how much each animal can carry:

PACK ANIMAL AND PORTER LOADS

TYPE	ENC
Riding horse or warhorse, with laden rider	5
Riding horse or warhorse, pack only	20
Heavy pack horse	30
Mule or donkey	15
Professional porter	12
Two porters carrying a shared litter	30

In case of attack, the pack animals may panic and want to flee. You can use a Main move and try to do a Ride check with difficult 8 or more to calm the animal.

A butchered animal of the size of a horse can give 30 days of rations per person, while a butchered mule can give 15 days of ration per person. You can preserve the meat with fire and time, but will need at least Survive-0.

STARVING, THIRSTING, AND FREEZING

When you have some sort of privation, you cannot recover HP, in fact you lose HP per day like if you were taking damage:

CIRCUMSTANCE	DMG
First day without enough food	—
Consecutive day without food	1
First day without enough water	1
Consecutive day without water	2
First night without adequate shelter or fire	—
Consecutive night without adequate shelter or fire	1
Harsh night without shelter or fire	1

FORAGING

You can try to find food in the wild, for this you use the Survive skill. By default, it's assumed that you spend half a day foraging.

TYPE OF FORAGED TERRAIN	DIFF
Woodlands or areas of heavy vegetation	8
Mountains, scrublands, savannas	9
Deserts, badlands, or normal barrens	12
Grim wastes or barely human-survivable lands	14
A full day foraging rather than a half-day	-2
Each successive day foraging the same hex	+1

On success, 1d6 units of forage are found, plus the total Survive skills of the foragers. Those without even level-0 skill in it subtract 1 from the total found.

HUNTING

You can hunt by using traps, but you'll need the materials (like a rope) and preferably the Skill Survive, or you can hunt by using a ranged attack or spells, but you should have both Survive and the recommended skill for your attack, that is either Shoot or Magic. If you don't have the Survive skill, you got a penalty of –1, but if you try to hunt with a ranged attack and has none of the required skills, the penalties are cumulative, so –1.

For finding the prey and having success in killing the prey, you can use the table from Foraging to determine the difficult. But you use one of the following tables to select the hunted animal.

d6	WOODLANDS OR AREAS OF HEAVY VEGETATION				
1	Boar	3	Quail	5	Rat
2	Deer	4	Rabbit	6	Turkey

d6	MOUNTAINS, SCRUBLANDS, SAVANNAS				
1	Deer	3	Quail	5	Rat
2	Ostrich	4	Rabbit	6	Wild Sheep

d6	DESERTS, BADLANDS, OR NORMAL BARRENS				
1	Deer	3	Quail	5	Rat
2	Lizard	4	Rabbit	6	Snake

d6	GRIM WASTES OR BARELY SURVIVABLE LANDS				
1	Giant insect	3	Opossum	5	Snake
2	Lizard	4	Rat	6	Vulture

Here is the amount of food that each pray can provide:

ANIMAL	RATION PER PERSON
Deer	10 days of ration
Boar, ostrich	5 days of ration
Giant insect, lizard, opossum, quail, rabbit, rat, snake, turkey, vulture	1 day of ration

WANDERING ENCOUNTERS

Once per day, roll the table below to see if there is an encounter:

TYPE OF TERRAIN	CHANCE
Dangerous wilderness area	1 in 6
Area of civil unrest or heavy banditry	1 in 6
Ordinary trade road	1 in 8
Well-policed trade road	1 in 10
Borderlands or rural back country	1 in 8
Ordinary wilderness	1 in 8

You roll the corresponding die, if you get 1, there is an encounter. For example, you are in a well-policed trade road, you roll 1d10.

If there is an encounter, do a group skill check for the skill Notice to know which group notices the other first.

CHARACTER ADVANCEMENT

By default, you gain 3 Experience Points (XP) for each successful major adventure, for the simple ones you gain 2 or 1 XP. If you're playing a party, the XP is multiplied by the number of members of the party and must be divided equally; for example, your party has 4 members and you finished a great mission, the party gain 12 XP.

The following table shows the requirements for each level for two types of campaign: "fast" campaigns and "slow" campaigns. Since, by default, you are freely playing in an open world, the choice is usually the slow form.

LEVEL	FAST	SLOW	SKILL UPDATE
1	0	0	*Character creation*
2	3	6	+1 Update
3	6	15	
4	12	24	+1 Update
5	18	36	
6	27	51	+1 Update
7	39	69	
8	54	87	+1 Update
9	72	105	
10	93	139	+1 Update

Check the table of your class to see the benefits of the level advancements.

For all classes, you can update one of your existing skills every time you rise to a level of even number, as you could see in the previous table; but notice that it's only for updates of a skill you're already have, for getting a new one you must buy Skill Points (SKP).

SKILL POINTS

Skill Points (SKP) are used to buy skills. 1 Skill Point costs 2,000 sp, and for doing that, you need a tutor to teach you the new skill (the money is spent to pay for the tutor, the local of training, and necessary materials for your exercises). This method can be also used for advancing skills you already know, but you'll still need a tutor to improve your skill, or at least a very specialized place to train. So, for getting a new skill, you need to pay 2,000 sp, while for updating to the level-3, you'll need to pay 8,000 sp.

Here are the requirements for each skill.

SKILL LEVEL	POINT COST	MIN. LEVEL REQUIREMENT
0	1	1
1	2	1
2	3	3
3	4	6
4	5	9

You can use Skill Points for improving attribute scores, the first improvement costs 1 SKP, the second improvement will cost 2 SKP (doesn't matter whether it is for the same attribute or a different one), a third improvement will cost 3 SKP and so on.

EQUIPMENT

MONEY

For the sake of simplicity, the game assumes that all the money is based in coins.

COIN	CP	SP	GP
Copper (cp)	1	1/10	1/100
Silver (sp)	10	1	1/10
Gold (gp)	100	10	1

It's easy to interpret the previous table, 1 silver piece (1 sp) is equal to 10 CP (copper piece), 10 sp is worth 1 GP (gold piece), and 100 cp is worth 100 gp.

One silver piece (1 sp) is a typical laborer's daily wage.

The coins are just an abstraction of your money. If you want simplify the game, you can always convert the gold pieces to silver pieces when you get them, thus you have less types of coins to manage, while maintaining the same amount of wealth.

ENCUMBRANCE

This is an ***optional rule***. Encumbrance is a measure of how many items a party can hold, the number is measured by items, not weight. It's calculated by the Strength score, the score defines the number of **Stowed items**, and half this value defines the number of **Readied items**. With 11 of Strength, the character can carry 11 Stowed items and 5 Readied items.

The items of the market have their respective numbers of encumbrance, but if the party need to carry an item whose encumbrance is not specified in this book, you can use the following table:

GEAR	ENCUMBRANCE
Portable in a small pocket	0 (Any reasonable number can be carried)
Portable in one hand	1
Requires two hands to carry or use it	2
Requires a whole-body effort to haul it	5+
Dragging an unconscious teammate	12

Some symbols will appear in the Encumbrance column:

* the item is weightless in modest numbers

§ the item doesn't count for encumbrance while it's worn

the item can be bundled in units of three with the same encumbrance

MARKET

In this chapter as displayed items that you can buy. You visit this chapter when you create your character, and when you visit a shop while playing the game.

VARIED ITEMS AND SERVICES

Adventuring Gear

ITEM	COST	ENC
Arrows, 20	2 sp	1
Backpack	2 sp	1§
Boots	2 sp	1§
Candle	1 cp	*
Cart, one-horse	50 sp	N/A
Clothes, common	25 sp	1§
Clothes, fine	100 sp	1§
Clothes, noble	500 sp	2§
Cooking utensils	4 sp	1
Crowbar	4 sp	1
Firearm's bolts, 20	20 sp	1
Firewood, one night's fire	2 cp	4
Flask, metal, one pint	3 sp	1
Grappling hook	5 sp	1
Hammer or small tool	2 sp	1
Healer's pouch	5 sp	1
Iron spikes, 10	1 sp	1
Lantern, bullseye	10 sp	1
Lantern, hooded	5 sp	1
Mirror, hand	10 sp	*
Oil, one pint	1 sp	1#
Paper, 10 sheets	1 sp	*
Ration, one day	1 sp	1
Rations, one week	5 sp	4
Rope, 50'(15 m)	2 sp	2
Sack	1 sp	1
Shovel, pick, or similar tool	4 sp	2
Tinder box	1 sp	*
Torch	2 cp	1#
Waterskin, one gallon	1 sp	1
Writing kit	3 sp	1

Beasts and Transport

ITEM	COST
Horse, riding	200 sp
Horse, draft	150 sp
Horse, battle-trained	2,000 sp
Mule	30 sp
Cow	10 sp
Ox, plow-trained	15 sp
Chicken	5 cp
Pig	3 sp
Dog, working	20 sp
Sheep or goat	5 sp
River ferry, per passenger	5 cp
Ship passage, per expected day	2 sp
Carriage travel, per mile	2 cp
Rowboat	30 sp
Small fishing boat	200 sp
Merchant ship	5,000 sp
War galleon	50,000 sp

Gear Bundles

For having a more practical gameplay, there are some bundles with items that aren't weapons or armors, but that are useful for different types of characters. For example, the bundle Criminal tool can bring a reasonable number of lockpicks.

ITEM	COST	ENC
Artisan's Equipment	50 sp	5
Criminal Tools	100 sp	3
Dungeoneering Kit	200 sp	6
Noble Courtier Outfit	1,000 sp	2
Performer's Implements	100 sp	3
Wilderness Travel Gear	100 sp	5

Hirelings and Day Labor

Item	Cost/day
Bard of Small Repute	2 sp
Common Prostitute	2 sp
Dragoman or Skilled Interpreter	10 sp
Elite Courtesan	100 sp
Farmer	1 sp
Guard, ordinary	2 sp
Guard, sergeant, for every ten guards	10 sp
Lawyer or Pleader	10 sp
Mage of Minor Abilities	200 sp
Mundane Physician	10 sp
Porter willing to go into the wilds	5 sp
Porter only for relatively safe roads	1 sp
Navigator	5 sp
Sage, per question answered	200 sp
Sailor	1 sp
Scribe or Clerk	3 sp
Skilled Artisan	5 sp
Unskilled Laborer	1 sp
Veteran Sellsword	10 sp
Wilderness Guide	10 sp

Services and Living Expenses

Item	Cost
Impoverished lifestyle, per week	5 sp
Common lifestyle, per week	20 sp
Rich lifestyle, per week	200 sp
Noble lifestyle, per week	1,000 sp
One day in a bad inn	2 sp
One day in a good inn	4 sp
Magical healing of wounds	10 sp/hp*
Magical curing of a disease	500 sp*
Lifting a curse or undoing magic	1,000 sp*
Casting a minor spell	250 sp*
Bribe to overlook a minor crime	10 sp
Bribe to overlook a major crime	500 sp
Bribe to overlook a capital crime	10,000 sp
Hire someone for a minor crime	50 sp
Hire someone for a major crime	1,000 sp
Hire someone for an infamous crime	25,000 sp

* These services are rarely available, and need some special connections to get them. Some communities may not be able to provide these services

Armor

Light Armors	AC	Cost	Enc
No Armor	10	None	N/A
War Shirt	11	5 sp	0
Buff Coat	12	50 sp	0
Linothorax	13	20 sp	1
War Robe	14	50 sp	3
Pieced Armor	14	100 sp	2

Medium Armors			
Mail Shirt	14	250 sp	1
Cuirass and Greaves	15	250 sp	2
Scaled Armor	16	500 sp	3

Heavy Armors			
Mail Hauberk	16	750 sp	2
Plate Armor	17	1,000 sp	2
Great Armor	19	2,000 sp	3
Grand Plate	16	2,000 sp	3

Shields			
Small Shield	13	20 sp	1
Large Shield	14	10 sp	1

If a shield is equipped and the armor has an AC that is equal or better to shield's AC, the shield will give +1 bonus to the armor's AC. Other details about the shields is that small shield is made of metal and leaves the hand free, while the large shield is made of wood and it occupies the hand, that's why the small shield costs more.

Weapons

Weapon	Dmg	Shock	Attribute	Range	Traits	Cost	Enc
Axe, Hand	1d6	1/AC 15	Str/Dex	10'/30' (3 m/9 m)	T	10 sp	1
Axe, War	1d10	3/AC 15	Str	—	2H	50 sp	2
Blackjack	1d4	None	Str/Dex	—	S, LL	1 sp	1
Bow, Large	1d8	None	Dex	100'/600' (30 m/180 m)	2H, R, PM	20 sp	2
Bow, Small	1d6	None	Dex	50'/300' (15 m/90 m)	2H, R, PM	20 sp	1
Claw Blades	1d6	2/AC 13	Str/Dex	—	S	10 sp	1
Club	1d4	None	Str/Dex	10'/30' (3 m/9 m)	T, LL	—	1
Club, Great	1d10	2/AC 15	Str	—	2H	1 sp	2
Crossbow	1d10	None	Dex	100'/300' (30 m/90 m)	2H, SR, PM	10 sp	1
Dagger	1d4	1/AC 15	Str/Dex	30'/60' (9 m/18 m)	S, T, PM	3 sp	1
Dagger, Ceremonial	1d4	None	Str/Dex	—	S	200 sp	1
Firearm, Great*	3d10	None	Dex	600'/2,400' (180 m/730 m)	FX, SS, AP	10,000 sp	15
Firearm, Hand*	1d12	None	Dex	30'/60' (9 m/18m')	SS, AP	1,000 sp	1
Firearm, Long*	2d8	None	Dex	200'/600' (60 m/180 m)	2H, SS, AP, PM	4,000 sp	2
Halberd	1d10	2/AC 15	Str	—	2H, L	50 sp	2
Hammer, Great	1d10	2/AC 18	Str	—	2H	50 sp	2
Hammer, War	1d8	1/AC 18	Str	—	—	30 sp	1
Mace	1d6	1/AC 18	Str	—	LL	15 sp	1
Pike	1d8	1/AC 18	Str	—	2H, L	10 sp	2
Shield Bash, Large	1d6	1/AC 13	Str	—	LL	-	-
Shield Bash, Small	1d4	None	Str/Dex	—	LL	-	-
Spear, Heavy	1d10	2/AC 15	Str	—	2H	10 sp	2
Spear, Light	1d6	2/AC 13	Str/Dex	30'/60' (9/18)	T	5 sp	1
Throwing Blade	1d4	None	Dex	30'/60' (9 m/18 m)	S, T, N	3 sp	1
Staff	1d6	1/AC 13	Str/Dex	—	2H, LL	1 sp	1
Staff, Magical	—	—	Int	—	2H	100 sp	1
Staff, Small Magical	—	—	Int	—	—	100 sp	1
Stiletto	1d4	1/AC 18	Dex	—	S, PM	10 sp	1
Sword, Great	1d12	2/AC 15	Str	—	2H	250 sp	2
Sword, Long	1d8	2/AC 13	Str/Dex	—	—	100 sp	1
Sword, Short	1d6	2/AC 15	Str/Dex	—	—	10 sp	1
Unarmed Attack	1d2+Skill	None	Str/Dex	—	LL	—	—
Wand	None	None	Int	—	—	200 sp	1

The items with an asterisk (*) are not available in all shops, and cannot be bought during the character's creation.

All statistics from the previous table are self-explanatory, but the range column deserves an explanation. The first range is for the short one that has no penalty, while the second one is the long range that has a penalty of −2 to the hit roll.

Weapon's Traits

2H: Two Handed. The weapon requires two hands to use in combat. Ranged two-handed weapons cannot be fired effectively while an enemy is within melee range.

AP: Armor Piercing. This weapon ignores non-magical hides, armor and shields for purposes of its hit rolls.

FX: Fixed. The weapon is too heavy and clumsy to use without a fixed position and at least five minutes to entrench it.

L: Long. The weapon is unusually long, allowing melee attacks to be made at targets up to 10 feet (3 meters) distant, even if an ally is in the way. Even so, the wielder still needs to be within 5 feet (1.5 meters) of a foe to count as being in melee with them for purposes of forcing Fighting Withdrawals, disrupting large ranged weapons, or similar maneuvers.

LL: Less Lethal. Foes brought to zero hit points by this weapon can always be left alive at the wielder's discretion.

N: Numerous. Five of these count as only one Readied item.

PM: Precisely Murderous. When used for an Execution Attack, the weapon applies an additional −1 penalty to the Physical save and does double damage even if it succeeds.

R: Reload. The weapon takes a Main action to reload. If the user has at least Shoot-1 skill, the action becomes Instant

S: Subtle. Can be easily hidden in clothing or jewelry.

SR: Slow Reload. It takes a Main Action to reload this weapon.

SS: Single Shot. This weapon takes ten rounds to reload, and the reloading effort is spoiled if an enemy melees the wielder.

T: Throwable. While the weapon can be used in melee, it may be thrown out to the listed range as well, albeit it does no Shock in that case. Throwing a weapon while in melee applies a −4 penalty to the hit roll.

MAGIC

MANA

Mana is the magic energy within every minimally complex living being, it flows within the body in its own set of veins, apart from the blood.

There are individuals that are born with more or less mana, but everyone can train to fortify their mana veins through specific types of meditation.

Mana can also be stored in potions. The caster usually drinks the potion of mana to restore their mana, but if the caster already has the maximum of mana points, they can still complement their own mana by holding the mana potions in their hand (while the other probably is holding a staff) and cast the spell; after the spell is cast, the used content of the bottle disappears.

ENCHANTED ITEMS

Enchanted items are items with a spell imbued in them, if the item has a level-3 spell in it, it is a level-3 enchanted item. They are of single use, so when their magic is used: a potion has its content drunk, a scroll transforms into dust, and other item loses its magic effect permanently becoming ordinary items, unless the spell is imbued in them again.

The user does not need to know the spell, or have mana, but they need to have at least Magic-0 to use the enchanted item. With the enchanted item in hand, it's not necessary to have the Magic skill in the level of the spell, so a character with just Magic-0 can use a level-4 enchanted item.

MAGICAL ITEMS

They are similar to enchanted items with the difference that the magical items have permanent effects. Some examples are magical armors, weapons, and jewels.

For using such items, the user must have at least Magic-0 and the required amount of mana. A user with the level-0 Magic skill can use items imbued with higher level spells.

DWARVES AND MAGIC

Contrary to the alfars, dwarves have low affinity with magic, they don't become good magic-users, but in compensation *direct* magic has little effect on them. The effects are cut to half rounded up.

Here are some examples to illustrate: a cure restored half of the HP that it could do in a normal situation, no matter if the cure is being applied on the dwarf or by the dwarf; a fire ball — cast by the dwarf or cast against the dwarf — will cause half of the damage. It affects the range too, a dwarf who try to create a light ball will illuminate half if the area; a fireball cast by a dwarf will not only cause half of the damage, it will also have its range halved, but of course that a fireball cast against a dwarf will have normal range, it will only cause half of the damage.

But the effects of the magic are halved only if they are direct, a commanded animal or plant will cause normal damage to the dwarf because the effect is *indirect*.

For spells that have effects that cannot be measured by numbers and have no check or saving throw, the dwarven caster must do a Magic skill check with the difficult 7.

ARTS AND SPELLS

For learning new arts or spells, the character spends Skill Points (page 25) for learning them in the same way a Skill is learned: if the character doesn't know the art or spell, they need to learn from someone, but if the art or spell is already known, a tutor is not obligatory.

ART OR SPELL LEVEL	COST (SKILL POINTS)
Level-0 (Art)	1
Level 1	3
Level 2	6
Level 3	9
Level 4	12

Since arts are simpler, they don't require any tool to release them, but it's highly recommended to use a *magical* staff or wand to use a spell of level 1 or higher, otherwise half of the damage will affect the caster (no matter if the target was hit or not); since the magical staff is a two handed weapon, small people cannot use them, in this case they can use a small magical staff or even a wand. If the Magic level of the character is two levels above the spell, the character can cast it without tools.

If nothing is stated, it's only said that the target is **near** the target, the default reach of a spell that is just throw or have a defined target is 60 feet (20 meters), if the spell covers an area in form of cone — like the breath of fire of a dragon — , it reaches 30 feet (10 meters) with a width of 10 feet (3 meters) at the base of the "cone"; and if it inflicts an effect in the area where the caster is located, it covers a radius of 20 feet (6 meters).

The spells — and only spells, not arts — can be updated. If you have Magic-2, you can use a level-1 spell like it were in the level-2, or if you have Magic-3, you can use level-1 spells like level-3 ones and level-2 spells like it were in the level3; the effect is the sum of the cost and the effect. For example, a level-2 Fireball costs 10 MP and causes a 2d6 damage, while a level 3 Fireball costs 15 MP and causes 3d6 damage. If there is no damage or other effect calculated by dice, you sum the range, for example, the level-3 Floating Light Ball can illuminate a radius of 60 feet (18 meters). Even if you have a higher level of the skill Magic, you still can use the spell in a lesser level if you want to conserve mana.

The target of a spell must do an Evasion save unless the spell states otherwise.

LEVEL-0 SPELLS (ARTS)

Amateur Cure
Cost: 2 or 4 MP
Heals the target that is being touched by the caster by converting each 2 points of mana to 1 HP, so 4 points of mana can give 2 HP to a target. The caster cannot heal themself.

Light Ball
Cost: 1 MP
Creates a floating light ball that illuminates the area around the caster. The caster must "hold" the light ball with their hand, otherwise it will disappear. The ball can last 10 minutes

Energy veil
Cost: 1 MP
Creates a transparent veil of energy. It cannot resist mechanic attacks (a knife stab can pierce it), but can hold anything, even acid and lava. The maximum size of the veil is the distance of the caster hands when they are with the arms open.

Fire Arrow
Cost: 2 MP
Launches a blue fire projectile that causes 1d4 of damage.

LEVEL-1 SPELLS

Auto-cure
Cost: 10 MP
It gives d4 HP to the own caster. It doesn't require a staff.

Banishment

Cost: 4 MP

Inflicts a damage of 1d6 in undeads.

Beast Claws

Cost: 5 MP

The caster generates beast claws of energy in their hands, that can do 1d4 of damage, and can also be used to climb in things that a very skillful feline could climb. The effect lasts 10 minutes

Bless

Cost: 10 MP

Gives +1 Attack Bonus to target within near range for 10 minutes

Command Beast

Cost: 5 MP

Can control a beast (normal animal or non-thinking monster) of at most the level of this spell, but while in the control of the beast, the caster cannot do any other action, cannot even defend themself. If this spell is in the level-1, it can only command beasts of until 1 HD. The effect last until 1 hour. You must be in a distance of at most 30 feet (9 meters) from the beast to use this spell, the effect works automatically, the beast cannot try a saving throw. The beast can shove, grapple, and do execution attacks if it has a body that allows that.

Command Plant

Cost: 5 MP

Can make the vines and branches of small plants, shrubs, and small trees move at your command, but while in the control of the plant, the caster cannot do any other action, cannot even defend themself. The plant under the spell can attack using caster's bonus attack with a damage of 1d4 if the plant is big enough to do actual physical effects on another being. It can shove, grapple, and do execution attacks if its size allows. You must be at most 30 feet (9 meters) from the plant to make the spell work, and updates of this spell only increases the range, not the damage.

Cure

Cost: 5 MP

It gives d4 HP to a target that the caster is touching. It doesn't require a staff, and the caster cannot heal themself.

Detect Magic

Cost: 10 MP

Potions, scrolls, magical items, and magical traps near the caster is detected, their silhouettes appears in the vision of the caster

Drain Life

Cost: 10 MP

You drain 1d4 HP from the target you firmly touches

Energy Individual Shield

Cost: 10 MP

Creates a sphere or semisphere of energy around the caster. Any attack that goes to the caster is redirected to the shield that is destroyed instantly.

Extract Memories from the Dead

Cost: 10 MP

If the brain is still fresh (i.e. the person is dead no more than 24 hours), you can extract the memories of the dead that you need. You must touch the corpse.

Level-2: it works in corpses dead for less than a weak

Level-3: it works in rot corpses

Level-4: it works in skulls.

Holy Light

Cost: 10 MP

Creates a light around the caster that prevent undeads, corrupted ones and demons of touching the caster. This spell cannot be updated, and lasts 10 minutes.

Homing Little Stars

Cost: 10 MP

Launches energy projectiles that persecute the target — even if it's moving —, causing 1d4 of

damage, at level-1 only one projectile is created. Each new level creates a new projectile. The target does a saving throw for each projectile with a penalty of +3.

Ice Spike
Cost: 5 MP
Launches blueish ice imbued with energy in the format of stalactite to a target, causing 1d6 damage

Force Push
Cost: 10 MP
Pushes the target like in a melee attack, in which the attack bonus is +1, and the damage would be 1d8; since this is just a push, it doesn't do actual damage, se the subchapter "Shoving and Grappling" in the page 19 to know how it works. This spell can be used to perform checks that would require strength, like trying to open a door, it counts like the Strength modifier is +1.

Fireball
Cost: 5 MP
Launches a blue fire ball that causes 1d6 of damage

Floating Light Ball
Cost: 5 MP
Creates a floating light ball that illuminates the area around the caster and follows them autonomously. It lasts ten minutes and doesn't need to be "hold".

Pull Unanimated Object
Cost: 15 MP
An unanimated object can be pulled — quickly flying in the air — until the caster's hand. The object must be of a size and weight that the caster can hold in one hand

Resist Fire
Cost: 10 MP
The caster get immune to the burn effect of fire, but still get the damage

See Through Beast's Eyes
Cost: 5 MP
You can see what a best is seeing if it is under the spell *Command Beast*. You must within a range of 200 feet (60 meters) from the beast to this work. The effect is instant and the beast cannot do a saving throw.

LEVEL-2 SPELLS

Cure Disease
Cost: 25 MP
The caster touches the target to cure their disease if it is a relatively simple one.

Confusion
Cost: 20 MP
Causes mental confusion.in the target near the caster, it can have three outcomes, the effect lasts 20 minutes. Target do a Mental saving throw

d6	
1–2	Victim attacks whoever is around them
3–4	Victim run away
5–6	The victim falls to the ground convulsing

Detect Invisible
Cost: 20 MP
Anything that is invisible near the caster is detected, the caster can see the silhouette

Dispel Magic
Cost: 20 MP
Removes magical effect of an item that within melee reach. For example, a scroll or weapon loses its power, a magical trap loses its effect. But in the case of an item, it cannot be sued by another being in the moment

Dispel Spirit
Cost: 20 MP
Banishes spirit from the caster's plane. The spirit can do an Evasion saving throw

Grow vegetation

Cost: 20 MP

Make the vegetation around the caster to grow thick; grass become shrub, and shrubs grow to the size of medium sized trees. The only effect that this spell has on trees is making them lushier. This spell cannot be updated

Infect

Cost: 20 MP

Infects the target you're firmly holding with a disease that decreases the target's HP to half. The disease is not mortal and it disappear in a week, or it can be cured with the spell "Cure Disease". This spell cannot be updated.

Illusory Form

Cost: 20 MP

Creates a rudimentary illusion of being another person or thing; who is near can see it is an illusion; it only works for who is far away (i.e. in a distance of 120 feet or 36 meters).

Level-3: the illusion can fool who is at 60 feet (18 meters) of distance

Level-4: the illusion can fool who is at 30 feet (9 meters) of distance

Invisibility

Cost: 20 MP

Become invisible for 20 minutes

Lightning Bolts

Cost: 20 MP

Lightning bolts are launched to the target causing a damage of 2d4. The target can do an Evasion saving throw with a penalty of +1, and other beings and metallic objects 10 feet (3 meters) near both the caster and the target become targets of the lightning bolts.

Magical Darkvision

Cost: 20 MP

Level-2: The caster can see in dim light within 60 feet (18 meters).

Level-3: The caster can see in darkness within 30 feet (9 meters), and the other 30 are seen as it were dim light for some who doesn't have Darkvision.

Level-4: The caster can see in darkness within 60 feet (18 meters).

Purify Food and Water

Cost: 20 MP

Food and water are cleaned from any bacteria, fungus, virus, parasite, or toxic substance.

Rot Ray

Cost: 20 MP

Launches a green ray on the target near the caster, reducing the victim's Attach Bonus to 0. The target can try the Evasion saving throw.

Sleep

Cost: 20 MP

Put a target near you and unaware of your presence to sleep. The target can do a Luck saving throw, but even if they succeed in the saving thrown, they you not know your presence, but you'll not be able to cast this spell in this target for the next 24 hours.

Smooth Fall

Cost: 20 MP

No damage is received in a fall of 10 feet (3 meters)

Summon Spirit

Cost: 20 MP

Summons the spirit of a dead person. The spirit cannot physically interact with the living world; this spell is usually used to get information of the deceased person if the ghost agrees to share what they know.

Telekinesis

Cost: 20 MP

Can move an inanimate object with freedom if it is near the caster.

Unmake Simple Curse

Cost: 20 MP

Removes a prejudicial condition from the target, like paralysis, poison, or simple curses.

LEVEL-3 SPELLS

Cure Blindness

Cost: 35 MP

The caster touches the eyes of the target to cure their blindness. If the target doesn't have eyes anymore, it can be used eyes of another person or even from an animal

Cure Deafness

Cost: 35 MP

The caster touches the ears of the target to cure their deafness.

Energy Group Shield

Cost: 30 mana points

Creates a sphere or semisphere of energy around the caster and the characters adjacent to them. It can protect until 6 characters counting with the caster; updates of this spell will increase this number. Any attack that goes to the group inside the sphere or semisphere is redirected to the shield that is destroyed instantly.

Hold Being

Cost: 35 MP

The target near the caster is wrapped by invisible forces; the target can use the Physical saving throw.

Illusory Duplicates

Cost: 30 MP

The caster creates illusory duplicates of themselves, that can do different moves from the caster, but cannot physically interact with anything and disappear when attacked; the duplicates can last 30 minutes. This spell is more useful against enemies who attack at a long distance, because who is lesser than 60 feet (18 meters) away can tell the difference.

Level-4: In normal conditions, nobody can tell the difference

Raise the Dead

Cost: 35 MP

Raises a dead body to fight for the caster. The undead has an attack bonus of +0 and does the damage it could do in life, and must have some muscle to do the movements, so no skeletons. The raised person has no free will.

Level-4: can raise skeletons

Restore Body

Cost: 30 MP

Regenerates the body of a dead being, but for this is necessary the fresh body of a living being of the same species to transfer the healthy tissues to the corpse. The dead remains dead

Summon Armor

Cost: 30 MP

Generates an armor made of energy that weights nothing, and lasts for 30 minutes. It increases the caster's AC by +2

LEVEL-4 SPELLS

Decrease in Size

Cost: 40 MP

The caster can reduce their own size until 4 inches (10 centimeters) during 10 minutes. They can do the same for a target they touches, if the target' HD has half of the caster's HD.

Fly

Cost: 50 MP

A sphere is created around the caster alloying them to fly up until 10 feet (3 meters), and can cross a distance of 60 feet (18 meters). The caster can include one more person — or object of

volume and weight of an average person —, by the use of more 50 MP. The space travelled can be doubled if the caster uses more multiply the amount of mana required to transport the number of people inside the sphere. So, to cross 120 feet (36 meters) transporting two people including the caster, the spell will cost 200 MP.

Resurrect

Cost: 80 MP
Can actually resurrect a being, but the corpse must be in good state.

Summon Pawn

Cost: 40~160 MP
Creates an elemental being that lasts one hour if it is not killed or unmade by the caster before, it can be made of fire, air, water or earth. The caster can create a level lesser, average, or greater elemental, they cost respectively 40 and 80 and 160 MP.

RITUALS

For doing rituals, you need a **Ceremonial Dagger** instead a magical staff or magical wand, the **book** detailing the ingredients and the complex procedures, the **ingredients** themselves plus some **money** to buy some more basic materials.

Don't expect to find books of rituals in shops, you can get them directly from magic-users, in temples, in dungeons, or any place that makes sense to have such books.

You also must have the understanding that some rituals require some ingredients that only can be acquired in a controversial way, so if someone notices that you benefit from a ritual that required some sort of sacrifice, much probably you'll be hunted because of your wrongdoings.

CONSCIOUS LYCANTHROPY

Lycanthropy don't necessarily have to be a curse; it can be a blessing. This ritual allows you to transform into a lycanthrope without losing your conscience, but the people you turn into

lycanthropes by biting will not have their conscious when transformed.

You'll need parts of the animal you want to transform, if you want to become a werewolf, you'll need the parts of a wolf, or if you want to become a werebear, you will need parts of bears. You cannot become a lycanthrope of fantastical beasts, like dragons and griffons, neither living beings too different from you, like fungi.

The ritual must be done under the light of the full moon.

Ingredients:
- 1 young heart from a seventh child
- 5 skulls of the animal
- 2 furs of the animal
- 500 sp

CREATING ENCHANTED ITEMS

For creating a magical item, you must have the spell to imbue it to the item, a laboratory for creating them, and the necessary materials (bottles for potions, papers for scrolls, the weapon or armor that will receive the power, etc.).

If it's a liquid item like a potion (or even a gas...), you gather some ingredients that are covered in the money you'll spend, and you imbue the magic in the liquid. If it's a solid item like scroll or weapon, you do some inscriptions in the item and use some ingredients that are all covered by the money you spend.

It costs 1,000 sp for each level of the spell, and you'll need to do a skill check for Magic with a starting difficult of 7 plus half the spell level rounded up. For example, you want to make a scroll for the level 2 spell "Energy Group Shield", you'll spend 2,000 sp and do a skill check of difficulty 8. In case of failure, you lost the materials and the money spent, in case of success, you have one more item.

For creating potions of mana or healing, you must spend 500 sp for a potion that contains 4 MP or HP, or you can spend 1,000 sp for a potion that provides 8 MP or HP.

TRAITS

Traits are mechanically similar to arts and spells, but some traits may not require use of any sort of energy or ammunition to be used. They are biological features, curses, and blessings.

You must have the skill Trait to get traits, but to get this skill you must either be born with it, or get access to a very specialized doctor or magic-user that will implement it in you.

Level-0 traits are usually innate, i.e., the character is born with that ability. Traits since Level-1 are more complex, they are usually implemented in the individual, but can be innate in very special beings.

The number of non-innate traits that you can have it's defined by your Constitution modifier. For getting a non-innate trait, you must spend Skill Points acquired with money. You can remove a trait to add another one

TRAIT LEVEL	COST (SKILL POINTS)
Level-0	1
Level-1	3
Level-2	6
Level-3	12
Level-4	18

People usually implement traits in their bodies one level at time, but if you have no interest in adding a trait of lesser level, you can update the Trait skill without adding traits until you get the required level to get the trait you want. These updates without the addition of a trait are considered preparation of your body by the doctor or magic-user.

If nothing is stated, the default reach of something is 30 feet (10 meters), if the trait' effect covers an where the caster is located, it covers a radius of 20 feet (6 meters).

LEVEL-0 TRAITS

DARKVISION
The character can see in the dim light within 60 feet (18 meters).

SCAVENGER
The character can eat raw food and corpses with no risk of infection.

LEVEL-1 TRAITS

FELINE CLAWS
The character receives claws that allow them do to 1d4 damage and to climb places that a skilled feline could climb.

POISON GAS
From holes of the body, the caster launches poison gas from their body that poison who is within creature's area.

SPIT POISON
Creature has a venom gland, and once a day the creature can spit poison. The target can try the Evasion saving throw, if hit get the condition Poisoned.

LEVEL-2 TRAITS

EXTRA LIMBS
Creature has more limbs than usual, like a humanoid with an extra arm or a bird with two more legs. This trait grants one more opportunity of attack, so creatures that have the attack bonuses "+0", "+5", and "+7×2", will be updated to respectively "+0×2", "+5×2", and "+7×3".

Small Breath of Fire

Creature has gland of flammable liquid that when spit, receives the spark created by some feature of the creature's mouth; the damage is 1d4. The creature can breathe fire three times per day. The target can try the Evasion saving throw, if hit may get burned.

Level-3 traits

Breath of Fire

Creature has gland of flammable liquid that when spit, receives the spark created by some feature of the creature's mouth; the damage is 1d12. The creature can breathe fire six times per day. The target can try the Evasion saving throw, if hit may get burned.

Lesser Natural Armor

Creature is covered by something that grants to them a natural protection, giving 16 AC with no cost of encumbrance. The protection is usually made by scales, but can be anything like simply a harder skin.

Level-4 traits

Greater Natural Armor

Creature is covered by something that grants to them a natural protection, giving 19 AC with no cost of encumbrance. The protection is usually made by scales, but can be anything like divine protection.

MONSTERS AND FOES

This chapter brings a list of monsters and foes; they are divided in categories that presents different types of each enemy.

Here are the descriptions of the statistics:

Hit Dice (HD): is a measure of the creature general power — basically their level —, and each point of HD, it's a roll of 1d8 for Hit Points (HP), so a creature whose HD is 3, has a HP of 3d8. If there is the number "½", it means that the HP is calculate by 1d4 instead of 1d8. Some may ask a basic arithmetical operation, a HD of 1+2 means 1d8+2 HP. You will find some foes that admit some variation, a HD of 2~4 for example means that you may find a foe whose HP may be 2, 3 or 4 in this case, use the game master emulator do decide.

AC: Armor Class. When a creature has an "a" annotation in their AC, it means that the value comes from an armor.

Atk: the creature's attack bonus. It may come with a "×2" or "×3" notation that indicates that the creature can attack more than once in a single Main Action, directing all of them to a single target or to different ones. You will find some foes that admit some variation, am Attack Bonus of +(2~4) for example means that you may find a foe whose Attack bonus may be 2, 3 or 4 in this case, use the game master emulator do decide.

Dmg: the damage done in a successful attack. If the listing indicates a "Wpn", it does the damage of the weapon used by the foe, so before the fight, you must use the random table for weapons to select the weapon of the foe. When no weapon is involved, there will only be the damage value, in this case you use your common sense to define what is the kind of attack of the enemy, the damage value is just an *abstraction* of their attack, that can be bite, scratch with claws, kick, headbutt, tail whip, etc., a wolf is most likely to attack you with a bite or even scratch than with a tail whip.

Shock: Shock damage, see page 19 for more information

Move: It's the distance that the creature does with a single move. For foes that can fly, there are two speeds, one when they are in land, and the other when they're flying; both measures are separated by the slash punctuation. For example, "30'/80' (9 /24 m)", in which 30' (9 m) is the speed when the creature is on land, and 80' (24 m) when it's flying.

ML: it's the creature's morale score. When the creature's HP reaches 50% and 25% of its maximum value, roll 2d6. If the result is greater than its morale score, the creature will retreat, surrender, or do anything to safely get away.

Inst: it's the creature instinct score. When confused or infuriated, the creature surrenders to its instincts instead of acting with prudence. For testing the Instinct, roll 1d10, if the result is equal or less to the Instinct value, the creature loses an amount of their rationality.

Skill: the creature Skill's bonus for any skill checks it makes. If the creature is proficient in anything, it adds the bonus to the 2d6 skill check, otherwise it has +0 of bonus or even apply a penalty if the task is difficult for the creature

Save: the creature's Saving Throw, it is applied for all contexts, Physical, Evasion, Mental, and Luck

HOW TO GENERATE FOES

The tables of the monsters only show general statistics. You don't know, for example, which weapon or spell the enemy may use, you use the random tables to select them.

The tables of the monsters and foes already bring the type of your adversary. For example, the table of humans have entries like "Peaceful human", "Warrior Baron", and "Great Warrior King", you can take them literally, or you can use only their stats. For most humanoid enemies, there are only "villager", "fighter", "adventurer", "magic-user", and maybe something else.

ANIMALS

Animals have the most different behaviors, but since they are non-thinking beings, they only attack if they feel threatened or they see you as food.

d20	ANIMALS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	Antelope	2	11	+2	1d6	—	80' (24 m)	7	6	+1	14+
2	Bear, black	4	13	+6	1d6	2/13	40' (9 m)	8	6	+1	13+
3	Bear, grizzly	5	13	+6	1d8	2/13	40' (9 m)	8	6	+2	13+
4	Bear, polar	6	13	+6 x2	1d8	2/13	40' (9 m)	9	6	+2	12+
5	Boar	3	12	+4	1d6	1/13	50' (15 m)	7	6	+1	14+
6	Crocodile	2	13	+6	1d8	2/13	30' (9 m)	8	6	+1	14+
7	Deer	1	11	+1	1d4	—	80' (24 m)	6	6	+1	15+
8	Direwolf	3	13	+6	1d6	2/13	50' (15 m)	8	6	+1	14+
9	Dog	1	12	+2	1d4	—	50' (15 m)	7	6	+1	15+
10	Eagle	2	12	+2	1d4	1/13	10'/160' (3 /48 m)	7	6	+1	14+
11	Elephant, African	9	13	+6	2d8	3/13	50' (15 m)	7	6	+1	11+
12	Elephant, Asiatic	8	13	+5	2d8	—	40' (12 m)	7	6	+1	11+
13	Elk	3	11	+2	1d6	—	80' (24 m)	7	6	+1	14+
14	Jaguar	4	13	+5	1d8	2/13	70' (21 m)	8	6	+1	13+
15	Lion	5	13	+6 x2	1d8	2/13	50' (15 m)	8	6	+2	13+
16	Moose	4	13	+5	1d10	1/13	80' (24 m)	9	6	+1	13+
17	Rats (swarm)	1	10	+1	1d6	—	20' (6 m)	5	6	+1	15+
18	Snake	1	10	+1	1d4	—	30' (9 m)	7	6	+1	14+
19	Tiger	6	13	+6 x2	1d8	2/13	50' (15 m)	8	6	+2	12+
20	Wolf	2	12	+2	1d6	1/13	60' (18 m)	7	6	+1	15+

The vast majority of the animals don't require observations, just use your common sense to determine how they are going to behave.

Snakes can be venomous or not, roll 1d6 to do a check, if the result is 3 or less, the snake is venomous.

ARTIFICIAL LIFE

Some mages like to play the creators, and they make things with their own will. Automatons, golems, living statues, it's all mage's creations with some or no mechanical parts, but all made with prohibited magic.

Automatons are dwarven creations that rely a bit on mechanical parts. They have a magical core that gives them autonomy, but their movements are helped by complex gears, that why automatons are the ones that require less mana to function.

Golems are made from a single material, that can be a metal, wood, flesh, stone, or anything else. For making one of them, it's necessary the infusion of someone's soul, that voluntarily donors their spirit to protect something for the eternity or until their new body destroyed.

Living statues are similar to golems in the sense that they are made from a single material, but they don't require a soul to be made. Due to their low complexity, they can do only basic movements.

d20	DWARVES	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1–3	Automaton, Humanlike	2	13	+2	Wpn	Wpn	30' (9 m)	12	3	+1	14+
4	Automaton, Laborer	2	15	+2	1d6	1/13	30' (9 m)	12	3	+1	14+
5	Automaton, Military	4	18	+5	1d10+2	4/15	30' (9 m)	12	3	+1	13+
6	Automaton, Warbot	10	20	+12×3	1d12+5	7/-	40' (12 m)	12	2	+2	10+
7	Golem, Ambar	10	13	+11×2	2d10	2/15	60' (18 m)	12	2	+2	10+
8	Golem, Bone	8	17	+10×3	1d6	1/15	40' (12 m)	12	2	+2	11+
9	Golem, Bronze	19	19	+20	3d10	4/15	80' (24 m)	12	1	+3	5+
10	Golem, Clay	11	13	+13	3d10	4/15	20' (6 m)	12	2	+2	10+
11	Golem, Flesh	9	10	+11×2	2d8	2/13	30' (9 m)	12	2	+2	11+
12	Golem, Iron	17	24	+18	4d10	5/15	10' (3 m)	12	2	+3	7+
13	Golem, Stone	14	15	+16	3d8	4/15	10' (3 m)	12	2	+2	8+
14	Golem, Wood	2	12	+2	1d8	1/13	40' (12 m)	12	3	+1	14+
15–16	Living Statue, Crystal	3	15	+4	1d6	1/13	30' (9 m)	12	3	+1	14+
17–18	Living Statue, Iron	4	17	+5×2	1d8	1/13	10' (3 m)	12	3	+1	13+
19–20	Living Statue, Rock	5	15	+7×2	2d6	2/13	20' (6 m)	12	3	+	13+

Humanlike automatons are domestic servants of rich dwarves, they usually fight unharmed, but there is a chance you find one armed with a dagger or hand firearm.

d12	WEAPONS FOR HUMANLIKE AUTOMATONS				
	Unharmed		Dagger		Firearm
1–9	Dmg: 1d4	10–11	Dmg: 1d4	12	Dmg: 1d12
	Shock: -		Shock: 1/15		Shock: -

Laborer, military and warbot automatons have varied formats, the ones suitable for their kind of work with their own categories, but the vast majority resembles spheres with many tentacles.

Ambar golems resemble to felines, like lions, jaguars, tigers, and even cats. Normally found in front of buildings

Bone golems are formed by skeletons of different beings. It's common for magic-users to put them in dungeons to protect their mysteries

Bronze golems are usually statues of warriors. They can be found inside buildings of important organizations

Clay golems are one of the simplest golems, and probably the first ones were made of clay. These are the most common ones, so easy to found in places of new groups of magic users.

Flesh golems are made of corpses. Magic users who make such type of golems are not well seen by society, so they are always made in secret.

Iron golems are the strongest ones, they have the same use of bronze golems, but are put in vital places, like rooms with secrets and treasures

Stone golems are an evolution of clay golems; they are usually created in form of warriors and stay standing like statues to get invader by surprise.

Wood golems are the smallest ones, since they are made of wood, the take an additional damage of −2 in attacks involving fire.

Living Statues are usually found in palaces for the protection of noble families that cannot afford a golem.

DRAGONS

Dragon are intelligent lizards that can breathe fire; small dragons have the trait "Small Breath of Fire" (page 39) and the big and armored dragons have the "Breath of Fire" (page 39).

The terrestrial ones are more intelligent and capable of using spells and to talk, these prefer to solve conflicts using their cunning than their force, but they are still very powerful and dangerous.

The flying dragons have four limbs and one pair of wings. They cannot talk neither use spells, limiting their attacks to breaths of fire, bits, and attacks with their claws when they have the opportunity.

Wyverns are a cousin species; they have two legs and two wings. They cannot breathe fire, but it doesn't make them less dangerous.

d6	DRAGONS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	**Dragon, Armored Flying**	5	19	+7×2	2d6	2/15	20'/60' (6 /18 m)	10	4	+2	+12
2	**Dragon, Big Flying**	10	20	+11×2	3d8	3/15	20'/60' (6 /18 m)	11	3	+3	+10
3	**Dragon, Big Terrestrial**	10	21	+13×3	3d8	3/15	20' (6 m)	11	3	+3	+10
4	**Dragon, Small Flying**	5	16	+6	2d6	2/13	20'/80' (6 /24 m)	10	4	+2	+13
5	**Dragon, Small Terrestrial**	6	17	+7	2d6	2/13	30' (9 m)	10	5	+1	+12
6	**Wyvern**	4	15	+5×2	1d10	1/15	20'/80' (6 /24 m)	8	6	+1	+13

DWARVES

In comparison to elves, dwarves are much less diverse, but still have more variations than humans, and they also are less numerous than humans, but are far away of being rare.

Despite the fact of being fierce creatures, it's not common to see dwarves in conflict, they usually are locked in their underground halls, isolated in their tall mountains, or inside their city towers. They are not necessarily isolationists, once a year, caravans of dwarven merchants can be seen in the principal roads.

There are three situations that someone may fight a dwarf:

- They're invading the territory of the dwarves, or someone robed them
- There was a misunderstanding with a non-evil, but hot headed, dwarf adventurer
- The dwarf is a black sheep, and they are wreaking havoc. Maybe they were expelled from their community because of some serious misconduct, and ended up in a group of bad people.

d20	DWARVES	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	**Villager**	2	11	+0	Wpn	—	30' (9 m)	9	3	+2	14+
2–10	**Fighter**	6	16a	+5	Wpn+2	Wpn+2	30' (9 m)	10	3	+2	12+
11–18	**Adventurer**	3	14a	+3	Wpn+1	—	30' (9 m)	10	2	+2	14+
19	**Magic-user**	3	10	+2	Wpn	—	30' (9 m)	9	1	+2	14+
20	**General**	12	22a	+12×2	Wpn+5	Wpn+5/-	30' (9 m)	10	1	+3	9+

RANDOM TABLES

d12	WEAPONS FOR FIGHTERS AND ADVENTURERS						
1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Bow, Small Dmg: 1d6 -	7	Hammer, Great Dmg: 1d10 Shock: 2/AC18	10	Sword, Great Dmg: 1d12 Shock: 2/AC15
2	Axe, War Dmg: 1d10 Shock: 3/AC15	5	Club, Great Dmg: 1d10 Shock: 2/AC15	8	Hammer, War Dmg: 1d8 Shock: 1/AC18	11	Sword, Long Dmg: 1d8 Shock: 2/AC13
3	Bow, Large Dmg: 1d8 -	6	Crossbow Dmg: 1d10 -	9	Mace Dmg: 1d6 Shock: 1/18	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

ELEMENTALS

Elementals are magical beings formed by one type of element, like air, fire, water, and earth. They are spirits summoned from other plane by magic-users or magical devices.

Most of their bodies are immune to physical attacks, even the earth elementals, but they have cores inside the center of their bodies that are their weak points, and can be damaged by physical attacks.

d12	Dragons	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst.	Skill	Save
1	Elemental, Lesser Air	8	17	+9	1d10	1/15	120' (36 m)	10	5	+1	11+
2	Elemental, Lesser Earth	8	17	+9	1d10	1/15	10' (3 m)	10	5	+1	11+
3	Elemental, Lesser Fire	8	17	+9	1d10	1/15	30' (9 m)	10	5	+1	11+
4	Elemental, Lesser Water	8	17	+9	1d10	1/15	60' (18 m)	10	5	+1	11+
5	Elemental, Average Air	12	19	+13	2d8	2/15	120' (36 m)	10	5	+3	9+
6	Elemental, Average Earth	12	19	+13	2d8	2/15	10' (3 m)	10	5	+3	9+
7	Elemental, Average Fire	12	19	+13	2d8	2/15	30' (9 m)	10	5	+3	9+
8	Elemental, Average Water	12	19	+13	2d8	2/15	60' (18 m)	10	5	+3	9+
9	Elemental, Greater Air	16	21	+18	3d6	3/13	120' (36 m)	10	5	+3	7+
10	Elemental, Greater Earth	16	21	+18	3d6	3/13	10' (3 m)	10	5	+3	7+
11	Elemental, Greater Fire	16	21	+18	3d6	3/13	30' (9 m)	10	5	+3	7+
12	Elemental, Greater Water	16	21	+18	3d6	3/13	60' (18 m)	10	5	+3	7+

Elves

Despite their huge numbers and biological diversity, most elves are of human size and they show relatively less cultural variation in comparison to humans.

They don't like outsiders in their territories, what is a problem since many human kingdoms are created among elven territories, and humans tend to travel a lot between their kingdoms.

Elves have some tolerance with intruders I their territories, but if someone gets too close to their villages, this individual will be attacked.

Besides territory protection, usually are dangerous when they are bandits, or magic-users who dabble in prohibited magic.

d20	ELVES	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	**Villager**	1	10	+0	Wpn	—	30' (9 m)	9	4	+2	15+
2–12	**Bandit**	2	11a	+2	Wpn	Wpn	30' (9 m)	9	4	+2	14+
13	**Fighter**	4	15a	+5	Wpn	Wpn+1	30' (9 m)	10	5	+2	13+
14–15	**Adventurer**	3	14a	+4	Wpn	—	30' (9 m)	10	4	+2	14+
16–18	**Magic-user**	3	10	+5	Wpn	—	30' (9 m)	9	3	+2	14+
19	**Archmage**	8	10	+2	Wpn	—	30' (9 m)	10	1	+3	11+
20	**Lord**	10	20a	+11×2	Wpn+5	—	30' (9 m)	10	0	+3	10+

Random tables

d12	WEAPONS FOR FIGHTERS AND ADVENTURERS						
1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Club Dmg: 1d4 -	7	Hammer, War Dmg: 1d8 Shock: 1/AC18	10	Sword, Great Dmg: 1d12 Shock: 2/AC15
2	Bow, Large Dmg: 1d8 -	5	Crossbow Dmg: 1d10 -	8	Mace Dmg: 1d6 Shock: 1/AC18	11	Sword, Long Dmg: 1d8 Shock: 2/AC13
3	Bow, Small Dmg: 1d6 -	6	Dagger Dmg: 1d4 Shock: 1/AC15	9	Spear, Light Dmg: 1d6 Shock: 2/AC13	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

GIANTS

Giants are a family of primates that developed a huge size and some amount of intelligence, their size varies from 13 to 19 feet (4 to 6 meters). They don't have much fur like other apes, but the majority is hairier than humans; one characteristic common to them all is the big noses, like of a proboscis monkey and relatively small eyes to their faces.

They are intelligent enough to make develop rustic weapons like clubs and axes, make some basic clothing, and to learn the basics of a language, but there is no record of a giant being able to learn to do magic.

d4	GIANTS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	Giant, Forest	9	20	+10	3d4	3/13	40' (12 m)	9	5	+1	11+
2	Giant, Hill	8	19	+9	2d6	2/15	40' (12 m)	9	5	+1	11+
3	Giant, Mountain	16	20	+17×3	4d8	4/13	50' (15 m)	9	5	+3	7+
4	Giant, Snow	10	20	+11	3d4	3/13	40' (12 m)	9	5	+2	10+

GNOMES

Gnomes are very peaceful alfars in general, so it's rare to get in conflict with them unless you invade their territories and threaten them

But there are black sheep, some enter in bandit gangs to become thieves, their small sizes are a great advantage for theft, while other simply like to do evil deeds for their own gains.

d20	GNOMES	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	Villager	½	10	+0	Wpn	Wpn	30' (9 m)	8	4	+1	15+
2–5	Fighter	2	13a	+2	Wpn	Wpn+1	30' (9 m)	10	5	+2	14+
6–15	Adventurer	1	11a	+1	Wpn	Wpn	30' (9 m)	10	4	+2	14+
16–18	Magic-user	3	10	+4	Wpn	Wpn	30' (9 m)	9	3	+2	14+
20	Lord	7	14a	+8×2	Wpn+2	Wpn+2/-	30' (9 m)	10	2	+3	12+

RANDOM TABLES

d12	WEAPONS FOR FIGHTERS AND ADVENTURERS			
1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Club Dmg: 1d4 -	7	Hammer, War Dmg: 1d8 Shock: 1/AC18	10	Throwing Blade Dmg: 1d4 -
2	Bow, Small Dmg: 1d6 -	5	Crossbow Dmg: 1d10 -	8	Mace Dmg: 1d6 Shock: 1/18	11	Stiletto Dmg: 1d4 Shock: 1/AC18
3	Claw Blades Dmg: 1d6 Shock: 2/AC13	6	Dagger Dmg: 1d4 Shock: 1/AC15	9	Spear, Light Dmg: 1d6 Shock: 2/AC13	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

GOBLINS

Most goblins you may face are corrupted gnomes. The recovered ones are usually marginalized, so they either end up in gangs doing every sort of crime, or they isolate themselves in caves creating their own communities that admit non-goblin visitors.

d20	GOBLINS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	**Villager**	1	10	+1	Wpn	Wpn	30' (9 m)	8	5	+1	15+
2–10	**Warrior**	2	13a	+3	Wpn	Wpn+1	30' (9 m)	10	5	+2	14+
11–18	**Adventurer or bandit**	1	11a	+2	Wpn	Wpn	30' (9 m)	10	5	+2	14+
19	**Magic-user**	3	10	+3	Wpn	Wpn	30' (9 m)	9	4	+1	14+
20	**Experienced Mercenary**	6	14a	+7	Wpn+1	Wpn+1/-	30' (9 m)	10	3	+3	12+

RANDOM TABLES

d12	WEAPONS FOR FIGHTERS AND ADVENTURERS						
1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Club Dmg: 1d4 -	7	Hammer, War Dmg: 1d8 Shock: 1/AC18	10	Throwing Blade Dmg: 1d4 -
2	Bow, Small Dmg: 1d6 -	5	Crossbow Dmg: 1d10 -	8	Mace Dmg: 1d6 Shock: 1/18	11	Stiletto Dmg: 1d4 Shock: 1/AC18
3	Claw Blades Dmg: 1d6 Shock: 2/AC13	6	Dagger Dmg: 1d4 Shock: 1/AC15	9	Spear, Light Dmg: 1d6 Shock: 2/AC13	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

HALFLINGS

Halfling distrusts outsiders, but they usually don't get violent when someone appears without warning, unless this person clearly have bad intentions.

It's rare to see a halfling do something really evil, most of the bad apples are just thieves, however when there is a halfling that doesn't dislike the sight of blood, they make great assassins thanks to their natural aptitude for stealth.

d20	HALFLINGS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	Villager	1	10	+0	Wpn	Wpn	30' (9 m)	8	4	+2	15+
2–3	Fighter	4	13a	+3	Wpn	Wpn	30' (9 m)	10	5	+2	13+
4–15	Adventurer	3	11a	+1	Wpn	Wpn	30' (9 m)	9	4	+2	14+
16–18	Magic-user	3	10	+3	Wpn	Wpn	30' (9 m)	8	3	+2	14+
19	Assassin	6	12a	+2	Wpn+3	Wpn+3/-	30' (9 m)	7	2	+2	11+
20	Hero	8	16a	+8×2	Wpn+3	Wpn+3/-	30' (9 m)	10	2	+3	11+

RANDOM TABLES

d12 WEAPONS FOR FIGHTERS AND ADVENTURERS

1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Club Dmg: 1d4 -	7	Hammer, War Dmg: 1d8 Shock: 1/AC18	10	Throwing Blade Dmg: 1d4 -
2	Bow, Small Dmg: 1d6 -	5	Crossbow Dmg: 1d10 -	8	Mace Dmg: 1d6 Shock: 1/18	11	Stiletto Dmg: 1d4 Shock: 1/AC18
3	Claw Blades Dmg: 1d6 Shock: 2/AC13	6	Dagger Dmg: 1d4 Shock: 1/AC15	9	Spear, Light Dmg: 1d6 Shock: 2/AC13	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

HUMANS

Humans may be in the second place when the matter is the most common sentient race, and they also are the least physically diverse, but it's the race that presents the most variation of cultures and roles.

The following tables give the basic blueprint of different types of humans, from simple farmers to great heroes and magic-users.

d12	HUMANS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	Villager	1	10	+0	Wpn	—	30' (9 m)	7	5	+1	15+
2	Bandit, Thug or Militia	1	13a	+1	Wpn	Wpn	30' (9 m)	8	4	+1	15+
3	Barbarian Fighter	1	13a	+2	Wpn+1	Wpn+1	30' (9 m)	8	5	+1	15+
4	Veteran Soldier	1	13a	+2	Wpn+1	Wpn+1	30' (9 m)	8	3	+1	15+
5	Skilled Veteran	2	15a	+3	Wpn+1	Wpn+1	30' (9 m)	9	2	+1	14+
6	Elites or Special Guards	3	18a	+4	Wpn+2	Wpn+2	30' (9 m)	10	2	+2	14+
7	Knight or Minor Hero	4	18a	+6	Wpn+2	Wpn+2	30' (9 m)	10	1	+2	13+
8	Warrior Baron	6	18a	+8	Wpn+3	Wpn+3	30' (9 m)	9	1	+2	12+
9	Barbarian Warlord	8	16a	+10×2	Wpn+4	Wpn+4/-	30' (9 m)	10	3	+2	11+
10	Mighty General	8	18a	+10	Wpn+4	Wpn+4/-	30' (9 m)	10	1	+3	11+
11	Major Hero	10	18a	+12×2	Wpn+5	Wpn+5/-	30' (9 m)	10	2	+3	10+
12	Great Warrior King	12	18a	+14×2	Wpn+5	Wpn+5/-	30' (9 m)	10	1	+3	9+

d6	HUMAN MAGIC-USERS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1–2	Petty Mage	2	10	+1	Wpn	—	30' (9 m)	8	4	+1	14+
3	Tribal Shaman	4	10	+3	Wpn+1	—	30' (9 m)	9	4	+1	13+
4	Skilled Sorcerer	5	10	+1	Wpn	—	30' (9 m)	9	4	+2	13+
5	Master Wizard	8	13	+1	Wpn	—	30' (9 m)	9	3	+2	11+
6	Famous Arch-Mage	10	13	+2	Wpn	—	30' (9 m)	9	2	+3	10+

RANDOM TABLES

d12	WEAPONS FOR FIGHTERS AND ADVENTURERS						
1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Club Dmg: 1d4 -	7	Hammer, War Dmg: 1d8 Shock: 1/AC18	10	Sword, Great Dmg: 1d12 Shock: 2/AC15
2	Bow, Large Dmg: 1d8 -	5	Crossbow Dmg: 1d10 -	8	Mace Dmg: 1d6 Shock: 1/AC18	11	Sword, Long Dmg: 1d8 Shock: 2/AC13
3	Bow, Small Dmg: 1d6 -	6	Dagger Dmg: 1d4 Shock: 1/AC15	9	Spear, Light Dmg: 1d6 Shock: 2/AC13	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

INVERTEBRATES

These invertebrates are not normal; some are
simply giant while others are magical.

d12	INVERTEBRATES	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	Beetle, Fire	1+2	15	+2	2d4	—	40' (12 m)	7	6	+1	15+
2	Beetle, Oil	2	15	+3	2d4	—	40' (12 m)	8	6	+1	14+
	Oil spray: targets opponents at a range of 5 feet (1.5 m), if the target is hit, they got a penalty of −2 in attack rolls										
3	Centipede, Giant	1/2	10	+0	1d2	—	30' (9 m)	7	6	+0	15+
	Poison: its bite poisons its enemies										
4	Crab, Giant	3	17	+4	2d6	—	20' (6 m)	7	6	+1	14+
5	Insect Swarm	2~4	12	+(2~4)	1d3	—	20' (6 m)	11	6	+1	13+
	HP: cannot receive damage by normal weapons										
	Double damage: if the target has no armor, they receive the damage in double										
6	Leech, Giant	6	16	+7	1d4	—	30' (9 m	10	6	+1	12+
	Blood drain: when the leech bites you, it drains 1d4 of your HP for themself										
7	Octopus, Giant	8	18	+9	1d6	—	30' (9 m)	7	6	+1	11+
8	Rhagodessa, Giant	4	15	+5×2	2d8	—	50' (15 m)	9	6	+1	13+
9	Scorpion, Giant	4	15	+5×2	1d10	—	50' (15 m)	11	6	+2	13+
	Sting attack: an attack with their sting causes 1d6 damage ang poison the hit target										
10	Spider, Giant Black Widow	3	13	+4	2d6	—	40' (12 m)	8	6	+1	14+
	Poison: its bite poisons its enemies										
11	Spider, Giant Crab	2	12	+3	1d8	—	40' (12 m)	7	6	+1	14+
	Poison: its bite poisons its enemies										
12	Spider, Giant Tarantula	4	14	+5	1d8	—	40' (12 m)	8	6	+1	13+
	Poison: its bite poisons its enemies										
13	Squid, Giant	6	16	7+	1d10	—	40' (12 m)	7	6	+1	12+
14	Water Termite, Giant	1~4	13	+(1~4)	1d4	—	30' (9 m)	10	6	+1	13+

Lycanthropes

Despite the name, lycanthropes can be cursed people that transform into any type of animal beyond werewolves, like wererats, werebears, etc.

People under this condition are cursed because of complex rituals or very specific conditions, and only by rituals they can get and be free of this curse.

d4	Lycanthropes	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst.	Skill	Save
1	Werebear	6	17	+7×2	2d8	2/15	40' (12 m)	9	5	+2	12+
2	Wererat	3	13	+4	1d6	1/13	40' (12 m)	7	5	+1	14+
3	Weretiger	5	16	+6×2	2d6	2/15	50' (15 m)	9	5	+2	13+
4	Werewolf	4	14	+5	1d10	2/13	60' (18 m)	9	5	+1	13+

MONSTERS, OTHER NON-THINKING

This section is for non-thinking beasts that are not contemplated in other subchapters

d41	BEASTS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	**Basilisk**	6	15	+7	1d10	—	20' (6 m)	9	6	+1	12+
	Gaze: petrify victim for one round										
2	**Blink Dog**	4	14	+5	1d6	—	40' (12 m)	4	6	+1	13+
	Blink: can blink, teleporting at a distance of 1d2×10' (1d2×9m), and do an Attack action. If attacked, and the attacker is unsuccessful, the beast can blink away										
3	**Chimera**	9	15	+10×2	2d4	2/15	40'/60' (12/18 m)	9	6	+2	11+
	Paralyzing bite: if you receive damage from the chimera, roll 1d6, if you get 1, it means you was bitten by snake head and was poisoned										
4	**Cockatrice**	5	13	+6	1d6	—	30'/60' (9/18 m)	7	6	+1	13+
	Petrifying touch: anyone who touches or is touched by this monster is petrified for 1 hour										
5	**Dragon Turtle**	30	21	+10	2d8	2/15	30' (9 m)	10	6	+1	10+
6	**Gelatinous Cube**	4	11	+5	2d4	—	20' (6 m)	12	6	+1	13+
	Petrifying touch: anyone who touches or is touched by this monster is petrified as long the victim is within the monster being digested, but if somehow the victim goes out of the monster, they will remain paralyzed for 1 hour										
9	**Gorgon**	8	18	+9	2d6	2/15	40' (12 m)	8	6	+1	11+
	Paralyzing breath: anyone touched by the monster's breath is paralyzed for 1 hour										
10	**Green Slime**	2	—	+1	1d6	—	1' (30 cm)	12	6	+1	14+
	AC: the monster is only hit by fire or cold										
11	**Griffon**	7	17	+8	2d6	2/15	40'/120' (12/36 m)	8	6	+1	12+
12	**Hellhound**	3~7	15~17	+(3~7)	1d6	—	40' (12 m)	9	6	+1	12+
13	**Hippogriff**	3	14	+4×2	1d6	1/13	60'/120' (18/36 m)	8	6	+1	14+
14	**Hydra**	5~12	15~22	+(5~12)×2	1d10	1/15	40' (12 m)	9	6	+1	11+
	Heads: when a head is cut, it regenerates, however, if the head receives a damage equal or higher than 6, it is disabled. The number of heads is defined by the HD, if the HD is 7, the hydra has 7 heads. If all heads are cut, the hydra dies even if there is HP remaining										
15	**Manticore**	6+1	16	+7×2	2d4	2/15	40'/60' (12/18 m)	9	6	+1	12+
16	**Purple Worm**	15	16	+16	2d8	2/15	20' (6 m)	10	6	+1	10+
	Poison: after a successful hit in the target, roll 1d6, if the result is 3 or less, the victim is poisoned										
17	**Rat, Giant**	½	12	+1	1d4	—	40' (12 m)	8	6	+1	15+
	Disease: if the target is bitten, roll 1d6, if the result is 4 or less, the victim gets a disease										
18	**Roc, Giant**	32	18	10+	6d6	—	20'/160' (6/48 m)	10	6	+1	10+

No.	Name											Special
19	Roc, Large	12	18	10+	2d10	—	20'/160' (6/48 m)	9	6	+1	10+	
20	Roc, Small	6	16	6+	2d6	—	(20'/160' (6/48 m)	8	6	+1	12+	
21	Rock Baboon	2	13	2+	Wpn	—	40' (12 m)	8	6	+1	14+	**Weapon:** club (1d4) **Bite:** 1d4
22	Rot Grub	1	10	+1	—	—	5' (1.5 m)	12	6	+1	15+	**Mortal touch:** if the rot grub touches your skin, they will enter in your body and reach your heat in 1d6+2 rounds. During the first two rounds, the maggot is still just below the skin, so it can be killed by fire
23	Rust Monster	5	17	+6	—	—	40' (12 m)	7	6	+1	13+	**Rust touch:** any metal that touches the monster is instantly oxidized,
24	Salamander, Flamme	8	18	+8	1d6	—	40' (12 m)	8	6	+1	11+	**Heat:** any creature within 20' (6 meters) from the monster, suffers a damage of 1d8 per round
25	Salamander, Frost	12	20	+10	2d4	—	40' (12 m)	9	6	+1	10+	**Cold:** any creature within 20' (6 meters) from the monster, suffers a damage of 1d8 per round
26	Sea Serpent	6	16	+7	2d6	—	50' (15 m)	8	6	+1	12+	
27	Shadow	2	12	+4	1d4	—	30' (9 m)	8	6	+1	14+	**Strength drain:** if hit, the victim loses 1 point of Strength
28	Shrew, Giant	1	15	+2	1d6	—	60' (18 m)	10	6	+1	15+	**Disease:** there is a chance that the variant of monster you're fighting can cause disease with its attack, so roll 1d10 after each hit you receive, if the value is 2 or less, you get poisoned
29	Shrieker	3	12	+4	1d6	—	5' (1.5 m)	12	6	+1	14+	**Poison:** there is a chance that the variant of monster you're fighting can poison with its attack, so roll 1d10 after each hit you receive, if the value is 2 or less, you get poisoned
31	Snake, Pit Viper	2	13	+2	1d4	—	40' (12 m)	7	6	+1	14+	**Poison:** if bitten by this monster, you a poisoned
32	Snake, Python	5	13	+6	1d4	—	30' (9 m)	8	6	+1	13+	**Constriction:** after a successful attack, the snake will wrap around the victim, causing a damage of 2d4. The constriction can be broken by a check skill of Exert with difficulty 10
33	Snake, Sea	3	13	+4	1	—	30' (9 m)	7	6	+1	14+	**Poison:** if bitten by this monster, you a poisoned
34	Snake, Spitting Cobra	1	12	+2	1d4	—	30' (9 m)	7	6	+1	15+	**Spit:** the snake can try to do an attack roll to spit a substance in the target's eyes, if successful, it doesn1t cause damage, but makes the victim blind **Poison:** if bitten by this monster, you a poisoned
36	Stirge	1	12	+2	1d4	—	(10'/160' (3/48 m)	9	6	+1	15+	**Blood drain:** a successful attack drains 1d4 of HP of the victim

37	Unicorn	4	16	+5	1d8	—	40' (12 m)	7	6	+1	13+
	Magical horn: all the magic of the unicorn comes from its horn, that works as a magical weapon										
	Teleport: once a day a unicorn can teleport itself within a range of 360' (100 meters)										
40	Yellow Mold	2	0	—	—	—	0	—	—	—	—
	AC: it only can be damaged by fire										
	Toxic cloud: if disturbed, the yellow mold releases a cloud of toxic gas within an area of 10' (3 meters) beyond the area it already covers										

Basilisks are lizards with six limbs that petrifies enemies that look in their eyes. In order to defeat a basilisk, the attacker must either fight blind or use a mirror.

Blink dogs are wild dogs with the power of terlerpotation, they always hunt in groups of 1d6+2, but flee as soon they see they don't have the advantage

Chimeras are monsters with the body of a lion, a snake in the place of the tail, and bat's wings

Cockatrices are flyless lizards with wings that have feathers, and they look like chickens and even sound like them. They have a substance in their feathers, claws, beak and crest that petrifies whoever touches it, unless you don't let the cockatrice touch your skin

Dragon turtles are not true dragon, but titanic turtles that are usually mistaken by islands. Most of the time they are below water surface.

Gelatinous Cube are big cubic monsters that feed by absorbing its victims to the interior of their bodies.

Gorgons are big bull-like lizards with serpents in their head

Green Slimes are small gelatinous beings that digest organic matter

Griffons are creatures with body of lion, and head, foreclaws and wings of eagles

Hellhounds are infernal hounds

Hippogriffs combine characteristics of horses and eagles

Hydras are reptilian monster with multiple heads. When a head is cut, it regenerates itself

Manticores have the face of a man, the body of a lion, and feathery wings

Purple worms can be 100 feet (30 meters) long, and they live underground

Giant rats are large, they can be 3 feet (1 meter) long

Rocs are giant birds of prey

Rock Baboons are intelligent primates that may use a club to attack their opponents

Rot Grubs are tiny maggots that consume flesh. Rust Monsters look like an insectoid made by a mixture of turtle and armadillo.

Salamanders are large and magical creatures with relation with other planes

Sea Serpents are 30-foot (9 meters) long reptiles that dwell the oceans

Shadows look like tall black humanoid, like shadows when the sun is setting

Giant Shrews resembles 2 meter long rats

Shriekers are giant subterranean mushrooms

Stirges are weird flying creatures with long beaks

Unicorn are magical horses with a horn

Yellow Molds are fungus that covers different types of surfaces

Monsters, Other Thinking

d12	Thinking monsters	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst.	Skill	Save
1											
2											
3											
4											
5											
6	Djinni	7+1	14	+8	2d8	2/15	30'/80' (9/24 m)	12	5	+2	12+
7											
8											
9											
10											
11											
12											

Orcs

Most orcs are corrupted elves and halflings. In their savage state, they dwell in caves and dense forests where the sunlight weakly reaches the ground. When recovered, if they are no more accepted in their communities, they live in slurs of big cities (being susceptible to crime), or form their own communities in isolated places. They don't like visitors in their lands and they are heat tempered, so if you end up in an orc-dominated territory (no matter if they are corrupted or recovered), a fight is almost guaranteed.

Orcs in corrupted state cannot use magic because of the lack of mental stability.

d20	ELVEN ORCS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1–8	Villager	1	10	+1	Wpn	Wpn	30' (9 m)	9	5	+1	15+
9–10	Fighter	4	15a	+6	Wpn	Wpn+1	30' (9 m)	10	6	+1	13+
11–18	Adventurer	3	14a	+5	Wpn	Wpn	30' (9 m)	10	5	+1	14+
19	Magic-user	3	10	+5	Wpn	Wpn	30' (9 m)	9	4	+1	14+
20	Chief	10	16a	+12×2	Wpn+3	Wpn+3/-	30' (9 m)	10	3	+2	10+

d20	HALFLINGS ORCS	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1–8	Villager	1	10	+1	Wpn	Wpn	30' (9 m)	8	4	+2	15+
9	Fighter	4	13a	+2	Wpn	Wpn	30' (9 m)	10	5	+2	13+
10–19	Adventurer	3	11a	+2	Wpn	Wpn	30' (9 m)	9	4	+2	14+
20	Magic-user	3	10	+4	Wpn	Wpn	30' (9 m)	8	3	+2	14+

Random tables

d12 WEAPONS FOR ELVEN ORCS

d12		d12		d12		d12	
1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Bow, Small Dmg: 1d6 -	7	Hammer, Great Dmg: 1d10 Shock: 2/AC18	10	Sword, Great Dmg: 1d12 Shock: 2/AC15
2	Axe, War Dmg: 1d10 Shock: 3/AC15	5	Club, Great Dmg: 1d10 Shock: 2/AC15	8	Hammer, War Dmg: 1d8 Shock: 1/AC18	11	Sword, Long Dmg: 1d8 Shock: 2/AC13
3	Bow, Large Dmg: 1d8 -	6	Crossbow Dmg: 1d10 -	9	Mace Dmg: 1d6 Shock: 1/18	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

d12 WEAPONS FOR HALFLING ORCS

d12		d12		d12		d12	
1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Club Dmg: 1d4 -	7	Hammer, War Dmg: 1d8 Shock: 1/AC18	10	Throwing Blade Dmg: 1d4 -
2	Bow, Small Dmg: 1d6 -	5	Crossbow Dmg: 1d10 -	8	Mace Dmg: 1d6 Shock: 1/18	11	Stiletto Dmg: 1d4 Shock: 1/AC18
3	Claw Blades Dmg: 1d6 Shock: 2/AC13	6	Dagger Dmg: 1d4 Shock: 1/AC15	9	Spear, Light Dmg: 1d6 Shock: 2/AC13	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

UNDEAD

Undead are beings that are no alive, but somehow can still actively interact with the world around them.

d10	UNDEAD	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	Ghast	4	14	+5×2	1d8	1/15	40' (12 m)	9	6	+1	13+
	Paralyzing bite: if the monster bites you, roll 1d6, if you get 5 or less, you get paralyzed for 1 hour										
2	Ghost	10	19	11+	—	—	30' (9 m)	10	5	+1	10+
	AC: the ghost only can be hit by magical weapons										
	Terrifying: when you see the monster, you got terrified. Make a Mental saving throw, in case of failure, you get −1 in the attack bonus.										
	Draining touch: when the ghost touches the victim, they lose 1d4 HP.										
3	Ghoul	2	13	+3	1d4	—	30' (9 m)	10	6	+1	14+
	Paralyzing bite: if the monster bites you, roll 1d6, if you get 4 or less, you get paralyzed for 1 hour										
4	Lich	18	17	19+	Wpn	—	30' (9 m)	10	3	+3	6+
	Weapons: magical staff, and dagger (1d4)										
	Terrifying: when you see the monster, you got terrified. Make a Mental saving throw, in case of failure, you get −1 in the attack bonus.										
	Spells: Drain Life, Rot Ray, Summon Spirit, Raise the Dead, Resurrect										
5	Mummy	5	15	+5	1d12	—	20' (6 m)	12	6	+1	13+
	Mummy's disease: when the monster does a successful attack, roll 1d6, if the result is 4 or less, you get disease										
6	Skeleton	1	12	+1	1d6	—	30' (9 m)	12	6	+1	15+
7	Spectre	6	16	+7	1d6	—	100' (30 m)	11	6	+1	12+
	AC: this monster cannot be harmed by non-magical weapons										
	Energy drain: a successful hit drains 1d4 of MP. If the victim's MP gets below 0, they die instantly, becoming a spectre										
8	Wight	3	14	+4	1d8	—	30' (9 m)	12	6	+1	14+
	Energy drain: a successful hit drains 1d4 of MP. If the victim's MP gets below 0, they die instantly, they die instantly,										
9	Wraith	4	14	+5	1d6	—	80' (24 m)	12	6	+1	13+
	Life drain: a successful hit drains 1d4 of HP.										
10	Zombie	2	11	+3	1d8	—	20' (6 m)	12	6	+1	14+

Ghasts and **ghouls** are undead monsters that eat flesh of humanoid cadavers, but they also kill living beings to eat their flesh later.

Ghosts are incorporeal spirits that can be seen and affect living beings

Liches were normal magic-users that, through unspeakable rituals, turn themselves into free-willing undead

Mummies are undead who, by intentional procedures or natural phenomenon, got mummified when they died.

Skeletons are reanimated remains of humanoids, they usually attack with a weapon of low quality Snakes can have monstruous sizes, some being 30-foot (9 meters) long

Spectres are ghosts that can drain energy from their victims

Wights are undead humanoids possessed by a spirit

Wraiths are incorporeal monsters that drain the vital energy of the victim

Zombies are undead corpses of humanoid creatures

VAMPIRES

Vampires are people (no matter if human, alfar, or dwarf) that suffer from a disease called "vampirism", it's a genre of viruses that changes the victim's body, and it's contagious, being transmitted by the vampire's saliva.

They cannot go out under the sunlight, otherwise they are either seriously weakened, or instantly killed. Because of that, they are all usually pale.

d100	VAMPIRES	HD	AC	ATK.	DMG.	SHOCK	MOVE	ML	INST.	SKILL	SAVE
1	Noble Vampire	15	14a	+16×2	Wpn+5	—	30' (9 m)	9	5	+2	8+
	Skill: Convince-4										
	Trait: Darkvision										
	Werebat: can transform themself in a werebat form, but only when it's night. In this form, the vampire cannot use weapons, but can attack with their claws and teeth with a damage of 2d12										
2–10	Nosferatu	5	10	+7	1d10	—	30' (9 m)	9	5	+2	13+
	Trait: Darkvision										
	Puff of smoke: can puff smoke from their moth, covering the environment with smoke, compromising the vision of other characters in the environment. The Nosferatu uses the opportunity to flee or to do a last desperate attack, attack rolls and spells against the vampire get a penalty of −2, unless you can use other senses or spells to detect the vampire. This ability drains the life of the nosferatu, reducing it to 1 HP, so the vampire cannot use this technique when their HP is already 1.										
11–100	Undead vampire	2	10	+3	2d4	—	40' (12 m)	12	6	+0	14+
	Trait: Darkvision										

Noble vampires look like normal people, and they can retract their long canine teeth. They are unnaturally charismatic, even an ugly and poorly dressed noble vampire can win someone's sympathy. Noble vampires can go out in daylight, but they are seriously weakened, losing ¾ of their maximum HP and attack bonus dropping to +0.

Nosferatus are another type of vampire, they got taller than their original forms, got permanent pointed teeth (only the two upper ones, like a rodent), and their fingers grow like terrible knifes. The minimum sunlight — even indirect — can turn their bodies in ashes.

Both noble vampires and nosferatus can survive if drinking 1.5 American gallons (5 liters) of blood for week, otherwise they must indefinitely hibernate buried in soil or in a coffin.

Undead vampires are the most common ones. They are mindless, all of their teeth are sharp, and they look like cadavers because they lose too much weight, no matter the amount of nutrition they have. Different form other vampires, they prefer to consume the flesh alongside the blood of the victim. These are the most feared vampires, not only because they are the most common, bur because of their brutality, and they also hunt in groups. When it's daytime, they sleep like lifeless corpses in caves or any place with a roof; the direct — and only direct — sunlight can turn their bodies in flames that is fatal for them.

GENERIC TABLES FOR ENCOUNTERS

These are random tables for encounters that are reused for similar places.

d6	FORESTS (EASY)	FORESTS (MEDIUM)	FORESTS (HARD)
1	1 elven bandit	1 black bear	1d6 elven bandits
2	1 human bandit	1d3 elven bandits	1 grizzly bear
3	1 boar	1d3 human bandits	1d4 boars
4	1d2 deer	1d2 oil beetle	1d6 blink dogs
5	1 dog	1 level-3 insect swarm	1 forest giant
6	1 wolf	1d3 wolves	1d4 undead vampires

d4	PLATEAU (EASY)	PLATEAU (MEDIUM)	PLATEAU (HARD)
1			1 chimera
2			
3			
4			

Foes from the Island of the Titan's Tomb

This subchapter brings all the foes that are specific from the land that comes with this book, the other subchapters cover generic monsters and foes that can be found in most Scenarios.

Cener Worshipers

See their description in the page 72.

d4	Cener Worshipers	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst.	Skill	Save
1	**Cener acolyte**	1	10	+1	Wpn	—	30' (9 m)	10	5	+1	15+
	Weapon: dagger (1d4)										
2	**Cener warrior**	4	14a	+5	Wpn+2	Wpn+2	30' (9 m)	12	5	+1	13+
	Weapon: war hammer (1d10) or light spear (1d6)										

TREASURES AND REWARDS

During your adventures, you'll find treasures to loot and will be rewarded if doing the task you were given. But how much you'll get?

For the enemies you defeat, there are two tables: one for the lair treasures — the amount of wealth you'll find in the enemy's place — that can be an actual lair, or fortress, tower, encampment, etc.; and the other one for individuals away from their place; the table for individuals is used only if indeed there is no lair nearby. Everything is calculated according to the enemy's hit dice (HD), so if a lair is occupied by level-3 enemies, you see the corresponding line of the table, but if this lair as a chief of higher level, like a level-4 captain, you see the line for HD 4.

The calculation is made by 100 pieces of each type of coin, you get a percentage and you must get that value or less in 1d100, in case of success you roll the indicated dice and multiply the result by 100 to know the number of coins you'll get. For example, "50% 2d6" means that you have 50% of chance of finding the respective type of coin, you roll 1d100 and get 43, that's a success, after that you roll 2d6 and you get 8, so you'll get 800 pieces of the respective type of coin. If, in the same line, there is other coins, you do the same test for them separately.

There also the magical items, if you're successful in the 1d100, you go to the right the indicated number of magical items. After the table of types of treasures, there is a table for magical items, if you have the right to 2 items, you roll the die two times to select the items.

Some entries give generic answers, like "Weapon (Spell)", in this case you use the correspondent random table to select the weapon, and another one for selecting spell's weapon.

About the reward, it's the number of expected enemies multiplied by their levels and by 50; the result is the value you'll get in silver coin if you succeed in the quest.

You must use the common sense: it's unlikely that a basilisk will be carrying a fanny bag full of gold coins, and a farmer much probably will only have their clothes and farm tool as valuable items. Other observation is with the lairs, if a level-15 monster is occupying a lair that were from level-1 thugs, and this creature doesn't have the habit of bringing treasures or receiving offerings, much probably this lair will only offer treasure for level-1 enemies, despite the fact it is being guarded by a much stronger foe.

LAIR TREASURES

HD	100 cp	100 sp	100 gp	MAGIC ITEMS
1	80% 1d2	20% 1d2	10% 1d2	—
2	60% 1d2	40% 1d2	20% 1d2	—
3	50% 1d4	50% 1d4	20% 1d2	—
4	30% 1d4	50% 1d6	20% 1d4	10% 1 Portion + 1 Scroll
5	20% 2d6	50% 1d8	20% 1d4	10% 1 Portion + 1 Scroll
6	10% 2d8	50% 1d8	20% 1d4	10% 1 Portion + 1 Scroll
7	—	60% 1d8	30% 1d4	15% 1 Any, except Armors and Weapons
8	—	80% 1d8	30% 1d6	15% 2 Any, except Armors and Weapons
9	—	70% 1d8	35% 1d6	15% 2 Any, except Armors and Weapons
10	—	70% 1d10	40% 1d6	25% 1 Any
11	—	70% 1d10	40% 1d8	25% 1 Any
12	—	60% 1d12	45% 1d8	30% 1 Any
13	—	60% 2d6	50% 1d8	30% 2 Any
14	—	50% 3d6	60% 1d10	35% 2 Any
15	—	50% 3d8	80% 2d10	40% 3 Any
16	—	—	90% 4d10	50% 3 Any
17	—	—	90% 4d10	50% 3 Any
18	—	—	95% 4d12	60% 4 Any
19	—	—	95% 5d12	75% 4 Any
20+	—	—	95% 8d20	85% 8 Any

INDIVIDUAL TREASURES

HD	TREASURE	HD	TREASURE
1	5% 1d2 × 100 cp	11	20% 2d8 × 100 sp
2	10% 1d2 × 100 cp	12	20% 2d8 × 100 sp
3	15% 1d2 × 100 cp	13	30% 2d8 × 100 sp
4	15% 1d4 × 100 cp	14	30% 2d8 × 100 sp
5	20% 1d4 × 100 cp	15	20% 3d6 × 100 gp
6	20% 1d4 × 100 sp	16	20% 3d6 × 100 gp
7	20% 2d4 × 100 sp	17	30% 3d6 × 100 gp
8	20% 2d4 × 100 sp	18	30% 3d6 × 100 gp
9	20% 2d6 × 100 sp	19	30% 3d8 × 100 gp
10	20% 2d6 × 100 sp	20+	30% 3d8 × 100 gp

MAGICAL ITEMS

d4 POTIONS

d4		d4	
1	Potion, Great Healing (1d8)	3	Potion, Healing (1d4)
2	Potion, Great Mana (1d8)	4	Potion, Mana (1d4)

d6 MAGICAL WEAPONS AND ARMORS

d6		d6		d6	
1	Armor (AC +1d2)	3	Armor (Spell)	5	Weapon (Dmg: +1d4)
2	Armor (HP +1d3)	4	Weapon (Atk: +1d3)	6	Weapon (Spell)

d12 Any magical item

1	Armor (AC +1d3)	5	Potion, Great Healing (1d8)	9	Scroll
2	Armor (Spell)	6	Potion, Great Mana (1d8)	10	Weapon (Atk: +1d3)
3	Jewel (HP +1d4)	7	Potion, Healing (1d4)	11	Weapon (Dmg: +1d4)
4	Jewel (Spell)	8	Potion, Mana (1d4)	12	Weapon (Spell)

d8 Armors

1	Buff Coat (AC 12)	3	Linothorax (AC 13)	5	Pieced Armor (AC 14)	7	War Robe (AC 14)
2	Cuirass and Greaves (AC 15)	4	Mail Shirt (AC 14)	6	Scaled Armor (AC 16)	8	War Shirt (AC 11)

d12 Weapons

1	Axe, Hand Dmg: 1d6 Shock: 1/AC15	4	Club Dmg: 1d4 -	7	Hammer, War Dmg: 1d8 Shock: 1/AC18	10	Sword, Great Dmg: 1d12 Shock: 2/AC15
2	Bow, Large Dmg: 1d8 -	5	Crossbow Dmg: 1d10 -	8	Mace Dmg: 1d6 Shock: 1/AC18	11	Sword, Long Dmg: 1d8 Shock: 2/AC13
3	Bow, Small Dmg: 1d6 -	6	Dagger Dmg: 1d4 Shock: 1/AC15	9	Spear, Light Dmg: 1d6 Shock: 2/AC13	12	Sword, Short Dmg: 1d6 Shock: 2/AC15

d6 Scrolls

1	Auto-cure	3	Energy Individual Shield	5	Homing Little Stars
2	Banishment	4	Holy Light	6	Fireball

d8 Jewels

1	Bracelet	3	Crown	5	Medallion	7	Pendant
2	Brooch	4	Earring	6	Necklace	8	Ring

d4 Spells for armors

1	Beast Claws	3	Holy Light
2	Energy Individual Shield	4	Resist Fire

d4 Spells for weapons

1	Drain Life	3	Ice Spike
2	Homing Little Stars	4	Fireball

d6 Spells for jewels

1	Auto-cure	3	Banishment	5	Holy Light
2	Bless	4	Detect Magic	6	Floating Light Ball

SCENARIO: DÊGOM

OVERVIEW

This is the world Dêgom, where exist different sentient species, the most common are alfars, humans, and dwarves.

Alfars are composed by elves, halflings, and other subspecies with less representativity, they are the ones with more affinity to magic, and the most numerous sentient species. Dwarves don't have affinity with magic, although they still can use it, but that don't deter them from building the most impressive constructions of the world, like towers of the size of big mountains. Humans are the middle term; they use magic to create complex buildings of stone or clay. Humans are a bit less numerous than alfars, but their numbers are bigger than the elves alone.

There isn't much more information about the Scenario, the idea of this game is that you fill the gaps with the random tables and with your style of gaming.

This book brings the **Island of Titan's Tomb** full of places to visit and challenges to be faced. For other lands from Dêgom — or lands from other worlds or universes —, you must look for modules.

ORIGINS OF THE SENTIENT SPECIES

Nobody knows anymore the origins of the sentient species, but many myths agree that humans have a close relation with dragons, alfars with speaking trees, and dwarves with lava serpents. Many of them stating that humans, alfars, and dwarves were created by these immense creatures, but others tell that they just share the same origin, and were created by the same force. What is agreed for certain is that humans, alfars, and dwarves had different origins, that's why they cannot procreate with each other, although they have their similarities.

THE CORRUPTION

Corruption is an ethereal black mass with reddish shine that bubbles from the ground. There is no public information about its origin, but this effect is clear, when in contact with alfars, it corrupts them, turning their skin into a grayish color with apparent red veins; their eyes got a reddish shine too. The biggest problem is not the physical appearance, but the mental degeneration of the infected ones, they become violent, attacking everyone in their path, and get a disgust from the sunlight.

The corruption can be found in many parts of the world, when it appears in a place, it takes decades to disappear from that area. It has no effect on dwarves, and only make humans get sick in bed, but rarely it's deadly; but the corruption damages magical devices, tuning them unreliable.

The black mass with reddish shine can be transported, dwarves have some in stock in case of war against alfars. This is a reason that many believe that ancient dwarves created it, but the dwarves deny it.

The contact of an alfar with the Corruption is not a death sentence, if the alfar get access with a magic-user who knows how remove simple curses, the infected alfar will not lose their mind, but still will get the physical changes, becoming an orc or goblin anyway.

If the alfar gets their mind corrupted, most likely they will eventually be eliminated, but there is a chance that someone can recover them by complex rituals.

When a community of alfars is infected by the Corruption, near communities are art a risk of being attacked by mindless orcs and goblins, that why they are hunted at first sight. The Corruption is not contagious, but people — including humans and dwarves — still fear that the infected will pass the corrupted condition to them.

The ritual of bringing orcs and goblins back to their normal mental state is not too complex, but it's necessary to get the corrupted one before anyone kill them first, and them immobilize the orc or goblin to recover their mind. The recovered orc or goblin will have their memories back, and will remember their life as corrupted; since many of them had killed people and provoked too many destructions, they usually lose the will to live, even considering all the effort to bringing them back.

Orcs and goblins cannot procreate, they become sterile, so any community of them will be formed by people that were normal alfars. Despite not being able of having kids, their communities never go out of people, because there is always the flux of new infected ones, and other outcasts that didn't fit in their original homes. Communities of only orcs and goblins are rare, most of them live in their original villages, suffering rejection of other families — and frequently of their own —, or live in ghettos of big cities.

Since orcs and goblins are rejected, there are groups specialized in recovering the corrupted ones to use them as slaves, minions, and prostitutes.

Dragon Disnasties

Humans have a long history with dragons. The eldest human cities that still exist have dragons as monarchs.

The nobility caste of these cities is composed by dragons and humans, it's even known that through history, dragons had humans as their servants, but nowadays they are in equal positions. Most noble dragons are the big terrestrial ones, while the flying dragons work as an elite guard.

The connection between humans and dragons is not limited with history, but humans are the only species that can give birth to dragons through secret rituals. Women who can give birth to dragonlings die in the moment the child is born, while it's rare to a male human to father a dragon. The marriage between humans and dragons occur because noble dragons don't like to mate with "wild dragons", and the marriage with a human facilitates the political dominance in human societies. The dragon nobility has no problem in admitting that the vast majority of them has at least one human ancestor, but they always prefer to marry with other dragons.

Titanic Remains

In all parts of the world, there are too ancient skeletons that are so old, that they are merged with mountains, and entire civilizations were built upon or inside the bones of these Titans.

It's for certain that the Titans were humanoid, the estimative is that they were 1,600 feet (500 m) tall, and their facial features don't resemble the human, alfar, or dwarven faces, but still somehow familiar.

The ruins of their civilization are equally impressive, they reach the clouds, and at the bottom they are full of Corruption. Even dwarves, immune to the corruption, don't dare to build their homes in those places, because the Titan's ruins are inhabited by the deadliest creatures of the world, but these titanic ruins are full of impressive magical devices.

The beginning of the game
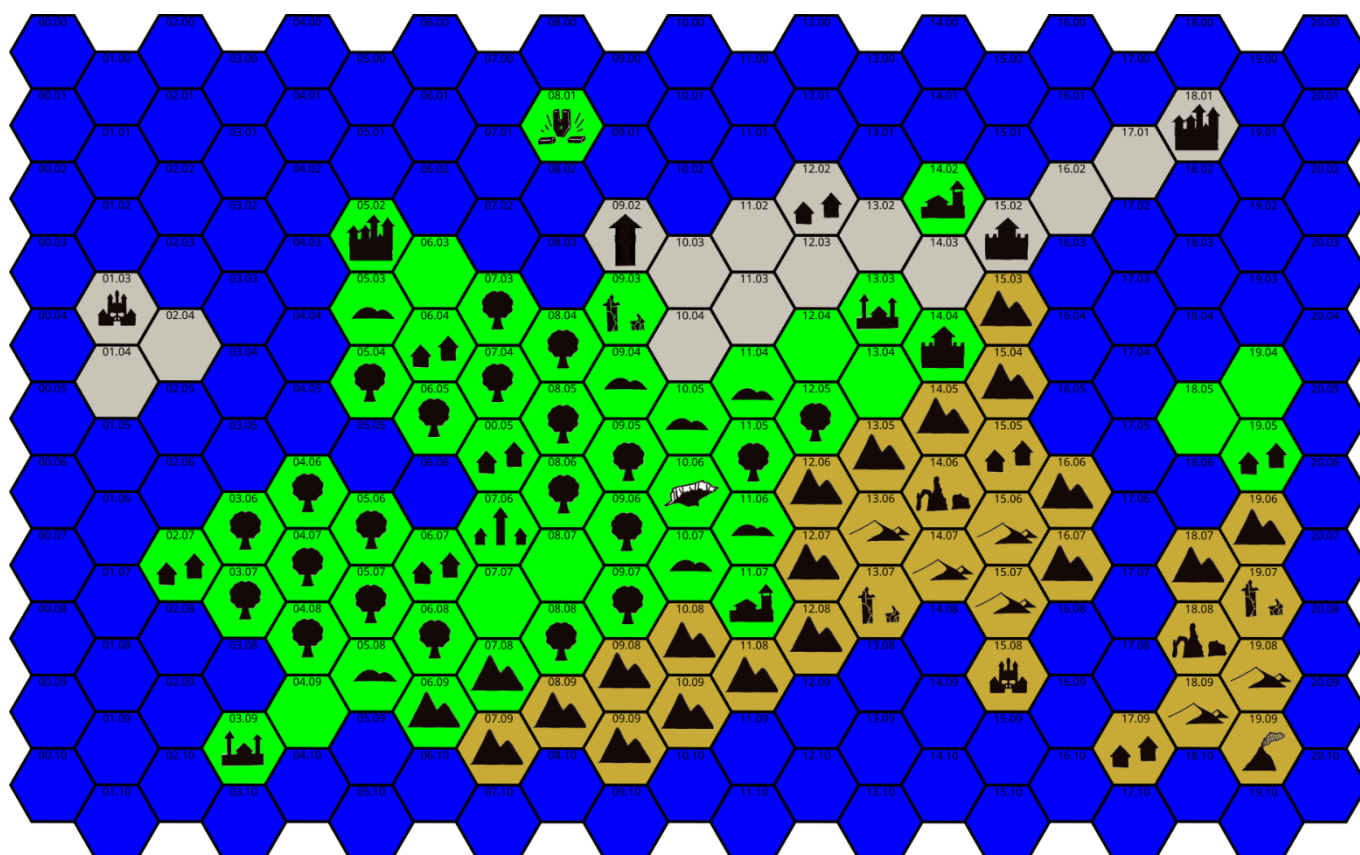
You can start the game anywhere in the map that makes sense for your character, but there are three recommended starting points:

<##To be defined yet...##>

Maps

The Main Map

SPEARHEAD CITY

This is a city from the hex 03.09 (page 74).

School

Temple

Founder's
Square

Manor's
house

Mansion's
garden

Inn

Mansion

Brothel

Slum

Storage

Inn

Military
Headquarters

Theater

Inn

FACTION GENERATOR

There are different factions in the Island of Titan's Tomb. When you find a faction for the first time, you can generate their characteristics by using multiple tables, so you can have unique factions in your gameplay.

CENER WORSHIPERS

Cener is a goddess worshiped by alfars that were corrupted, and then recovered.

d6	THE MEMBERS ARE...
1–2	only orcs
3–4	only goblins
5–6	both orcs and goblins

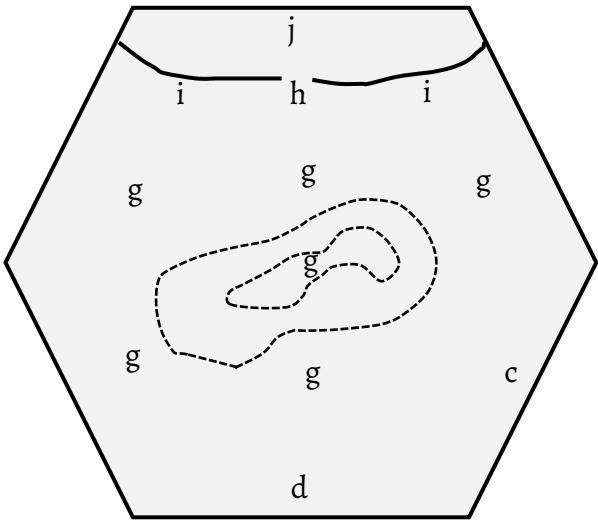| d8	THEY ARE HOSTILE TOO...
1–2	corrupted orcs and goblins
3–4	both corrupted and recovered orcs and goblins
5–6	alfars that were not corrupted
7–8	all that were never corrupted

PLACES

01.03
Plateau.

c

There is nothing here. From this point you can go to the point "f" of the hex 02.04.

d

There is nothing here. From this point you can go to the point to the hex 01.04.

g

d20	ENCOUNTERS (DAY)	ENCOUNTERS (NIGHT)
1	3 Cener Acolytes	1 Cener Acolyte
2–3	1 Cener Acolyte	Nothing
4–20	Nothing	Nothing

If you encounter acolytes:

d6	WHAT ARE ACOLYTES DOING
1–3	Traveling
4–6	Meditating

h

There are d2 Cener soldiers guarding the entrance, no matter if day or night.

i

The 16-foot (5 meter) wall, it's made of stone blocks.

i

A dome made of stone blocks with an entrance. The dome is

01.04
Plateau. Check for possible encounter in plateaus.

02.04
Plateau
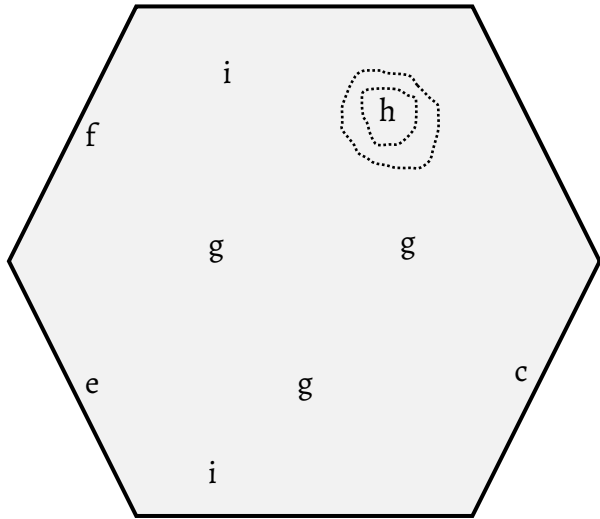
c

There is magical portal here that can teleport you to the point "f" of the hex 04.06.

e

There is nothing here. From this point you can go to the point to the hex 01.04.

g

d20	ENCOUNTERS (DAY)	ENCOUNTERS (NIGHT)
1	1 orc/goblin villager with d10 sheep	1 Giant Tarantula
2–3	1 Cener Acolyte	Nothing
2–20	Nothing	Nothing

f

There is nothing here. From this point you can go to the point "c" of the hex 01.03.

h

It's a crater with butchered sheep inside it. Near the corpse of the sheep, there are some herbs.

i

Hut with a rustic corral.

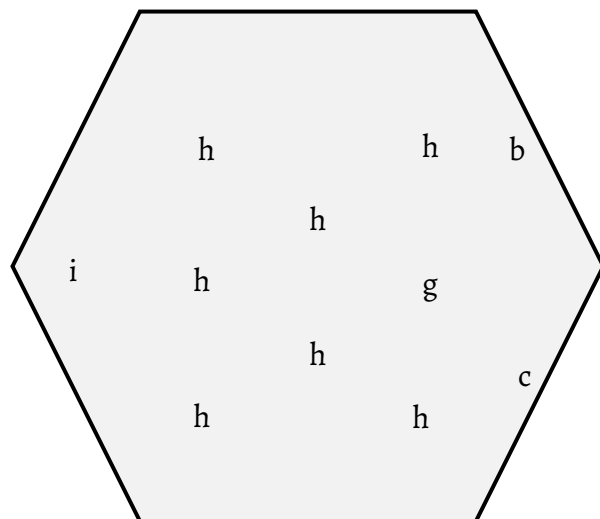| d20	Encounters (day)	Encounters (night)
1	Nothing	Nothing
2–3	Nothing	Nothing
2–20	Nothing	1 orc/goblin villager with d10 sheep

02.07

Grassland.

b

There is nothing here. From this point you can go to the point "e" of the hex 03.06.

c

There is nothing here. From this point you can go to the point "f" of the hex 03.07.

g

d20	Encounters (day)	Encounters (night)
1	Nothing	1 jaguar
2–10	Nothing	Nothing
11–20	Human villager	Nothing

h

Farm.

i

Village Sea Air: a small village in front of the sea.
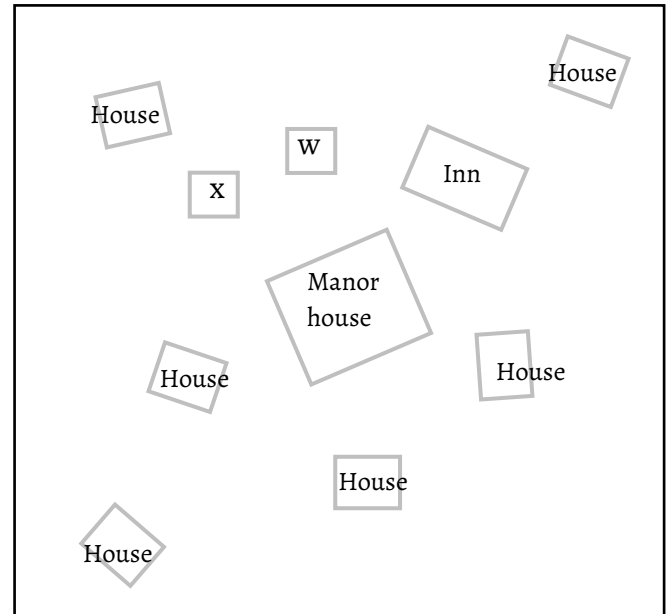
w

Shop for only fish (rations)

x

Shop for simple items that are not food

03.06

Forest. When crossing this place, run the table for encounters for forests.

If you go to the hex 04.07, you go to the point "f" of this hex.

03.07

Forest. When crossing this place, run the table for encounters for forests.

If you go to the hex 04.07, you go to the point "e" of this hex.

03.09

The city Spearhead, you can see the map in the page 71.

04.06

Forest. When crossing this place, run the table for encounters for forests.

If you go to the hex 04.07, you go to the point "a" of this hex.

04.07
Forest
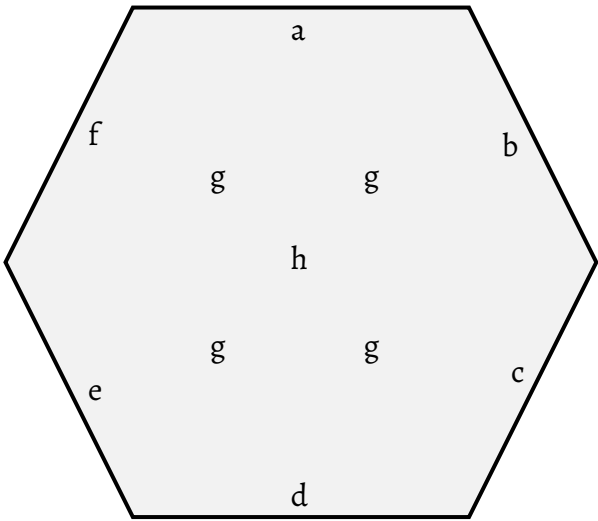
a
There is nothing here. From this point you can go to the hex 04.06

b
There is nothing here. From this point you can go to the hex 05.06

c
There is nothing here. From this point you can go to the hex 05.07

d
There is nothing here. From this point you can go to the hex 04.08

e
There is nothing here. From this point you can go to the hex 03.07

f
There is nothing here. From this point you can go to the hex 03.06

g

d6	ENCOUNTERS (DAY)	ENCOUNTERS (NIGHT)
1–5	d2 Giant Shrew	1 Giant Shrew
6	Nothing	d4 Giant Shrew

h
A hut. Inside it you can find the NPC…

d8	NPC		
1–2	None	3–4	None
5–6	Alaynah	7–8	Kandake

04.08
Forest. When crossing this place, run the table for encounters for forests.

If you go to the hex 04.07, you go to the point "d" of this hex.

If you go to the hex 04.09, you go to the point "a" of this hex.

04.09
Grassland
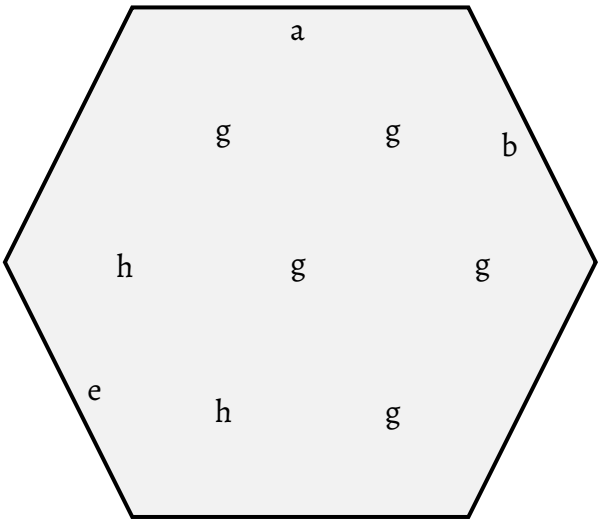
a
There is nothing here. From this point you can go to the hex 04.08

b
There is nothing here. From this point you can go to the point "e" of the hex 05.08

e

There is nothing here. From this point you can go to the hex 03.09

g

Farm

## h

Watchtower

NPCs

ALAYNAH

FEMALE ORC MAGIC-USER

HD	AC	ATK	DMG	SHOCK
4	10	+4	Wpn	—
MOVE	**ML**	**INST**	**SKILL**	**SAVE**
30' (9 m)	9	3	+2	13+
ARMOR:	None			
WEAPONS:	Magical staff; dagger (1d4)			

SKILLS

Magic-2, Heal-0

SPELLS AND TRAITS

Darkvision; Cure, Detect Magic, Drain Life; Homing Little Stars

A young apprentice of Kandake.

★ She is worried about her colleague Efraim who disappeared in the hex 06.09 when he went to get some ingredients.

EFRAIM

MALE ORC ADVENTURER

HD	AC	ATK	DMG	SHOCK
2	11a	+2	Wpn	—
MOVE	**ML**	**INST**	**SKILL**	**SAVE**
30' (9 m)	9	4	+2	14+
ARMOR:	War Shirt			
WEAPONS:	Mace (1d6)			

SKILLS

Magic-1, Stab-0, Exert-0

SPELLS AND TRAITS

Darkvision; Drain Life; Homing Little Stars

A young apprentice of Kandake.

KANDAKE

FEMALE ELVEN MAGIC-USER

HD	AC	ATK	DMG	SHOCK
9	13	+9	Wpn	—
MOVE	**ML**	**INST**	**SKILL**	**SAVE**
30' (9 m)	10	2	+2	13+
ARMOR:	None			
WEAPONS:	Magical staff; dagger (1d4)			

SKILLS

Magic-4, Heal-1, Survive-0

SPELLS AND TRAITS

Cure, Detect Magic, Drain Life; Homing Little Stars; Cure Disease, Infect; Cure Blindness, Cure Deafness; Fly

An old elf with suspicious eyes, she has the apprentices Alaynah and Efraim.

★ She is worried about her apprentice Efraim who disappeared in the hex 06.09 when he went to get some ingredients.

APPENDIX

Useful links

Most of my projects can be found at my website https://hmslima.com.br/, but if you want alternative links:

OGME: https://hmslima.itch.io/ogme

Character's Sheet

Name: _____

Species: _____

Class: _____ **Attack bonus:** _____

Attributes (modifiers)

STR: ____ (____) DEX: ____ (____) CON: ____ (____)

INT: ____ (____) WIS: ____ (____) CHA: ____ (____)

Max HP: _____

HP$_{Current}$: _____

AC: _____

Saving throws

PHY: _____ MEN: _____

EVA: _____ LUC: _____

Skills:

_____

_____

_____

Spells and traits:

Mana (Max/Current) : _____ / _____

_____

_____

_____

_____

_____

Inventory

Money

cp: _____ sp: _____ gp: _____

Encumbrance Readied: _____

Encumbrance Stowed: _____

Companions

Companions	HP$_{Curr.}$	MP$_{Curr.}$	AC	Atk.	Dmg. and spells	Shock	Skill	Save
$_{Max}$ HP/MP (___ / ___)								
$_{Max}$ HP/MP (___ / ___)								
$_{Max}$ HP/MP (___ / ___)								
$_{Max}$ HP/MP (___ / ___)								

Full Party's Sheet

Name: _____
Species: _____
Class: _____
STR: ____ (___) DEX: ____ (___)CON: ____ (___)
INT: ____ (___) WIS: ____ (___)CHA: ____ (___)

Max HP: _____   SAVING THROWS
HP: _____   PHY: _____   MEN: _____
AC: _____   EVA: _____   LUC: _____
Atk.: _____   Weapon: _____

SKILLS

_____
_____
_____
_____

SPELLS   MP (Max/Current) : ____ / ____

_____
_____
_____
_____
_____
_____
_____

Name: _____
Species: _____
Class: _____
STR: ____ (___) DEX: ____ (___)CON: ____ (___)
INT: ____ (___) WIS: ____ (___)CHA: ____ (___)

Max HP: _____   SAVING THROWS
HP: _____   PHY: _____   MEN: _____
AC: _____   EVA: _____   LUC: _____
Atk.: _____   Weapon: _____

SKILLS

_____
_____
_____
_____

SPELLS   MP (Max/Current) : ____ / ____

_____
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_____
_____
_____
_____

Name: _____
Species: _____
Class: _____
STR: ____ (___) DEX: ____ (___)CON: ____ (___)
INT: ____ (___) WIS: ____ (___)CHA: ____ (___)

Max HP: _____   SAVING THROWS
HP: _____   PHY: _____   MEN: _____
AC: _____   EVA: _____   LUC: _____
Atk.: _____   Weapon: _____

SKILLS

_____
_____
_____

SPELLS   MP (Max/Current) : ____ / ____

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_____
_____

Name: _____
Species: _____
Class: _____
STR: ____ (___) DEX: ____ (___)CON: ____ (___)
INT: ____ (___) WIS: ____ (___)CHA: ____ (___)

Max HP: _____   SAVING THROWS
HP: _____   PHY: _____   MEN: _____
AC: _____   EVA: _____   LUC: _____
Atk.: _____   Weapon: _____

SKILLS

_____
_____
_____

SPELLS   MP (Max/Current) : ____ / ____

_____
_____
_____
_____
_____
_____

INVENTORY

MONEY

Copper (cp): _____

Silver (sp): _____

Gold (gp): _____

Readied items capacity: _____

Stowed items capacity: _____

ITEMS

INFORMATION

Name: _____

Current conditions

_____

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_____

Current connections

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Current objectives

Long term objectives: _____

_____

Short term objectives: _____

_____

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