

# EX VINUM

by tsbohc

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# INTRODUCTION

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*Let your autism stretch far  
beyond the flowery fields and  
the foggy mountain peaks*

— drunk sorcerer

**E**X VINUM is a tabletop roleplaying game, at the heart of which lie autism and the love for role-playing games, the bounds between which were blurred by wine. That's how it got its name.

The game emphasizes the role-playing aspect of similar titles, while simplifying yet not rejecting the traditional systems.

The setting is classic fantasy world akin to D&D that doesn't strive to be strictly realistic.

## GAMEPLAY

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The Dungeon Master describes the situation. The details of the surrounding area, characters, etc. Not all there is to know is available to the players right away.

The players describe what they would like to do. During combat this happens in a strict order. Out of combat, the players can move freely. One of them maybe picking a lock, another being on guard.

Sometimes, solving a problem is easy, like opening a door. In this case, DM may just say that the door opens and describe what lies beyond. Sometimes, the success of the players' actions depends on dice rolls.

DM describes the results of the players actions, and the cycle continues.

Note that this is not a computer game. The actions of players are constrained only by their imagination and the fantasy version of the laws of physics, and minmaxing doesn't usually end well.

## NOTA BENE

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DM and the players work together to create a narrative, they are not fighting each other.

No matter what is written in the rules, DM always have the last say in conflicts.

DM must reward players for experimentation and role-playing, even if their ideas are not realistic.

The main goal is not to win, but to have fun with your friends.

# RACES

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**B**ELOW is a list of playable races of ex vinum.

## HUMAN

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You know. Humans are good at many things, but don't excel at any of them. They are the most diverse and numerous race.

## DWARF

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The harsh underground and a lot of hard work. Dwarves cherish their craftsmanship. They often become artisans or miners. They love to spend an evening counting their gold while having a few jugs of ale.

They are short, sturdy, muscular. Brown or dark hair, harsh voice, and thundering laughter.

## ELF

---

Graceful and mindful, Elves are tightly connected to the magic of this world. They often become writers or artists. Most of their time they spend alone with nature and books.

Slightly shorter than humans. Slender physique, light hair, blue or green eyes. Melodic voices.

## TIEFLING

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Tieflings carry the burden of their ancestry. They are the offsprings of the devil and a human. Their half-demonic appearances provoke only sharp glares and no compassion. Tieflings were brought into this world against their will, and do everything they can to survive.

Height is around that of a human. The skin color tends to be reddish. A long tail, large horns on the top of the head. Misty eyes, dark hair.

## DROW

---

Dark Elves are the ancient sub-race of the traditional Elves. They were condemned to live underground. Those who end up on the surface often follow the path of evil, but there are exceptions. They often become mercenaries or travellers.

Slightly smaller than Elves. Dark, ebony colored skin. Almost white hair, pale eyes.

## AASIMAR

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Aasimar are similar to Tieflings in their ancestry, only there's divine blood in their veins. They are very likely to become fighters for virtue.

In their dreams they speak with their divine father. Aasimar prefer not to reveal their lineage.

Taller than Humans. The skin and hair colors are similar to that of Humans, but may have metallic colors.

## ROLEPLAYING

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**W**HO will you be? A cheerful Dwarf with a bellowing laughter who knows all the best taverns in town? Or a Tiefling, who's hands are covered in blood because the only other choice was death?

### RACE

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Race doesn't only affect physical appearance and character attributes, but also your position in the world, and the relationships with other races. Also, your backstory is directly related to the birthplace.

### AGE

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Some races, such as Dwarves and Elves, live a few hundred years older than humans. For this reason, they have a different perspective on the world.

### SEX

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Sex greatly affects your character and past. Not all women can become knights whenever they want. Only those women who have something they want to protect become knights.

### CLASS

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Every adventurer belongs to a profession. Class determined whether you're proficient with magic or weapons, and what role you'll be filling in your group.

### PERSONALITY

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Personality is composed of your values and flaws. Your strong and weak sides, your character, and how you behave around other people.

### BACKSTORY

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What was your life like before the campaign? Maybe you were sent on an important quest or maybe even excommunicated? How did you learn what you know and became your class? What do you want to protect or acquire? Do you have a loved one? Did you lose an old friend or are chasing an enemy?

### APPEARANCE

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Everything that's related to outer appearance. Your physique, the colors of

your eyes, skin, hair. The scars you got of your clothing.  
in past battles and tattoos. The details

## CHARACTER EXAMPLE

NAME:

*Ailon Dawnguard*

ATTRIBUTES:

STR	DEX	INT
+0	+1	+2
7	9	11

STATS:

MAX HP	GOLD
46	75

CHARACTER:

<i>Полу-эльф Волшебник, 24, ж.</i>
<i>Сбежала из монастыря чтобы</i>
<i>увидеть мир таким, какой он</i>
<i>есть. Хочет стать лучше, но</i>
<i>боится потерять себя. Веснушки,</i>
<i>русые волосы, невысокий рост.</i>

Above is the example of my character adapted from *Baldur's Gate 2*.  
Players will receive pens and paper

for further notes. They can be used to jot down plot points, keep track of health, gold, and equipment.

## RULES

THE THROWS are illustrated with two numbers between the letter 'd'. For example, 3d6 means "throw 3 dice, each with 6 sides". If no further instructions are given, the resulting roll is the sum of all dice.

If there is addition or subtraction

afterwards, e.g 2d8+3, 3 is added to the resulting sum of two throws of d8.

At the heart of the role-playing system of *ex vinum* lies the d12. The reason being, I wanted to shorten the time between something awful and something awesome happening.

# ABILITY SCORES

Character’s attributes reflect their physical abilities and mental capacity, and are expressed with numbers from 3 to 12 on average.

## STRENGTH

Determines raw physical ability and constitution, proficiency with heavy weapons. Greatly affects the total number for hit points.

## DEXTERITY

Defines character’s reflexes and perception, proficiency with light and ranged weapons. Has a minor effect on total health pool.

## INTELLIGENCE

Indicates background knowledge and charisma, proficiency with intelligence weapons and magic. Doesn’t have any effect on health.

## DETERMINING SCORES

For each of the Ability Scores a player rolls 3d4 and adds up the dice. The player can assign the resulting three rolls as he or she wishes.

Note that DM may suggest another way of determining Ability Scores.

Then, racial and other bonuses are applied. Also, the player with the best backstory receives an extra attribute point assigned by the DM.

race	str	dex	int
dwarf	+2	-1	
elf	-1		+2
tiefling		+2	-1
drow	-1	+1	+1
aasimar	+1	-1	+1

Humans receive +1 to any Ability Score of their choosing.

## HIT POINTS

The total health pool of character is determined by

$6 \times \text{Strength} + 2 \times \text{Dexterity}.$

## SCORE MODIFIERS

Score Modifiers are used to show how well or how badly a character is proficient with a skill. They play an integral part in determining how successful an action is.

High Ability Scores result in positive Score Modifiers, low – in negative.

attr	mod	attr	mod
1-2	-3	9-10	+1
3-4	-2	11-12	+2
5-6	-1	13-14	+3
7-8	-0	15-16	+4

## ABILITY CHECKS

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If there's a chance of a player's action failing, DM will ask him to perform an Ability Check.

The player must throw a d12 and add relevant Modifiers to the roll. If the final roll is equal or higher than the Difficulty Class set by DM, the action succeeds.

Saving Throws, meaning rolling for a chance to resist damage, are also included in this mechanic and function the same way. DM will ask the player to roll for an Ability Check when a Saving Throw is valid.

### ADVANTAGE

There can be a case, where a player gains an Advantage when performing a certain action. This means that during an Ability Check the player throws 2d12 instead of one, and picks the highest roll. Remember to add your Modifiers to it.

### ASSISTING

A player may assist another by rolling a d12 beforehand and adding a relevant Modifier. If he rolls more than 6, the player performing an action gains an Advantage.

## OUT OF COMBAT

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At the beginning of the campaign the players may want to elect someone to be the leader of the group.

Out of combat players may move freely, with the party leader speaking for the rest of the party, for example: "We proceed further into the hallway etc.

There is no specific order of action when out of combat.

## IN COMBAT

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Combat consists of rounds. During each round, every character on the battlefield performs a single action.

### INITIATIVE

If the players ambush their enemies, they can determine the turn order themselves.

If the players are ambushed, they roll for Initiative. The turn order is based on a Dexterity based Ability Check, from highest to lowest.

### VISION

The players can only interact with objects their characters are able to see.

Vision more or less follows the rules of logic. It's very hard to hind successfully if someone is starting you dead in the eyes.

### ROLLING

The success of each action is determined by rolling a d12 without any Modifiers.

1 means critical failure, where everything goes awry and somebody



gets hurt. 2 is usually a miss and not much else.

Higher values provide good results, with 12 being a critical success, where you learn as much as possible, deal the most damage, etc.

### **DAMAGE**

The damage is equal to the roll we just discussed, with the addition of relevant Modifiers. On critical successes, blows deal double the damage.

### **OPPORTUNITY ATTACKS**

If a character is engaged in melee combat with another character and attempts an escape, he will receive an Attack of Opportunity.

There are exceptions to this rule. The success of the escape is determined by an Ability Check. On critical success, the character fully avoids damage. Or if the escaping character using a certain ability.

### **DEATH**

Once a player character's health pool reaches zero, they are knocked unconscious, additionally, their Strength is reduced by 2. A friendly character can then spend an action to help them get up. If a character's Strength reaches 0, they die permanently (and play as a dog, probably).

Very often NPCs die permanently once they run out of hit points.

### **RESTING**

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During the course of the campaign, the players will have the ability to set up camp and rest. The quality of the rest depends on their role-playing actions. Rest recovers lost health points.

To rest well, the players need to have dinner, properly set up camp, and tell a few stories around the fire.

# EQUIPMENT

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name	price	name	price
зелье здоровья	25g	зелье разговора с животными	10g
зелье ночного зрения	10g	зелье подводного дыхания	10g
зелье паучьих ног	25g	фляска кислоты	10g
фляска вечной мерзлоты	10g	фляска дымовой завесы	5g
фляска света	10g	порошок усыпления	5g
горсть пороха	5g	палатка	10g
котел	5g	огниво	5g
соль и перец	2g	бинты	15g
бутылка виски	3g	отмычки	5g
крюк	5g	железные колючки	5g
зеркало	10g	факел	3g
веревка	5g	мыло	1g
лопата	5g	топорик	5g
кирка	5g	музыкальный инструмент	5g

По поводу наличия неуказанных выше предметов можно спросить у торговца, главное сделать это в будучи в роли.

NAME:

\_\_\_\_\_

**ATTRIBUTES:**

STR	DEX	INT

**STATS:**

MAX HP	GOLD

**CHARACTER:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NAME:

\_\_\_\_\_

**ATTRIBUTES:**

STR	DEX	INT

**STATS:**

MAX HP	GOLD

**CHARACTER:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# BAD WATER

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## HOOK

tell players that they can pick up rocks from the ground, get a stick, "borrow" a shovel, etc. that you can ask if there's a boulder or a stick or anything else lying around

the party hears a rumour about a small remote village that became known for its ale and decides to check it out

on the way there they meet a travelling merchant, a dark elf named ginchi. he sparks the conversation

*Во время совместных путешествий до вас донеслись слухи о небольшой деревне, которая недавно прославилась своим элем. Заинтригованные проспектами диковенной выпивки, вы в пути уже несколько дней. И вот, наконец, деревья расступаются и вы выходите на дорогу через поле.*

*Утро, погода стоит ясная, на небе нет ни облачка. По сторонам дороги расстилаются золотые солодовые поля. Люди, двигаясь рядом, одновременно взмахивают косами, но песни не слышно.*

*Вас догоняет повозка запряженная лошадей, судя по всему торговца разными мелочами. За упряжкой – темный эльф, в зубах у него травинка, а на голове соломенная шляпа.*

*"Тожэ хотите изведать здешней выпивки?"*

ghinci's dialogue ideas:

*Я – Гинчи, а лошадь зовут Пташка*

*Раньше был наемником, но мне отяготела рискованная жизнь.*

**cha low.** Друг погиб на одном из заданий, мы пытались стянуть семейную реликвию, какой-то там меч. Стрела меж глаз. Я не смог ничего сделать.

Теперь я странствующий торговец

## АКТ I

### VILLAGE

two buildings, a tavern and a brewery.

*Вы вместе прибываете в деревню. Картина перед вами скромная: несколько домов сложенных из бревен, а среди них только пивоварня и таверна.*

*"Взгляните на мои товары?", говорит Гинчи, "скидки новым покупателям"\*Гинчи показывает на свою повозку\**

give the players a list of things they can buy.

each of the players can get one item off of Ghinci for half the price.

*Я пойду выпить, вы со мной?*

### TAVERN

the tavern is full of people, the usual. BUT! nobody talks about anything that happened soon-ish, as they all are forgetting that

*На вывеске таверны название – "Коготь Медведя". Изнутри громкие разговоры и редкие раскаты смеха.*

*помещение хорошо освещено, стены бревенчатые. несколько штук круглых столов, барная стойка. на стене голова медведя. как бы убрано, но не сказать чтобы очень чисто*

*вы слышите голос*

*"Присаживайтесь, присаживайтесь мои хорошие!"*

*к вам направляется хозяин таверны, добродушно улыбающийся дворф, в руках у него метла, и он судя по всему только что подметал пол.*

*"Чего желаете?"*

give players a print out menu of drinks with one highlight especially clearly (being that rumoured ale). if the players for some reason don't order it, serve it to them anyway. fore-fucking-shadowing

ask the players if they want to say toasts

сказать, что выпивка хороша,  
значит ничего не сказать.

*per low* но есть странный при-

вкус. Такой сладкий, но земельный,  
что ли.

have ghinci order two more drinks  
and down them quickly after a toast

have players drink, if they interact  
with the tavern keeper have him forget  
them

if they walk out have Ghinci forget  
what happened

Ухх, хорошо вытили, давной я так  
ни с кем не сидел. Подождите... а  
вы вообще кто?

if they go back

Хозяин таверны вернулся за стой-  
ку. **per low** На ней стоит почти  
выпитая кружка эля.

"О, посетители? Чего желае-  
те? Комнату? Выпить?"

... Да обычная выпивка, я ей  
уже сколько лет торгую с тех пор  
как у меня родилась дочь... как же  
ее звали?

Оставьте меня, мне нужно  
побыть одному

if the players rent a room, have  
time pass weirdly, so that its the  
twilight again

## BREWERY

there's a black cat called Juro.

if they go here first

составлена из бревен, внутри  
несколько человек. один переби-  
рает зерно, двое других тоска-  
ют мешки, еще один размешивает  
что-то в чане. вокруг стоят уже  
закрытые бочки

if they go here after the tavern:

Время для всех пролетело неза-  
метно, уже вечереет. Работа на  
сегодня окончена, и пивоварня за-  
крыта наглухо.

**per mid** в траве свернувшись в  
clubочек лежит черный кот. в су-  
мерках его почти не видно. его гла-  
за поблескивают и направлены на  
вас

... Для остальных это звучит  
как мяуканье.

Чувак, ты че замяукал вдруг?  
У кота на морде вырисовывается  
крайнее изумление.

Чувак, тут что-то неладное,  
люди ведут себя как-то странно,  
а по ночам я вижу как вокруг ко-  
лодца ошиваются странные ти-  
пы. А эти (показывает лапой на  
пивоварню) потом на этой воде  
выпивку варят.

## WELL

*По дороге у вас ногами у вас шур-  
шит трава*

*Перед вам обычный дере-  
венский колодец, с виду ничего  
необычного. Глубокий, внизу вода.*

*Видно, что им часто пользу-*



ются, но веревка выглядит надеж-  
но

*per low тот же странный  
сладковато-земельный запах*

## ACT II

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### DESCENT

by now the party should be hooked and swarm the well. have them dive into water one way or another (roll endurance checks for suffocation, maybe make it just a bit dramatic)

the party emerges in the beginning of what looks like an old ruin/dungeon. the place is pretty humid, moss everywhere, rats squeaking somewhere, very dark.

glowing and regular mushrooms, the regular ones are poisonous

### DUNGEON

pack a bunch of e. a. poe into this. same kind of gothic unsettling horror with a tinge of madness (think cask of amontillado and the pit and the pendulum)

the layout should be separated into floors (4+boss arena?) that get more and more dangerous and typical fantasy-ish. things progress from just rats, to animated skeletons, to traps, to cultists.

room/encounter ideas:

1. a door that players need to push together to open

2. some stupid animated thing like a broom or something that fights them

3. a trap room that fills with water (yes, that water) to the ceiling in a few turns

### INTERROGATION

around half way through the players may capture a cultist and interrogate him. tell them some stuff about the final boss (section below).

## ACT III

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### FINAL BOSS

make it some large skeleton with glow in the dark bones. this ancient dude is some kind of a demigod that the cultists worship.

have it be a gimicky-ish bossfight where becomes visible/attackable for a turn after you shine light onto him, and then fades away and becomes invisible/invincible. also he's invisible if there's any light around.

when the party enters the room have the lights on, once the combat starts he breaks the torches and they see the green glow, next turn he fades.

let's say that he hasn't regained his physical form yet, and he needs souls to get it back and that's his motive. also he likes getting drunk? scratch that, makes him too likeable.

**REVEAL**

the cultists perform rituals that poison  
the water in the well, making the water

take VERY GOOD and take the souls  
of those who drink it. the souls are then  
fed into skeleton and make him more  
powerful