

# SWORD WORLD

# 2.0

北沢慶  
グループSNE

Kei Kitazawa / GROUP SNE

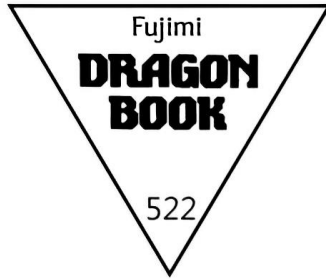
# CORE RULEBOOK I

REVISITED

SW  
2.0  
RPG

ドラゴンブック





# Sword World 2.0

Core Rulebook I Revisited

Kei Kitazawa / Group SNE

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# INTRODUCTION



## Welcome to the World of Sword World 2.0!

Have you ever longed for the word "adventure"?

To challenge unknown, to have courage to take a risks. To battle for life and death and to survive with last step.

However, it is extremely rare for people to actually experience such a great adventures. However, because of them, people have pursued adventures in novels, manga, anime, movies, etc., and by living through heroes, they have been filled with their excitement, agitation, and spirit of the adventure.

However, with this book, you can experience such a thrilling adventure. Video games can also provide similar experience, but it can be an entertaining for dozens of hours. But this fun is finite. Video game story will be completed, and you will do everything you can in it.

However, the possibilities hidden in this book are "infinite". This book has endless adventures and stories. This book is a rulebook for a games called "Tabletop Role Playing Game (TRPG)". This game does not require a computer or game console. All you need is some friends, paper, and pencils. And only two dice and infinite imagination.

This game is made is made from conversations between players. Players can control the characters they create and behave freely according to the story and situation conveyed by the host called the Gamemaster (GM).

For example, let's say the game master tells the player that an enemy has appeared in front of his character. Do you clash swords with the enemy that appeared, or do you try to reason with them? When battling, do you challenge them from the front or try outsmart them?

There are endless number of possibilities with the imagination and creativity of the player and the game master. And the story created live with conversations and self-experiences will give you a strong feelings and deep memories.

The game "Sword World 2.0 (SW2.0)" is a fantasy **RPG** set in "The World of Swords" as the title suggests.

It's an old-fashioned and dangerous world with no electricity, no cars, or planes, and of course no mobile phones. But in every world, there is magic. Gods are real. There are mysterious ruins with treasures but also with numerous threats and monsters.

And above all, there in there you can find "adventure"!

You will become an "adventurer" who travels through mysterious and dangerous "World of Swords", and you will live adventurous life in its fullest.

In this game, you are the main character. And the character you created for this world is yours. And with conversations between Gamemaster (GM) and players, world will expand, your sword, your magic, your courage, and your wisdom will weave a magnificent story.

Let's go to the world of adventure!

Expand your infinite wings of imagination.

It's time to create your own story!

Welcome to the world of adventure!

Create an amazing stories with your own hands!

## What is a Tabletop Roleplaying Game?

Tabletop role-playing game (TRPG or TTRPG as it is common in the west) is a game that is established through conversation.

The game begins with the gamemaster (GM), the facilitator and referee, telling the players about the story and situations they are in. With him players can react, decide what to do, and progress in game.

In other words, GM acts as a substitute for a computer in video games.

In TRPG, GM is free to create scenarios. Because of him, the number stories are endless. And unlike inflexible computer, TRPG allows GM and player exchanges to solve matters in his different ways.

Players will feel thought their own player character (hereinafter referred to as PC) and will respond to various situations prepared by GM. In video games, you can still have a meaningless talk to bosses who are hostile to you, or you may be able to lure them out and fight in more favorable conditions. On the contrary, he could reconcile without fighting.

Through this kind of interaction, the story is born. What kind of story it will and where it will go differs depending on GM and players. It's totally in their hands.

Eventually, the story will enter into the apex, and the game will end when the boss is defeated, the treasure is obtained, and so on.

This one game is called a "session".

As was explained earlier - TRPG is a game that solves matters through conversation. However, conversation alone will always make a good talker the strongest.

That's where the rulebook comes in.

This book contains rules for creating characters to play SW 2.0, as well as means for overcoming obstacles they will encounter when adventuring and information about monsters.

The strength of the characters is determined by the rules, and the GM ultimately decides whether or not their actions are successful.

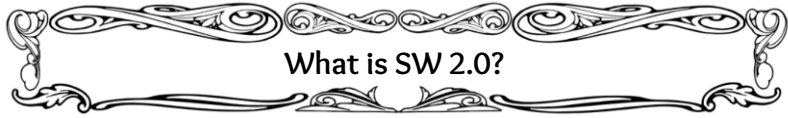
Therefore, GM should read this book thoroughly and understand the rules. The GM should create scenarios, make ruling, and develop players adventures. It's not easy, but GM can create their own world, their own story, and can get many praises from players". GM can get joy and satisfaction that they won't find anywhere else...

Of course, players are encouraged to read the rulebook as well to understand what they can do with their characters. This will make the game smooth for them and will be a great help to GM.

But the rules presented here are just to help your imagination. More import are your own inspiration and your passion to have fun. The rules should be followed but they can be bent and changed by GM or with permission of GM to enrich the game and make it more fun.

TRPG is a game with no clear winners or losers.

However, the fun, excitement and great memories of players and GM is a special kind of winning in a TRPG.



## What is SW 2.0?

It's happening not here and not now.

It's happening in the world created by three swords, Raxia.

Sword World 2.0 is the game where you can enjoy various adventures in the world where swords and magic are present and vibrant.

The Raxia world has many similarities in terms of scale and nature to the earth we live in. However, there are many significant differences.

First of all, magic exists in the world of Raxia. Gods also exists. Various non-human races live together, and numerous dangerous monsters and mystical beasts roam the world!

However, there are those who boldly and freely travel in Raxia. They are adventurers played by the players.

About 300 years ago. The world was severely destroyed by the catastrophe. A catastrophe was a major invasion of a barbaros - a terrifying races. Civilization was destroyed, nations fell apart, and the world seemed to be conquered by barbaros. Barbaros complete victory was just around the corner.

However, due to the actions of the heroes, **Beast King** of the Barbaros was defeated, and the great invasion ended. The barbaros who lost their leader were out of control and were losing.

However, the nations of the world have been devastated and civilization has significantly lagged behind in development. What is also important is that the barbaros and other monsters have become roaming dangers of Raxia.



Players can become adventurers in this a dangerous world, can discover treasures and lost knowledge from the ruins of a perished civilizations, or fight against barbaros to become legendary heroes. What an adventure it will be!

Sometimes players will help someone in need or may fall in love with someone, or you may experience death or parting.

You can be an adventurer in many ways.

You can be fighter armed with sword and armor, a sorcerer who make full use of its magic or priest that can protect your friends with miracles from god... This group of PCs is called a "party". Together party members can use their different skills and abilities to overcome any obstacle to climb any mountain.

GM, on the other hand, creates scenarios and welcomes PCs to labyrinths, wilderness, dangerous forests, and ruins to create different stories.

GM is by no means an enemy of the player. Suffice it to say, he's like the designer of an amusement park or a haunted house. And when the story arc is completed with help of GM, players can enjoy story fully.

This book contains all the detailed rules for playing SW 2.0. For those who want to know the feeling of actually playing you can find "Sword World 2.0 Replay: Heroes of the New Goddess ①" (Author: Miyabi Akita / Group SNE), which is a replay, a record of actually playing SW2.0. Please also refer to other SW 2.0 books.



## How to Use This Book?

"Sword World 2.0 Core Rulebook I Revised Edition (hereinafter, this book)" is a rulebook for playing TRPG called SW 2.0. This book is a revised version of "Sword World 2.0 Core Rulebook I" released in April 2008, which makes the combat rules easier to understand and play. This book is roughly divided into 5 parts.

### **Part 1: Characters**

Here you will find how to create your own character, your alter ego.

### **Part 2: Game Rules**

Here, you can find various rules for actually playing the game. In particular you will find here skill rules and combat rules.

### **Part 3: Data**

Here you will find information about magic, combat feats, and equipment such as weapons and armor. It is advised to mark pages that are frequently used during the game with sticky notes.

### **Part 4: World**

This part contains description of Raxia, the world of adventure. It contains background and history of Raxia, moral values and climate of this world.

### **Part 5: Game Mastery**

It explains the rules and gives advices for GM, who is the facilitator of the game, and contains information on how to create scenarios. You can find a sample scenario and bestiary.

## What Do You Need to Play?

### Rulebook (this book)

Its advised for GM to have this book while playing. It is also convenient for each player to have this book for themselves.

### Character Sheets

Character sheets contain information about characters for each player.

### 2 dices

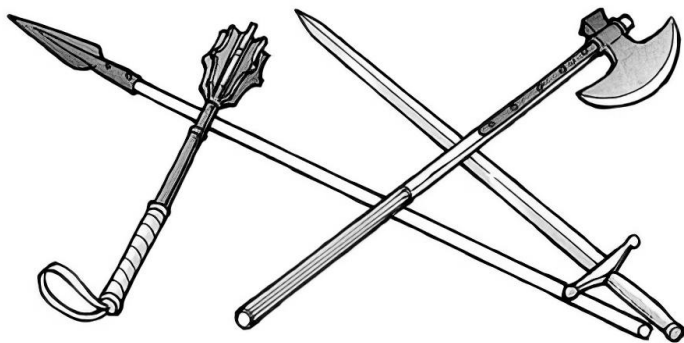
Two ordinary six-sided dice for each person playing the game.

### Writing Utensils

You probably will need a pencil, and eraser instead of a ballpoint pen, as it is handy for rewriting.

### Friends

TRPG cannot be played alone. Gather at least one GM plus one or more players (3-5 are the ideal number).





## Glossary

Here are some terms you should know first as you read through this book.

### Basic terms • World

#### **Humanoid**

It is a general term that is used for usually non-hostile races, such as humans and elves. This book features seven races: humans, elves, dwarves, rabbits, runefolks, nightmares, and shadows.

#### **Barbaros**

It is a general term for humanoid-like races that are hostile towards humanoids. Goblins, boggarts, and ogres are typical examples of barbaros.

#### **Monster**

It is a general term for monsters that stand in front of adventurers. They are classified into barbaros, mystical beasts, undead, and so on.

#### **Raxia**

It is the name of the world of SW 2.0. In a world supposedly created by three swords, civilizations has risen and collapsed at least three times. Now 300 years has passed after the collapse of a large-scale civilization.

## Adventurer

It is the name of those who have journeys all over the world. In this game, players become adventurers and can go on the adventures such as exploring ruins and defeating barbaros.

## G (Gamel)

It is a common currency unit in Raxia. You can live a decent life with 10G (excluding accommodation) per day.

## Swords of Creation

This is a collective name for three swords that are said to have created the world of Raxia.

## Mana

It is the power that fills the world and is the source of all magic. What was created by swords of creation has more or less mana inside of them.

## Basic terms • Rules

## TRPG

Abbreviation for tabletop role-playing game. In a nutshell, it's a game where you can create, play, and have fun with your characters.

## Player

These are you guys who are reading this book and play SW 2.0. Player has one character and has control over their character.

## **Game Master (GM)**

It is a storyteller that creates a story in which characters play an active part. SW 2.0 is played with one GM and 3 to 5 players.

## **Character**

It is a general term for humanoids, barbaros, monsters, etc. that appear in the game.

## **Player Character (PC)**

Among the characters, the characters created and handled by players are called player characters, or PCs for short.

## **Non-Player Character (NPC)**

All characters controlled by GM are called like this.

## **Session**

It is a unit of time for each time the GM and the players play the game. After one session, the characters controlled by the players gains experience points and grow.

## **Units of Measurement**

In this manual, units such as weight and length are expressed in units such as kg and m. The calendar is almost the same as the solar calendar in our world.

## **1 Day**

In the world of SW 2.0, the beginning of the day is 6:00 am and the end is 6:00 the next morning.



## 1d, 2d

A symbol that represents the number of dice needed to be rolled. 1d means "roll one six-sided dice" and 2d means "roll two six-sided dice".

## Fraction Calculation

If there is division of numbers in the game, please "round up" unless otherwise instructed.



### First Important Rule to Remember

TRPG is a game that all participants should enjoy and create their own story. Here are the most basic and important rules you need to enjoy this game.

#### What Everyone Should Follow

This game is not about a competition between players, nor a battle between players and GM. Be proactive and have fun together!

#### What Players Should Follow

Players should follow GM's guidelines. GM can also be wrong. It's okay to point out that, but in the end, it's up to GM to make a final call.

#### What GM Should Follow

GM must always be fair. The GM is responsible for determining the final decision and rules. GM should use the rules appropriately and make fair decisions so that all participants can enjoy the game.

## GM Authority

### Rules Decisions

The GM decides which rules to use during the game. If the situation cannot be dealt with rules described in rulebook, GM should judge themselves and make a ruling. Make decision that are appropriate to situation that arises.

### Rejection of Rolls

If the player rolls the dice without the GM's permission, the GM may reject result or ask for reroll.

### Session Advancement

The GM always has the authority on how to proceed with the session. If the characters actions lead to unexpected situations in the scenario or derailment from it, or the players get stuck and the progress stops, GM can change scenario, pacing or even advance the in-game time to help players.

## What If You Made a Mistake?

If you notice a mistake that was done before in session, be careful not to make same mistake again. But there is no need to correct past mistakes. Rewinding time can be confusing and cause the game to stagnate.

In any case, the final decision is made by GM. In order for everyone to have fun and play smoothly, please try to understand the rules correctly and read this book carefully.



# PART 1 CHARACTERS

This first part introduces player character (PC), which is the main character of the game.

# Character Creation

PC (Player character) is the alter ego of the player in SW 2.0. The PC can take various actions according to the player's declaration. If the player declares the move action to the GM (game master), he or she can move the PC freely. If the PC wants to talk about something, the player can just say it out loud as the PC's remark. The PC is an adventurer in Raxia world. The adventurer's place in this world is described in "Part 4 - World", but you do not have to read it at first. All you have to do is remember what the GM explains.

## How To Read Character Sheet

Here we will explain how to read character sheet that is used to manage PC data. The character sheet is used to store PC information, what you PC can, and the equipment and tools PC has.

For information on where and what is written in the character sheet, refer to the explanation corresponding to the character sheet number in the figure.

### Character Sheet A

#### ① Personality

It is a place to write the name, gender, age, race, and background of the PC. Write letters and numbers in each field.

**Name:** Feel free to decide. The names of the inhabitants of the Raxia are similar to the Western-style names of the real world.

**Gender:** Write down whether character is male or female. There is no difference in abilities between males and females.

**Age:** You can decide freely on age of PC, but the age of adulthood, life expectancy, and suitable age for an adventurer differs depending on the race. Please decide the age by referring to the explanation of each race (part 2).

**Race and Background:** If you're creating a PC with Easy Creation System (see later in part 1), it's already written. If you are creating using Normal Creation System (see later in part 1), write the selected race and background.

## ② Ability Scores

---

It is a column to write the ability scores of the PC. There are various types of ability scores, such as dexterity, agility, strength, vitality, intelligence, and spirit. The higher the number, the better the ability is.

Growth value is increased after session (see later in part 1).

## ③ Ability Modifier

---

It is a column to write the ability modifier value. The ability modifier is the value obtained by dividing the ability score by and rounding down the fraction. It is used for skill checks (see part 2).

### ④ Fortitude and Willpower

It is a column to write fortitude and willpower. They are used in fortitude checks (see part 2) and willpower checks (see part 2), respectively.

### ⑤ HP (Hit Points) and MP (Mana Points)

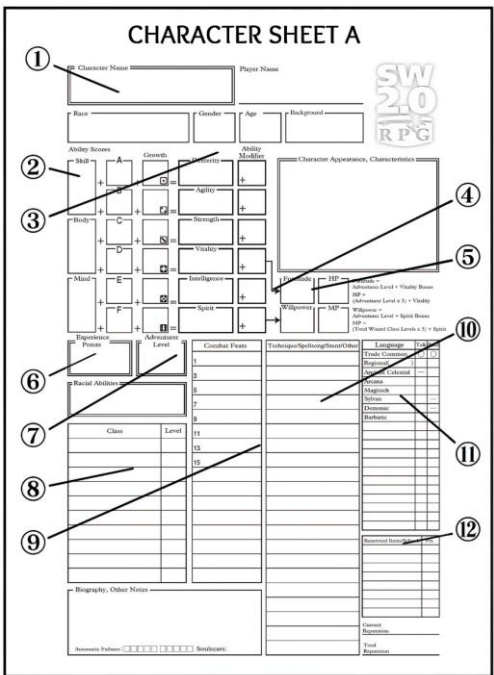
It is a column to write the maximum value of HP and MP (see later in part 1). HP stands for physical toughness and MP stands for mana capacity.

### ⑥ Experience Points

This is the column for writing the experience points (see later in part 1) that the PC currently has and has not used yet. Experience points increase at the end of a session (see part 5) and are used to acquire skills and improve level.

### ⑦ Adventurer Level

This is the column for writing the adventurer level (see later in part 1) of the PC. Adventurer level is a measure of your PC's power.





## ⑧ Classes

---

It is a column to write the classes (see part 3) acquired by the PC and their level. The higher the level of class, the more proficient PC in that class.

## ⑨ Combat Feats

---

This is the column for writing combat feats (see part 3). Combat feats are special actions and beneficial abilities that a PC can do in combat.

## ⑩ Other Skills

---

This is a column for writing the techniques, spellsongs and stunts that you have learned. There is no information on those skills in this rulebook. “Core Rulebook II” has new “Techniques” and “Spellsongs”, and “Core Rulebook III” has new “Stuns”, so write them in this column once you have mastered them.

## ⑪ Language

---

Write a language that PC can understand and use. When creating a character, all PCs can speak and read Trade Common, and speak and read his own racial language. For details, refer to Learning Language (see later in part 1).

## ⑫ Renowned Items and Points

---

It is a column to write the renowned items acquired by the PC and the honor points. For more information on the use of honor points, please refer to the “Core Rulebook II”.

## Character Sheet B

Here, there are mainly columns for writing information related to combat and equipment.

### ① Monster Knowledge

---

It is a column to write the monster knowledge check value (see part 2). Monster knowledge is used when PC is trying to remember information on monsters.

### ② Initiative

---

It is a column to write initiative. Initiative is used for the initiative checks at the start of the battle (see part 2).

### ③ Movement

---

Write movement of your PC. Basically, “normal move” is equal to agility value, and “full move” is triple the agility (see part 2).

### ④ Base Accuracy

---

It is a column to write the base accuracy of the PC. Based on this value, the base accuracy of each weapon is calculated. The base accuracy is used when making an accuracy check (see part 2). Fill in the checkbox if you have a level in specific class and write the number of levels in it in brackets.

### ⑤ Extra Damage

---

It is a column to write the extra damage of the PC. It is used when calculating damage (see part 2). Each class name is followed by [m (n)]. Write the level of the class you have in n,

and in m, write the value obtained by adding the strength modifier and extra damage.

## ⑥ Weapons

It is a column to write weapons equipped on the PC. Write the values after making modifications for each weapon, such as required strength, power, and critical value.

## ⑦ Base Evasion

It is a column to write the base evasion of the PC. Based on this value, the total evasion of the PC can be obtained. Total evasion is used in evasion checks (see part 2). Fill in the checkbox if you have a level in specific class and write the number of levels in it in brackets.

## ⑧ Armor

This is the column for writing armor equipped on the PC. Write the values modified by armor and combat feats, such as min strength, evasion, and defense. For armor and shield, write the sum of each modification separately.

## ⑨ Accessories

This is a column for equipment and accessories you wear. Only one equipment or accessory can be equipped in one part.

**CHARACTER SHEET B**  
2013 YEAR VERSION

The form includes various tables and sections for character information, including a Weapons table, an Evasion table, an Armor table, an Accessories table, and several smaller tables for combat and status. The form is annotated with circled numbers 1 through 17, corresponding to the text descriptions in the adjacent columns.

## ⑩ HP Field

---

It is a column to write the current value when **HP** decreases or recovers. Write the maximum value in the box.

## ⑪ MP Field

---

It is a column to write the current value when **MP** decreases or recovers. Write the maximum value in the box.

## ⑫ Fortitude and Willpower

---

It is a column to write fortitude and willpower. Write the same value as in character sheet A (④).

## ⑬ Combat Notes

---

It is a column to write magic that was effective during battle, frequently used combat feats, etc.

## ⑭ Magic

---

In the column where you write the magics that you learned with the classes you have acquired and its magic power. Magic power is used when making a spellcasting check (see part 2).

## ⑮ Money

---

It is a column to write the current money in possession and the debts from another characters.

## ⑯ Equipment, Items, etc.

---

This is a column for equipment and items other than armor and weapons.

## ⑰ Power Table

---

It is a column to write the powers of weapons and magics used by the PC. Power is used in various situations during the game (see part 2).

## How To Create a PC

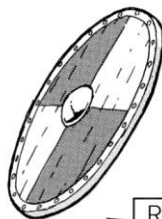
There are two ways to create a PC with SW 2.0: “Easy Creation” and “Normal Creation”.

When using easy creation, you can select from one of the sample characters introduced later and use it on your own PC. As the name implies, you can create a PC right away. It takes about 0 minutes to create, and if you are new to TRPG or playing SW 2.0 for the first time, you should create a PC using this method. Also, it's suitable for those who want to start the game immediately.

On the other hand, in normal creation, the player decides all the races, stats, skills, etc., and can create truly unique PC. It will take a little longer than easy creation, but it creates PC only for you. The time to create PC using normal creation varies from person to person, but if you are a player who is accustomed to TRPG, you can create it in about 30 minutes. If you want to discuss the role of each PC in group and decide on buying accessories, etc. it could take longer.



Chainmail  
(see part 3)



Round Shield  
(see part 3)

## Easy Creation

### EASY CREATION CHART

Easy creation is done as follows.

1. Choose a sample character



2. Determine characters history



3. PC creation is complete

### Sample Characters

In this book, we will introduce one of eight sample characters. Sample characters are of each race. It also includes a guide on how to use the character, and guidelines for growth. First of all, don't think hard, and choose a character that you like the illustration and feeling of.



# Human Warrior

PART 1

PART 2

PART 3

PART 4

PART 5



“The sword is telling me to defeat you...  
So I'll do my best”

## Character Commentary

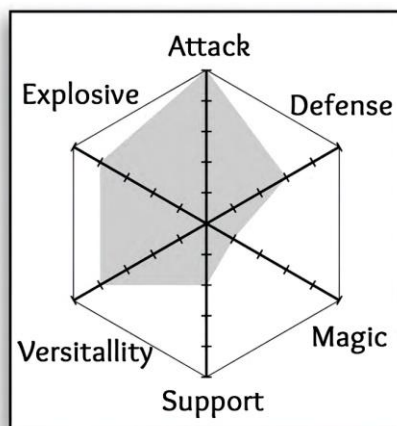
Humans are the most prosperous race in Raxia and are a comfortable race to use as a character.

This character is a fighter equipped with a double-edged sword and dressed in leather armor. He handles his sword with both hands and can do a one-shot deadly attack.

It is a character specializing in attacks that takes the initiative in combat in front of the enemy. When it's time to strike, you can use [Power Strike] to do a lot of damage.

Humans are called “fate-loved” race and can use the racial trait of changing their own destiny [Sword's Salvation-Change Fate]. It is a very convenient feature that you can switch face of rolled dice. Whenever they fail at something and desperately doesn't want to, this ability will definitely help.

In addition, he has the classes of a scout and a ranger, so he is good at exploring and detecting hidden things, and he is one of the characters who you can call an adventurer. Believe in your power and run through Raxia with your friends!







# Human Feytouched

PART 1

PART 2

PART 3

PART 4

PART 5



**“Come on, fairies. It’s about time.”**

## Character Commentary

A human feytouched who can call various fairies and use magic.

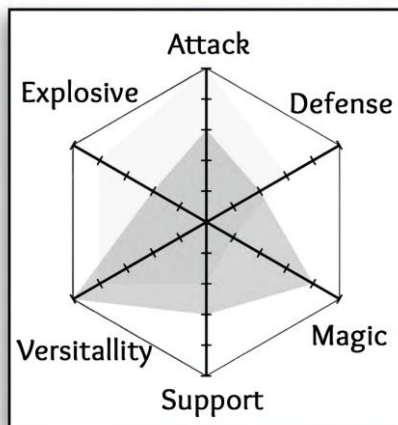
Fairy magic is a very handy magic that is useful in various situations. There are magics that can be used in almost any situation, such as [Fire Bolt] for attack, [Whisper Heal] for recovery, and [Fairy Wish] for exploration.

The combat feat called [Guided Magic] possessed by this character is sure to hit the enemy who is fighting in thick of battle. Work with warriors to destroy your enemies.

Humans are called “fate-loved” race and can use the racial trait of changing their own destiny [Sword's Salvation-Change Fate]. It can also be used to ensure that the magical effect is affects the enemy, so it is very reliable in case of emergency.

In addition, feytouched has on level in Fencer class, so you can go forward and fight in time of need. However, don't be overconfident as its equipment is weaker than the warrior.

Human feytouched is a very reliable Support role for its magical attacks and support, as well as exploration. Be active in every situation and support the party!











# Elven Priest

PART 1

PART 2

PART 3

PART 4

PART 5



**“Don’t move. I’m going to treat the wound now”**

## Character Commentary

This character is an elf priest who serves the sun god Tidan.

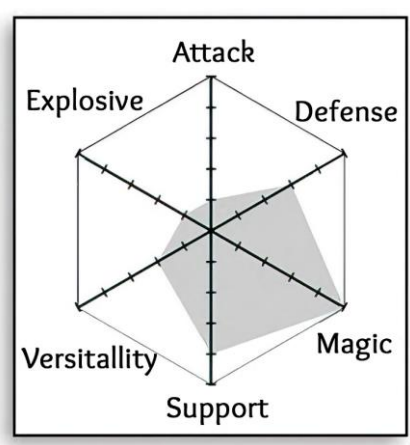
Elves are a race that is taller than humans and often has a beautiful appearance. Although not very numerous, they have a longer lifespan than humans and is known as a water loving race.

The sacred magic used by priests is excellent at healing and supporting and has many magics to help allies. When your allies are injured, use [Cure Wounds] to heal them, and when fighting powerful enemies, use [Field Protection] to reduce the damage your allies receive.

In addition, you have a combat feat called [Metamagic-Targets], so you can use recovery and support magic for multiple friends at the same time.

Elves have two racial traits: [Sword's Salvation-Gentle Water] and [Darkvision]. [Sword's Salvation-Gentle Water] is the ability to stay underwater for longer time, and [Darkvision] is the ability to see even in dark places. Only elves can move without restrictions underwater.

With just one priest, the survival chances of the party are dramatically increased. With that power, spread the splendor of the sun god Tidan to the world!





※Monster Knowledge **4** =  Sage Level (1) + Intelligence Bonus [ 3 ] =  Scout Level(-) + Agility Bonus [ ] =  Warlord Lvl(-) + Agility Bonus [ ] = **17** m × 3 = **51** m

※Initiative **0** =  Scout Level(-) + Agility Bonus [ ] =  Warlord Lvl(-) + Agility Bonus [ ]

Limited Move = 3m      Normal Move = 17m      Full Move = 51m

※Base Accuracy:  Fighter ( )  Grappler ( )  Other ( ) + Dexterity Bonus [ ]      ※Treat as 0 if no levels in relevant Class

※Extra Damage:  Fencer ( )  Marksman ( ) + Strength Bonus [ ]

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
						*													
						*													
						*													
						*													
						*													
						*													
						*													

※Base Evasion:  Fighter ( )  Grappler ( )  Fencer ( )  Other ( ) + Agility Bonus [ ]

Armor	Min STR	Evasion	Defense	Notes
Armor: Soft Leather	7	-	3	
Shield: Round Shield	8	-	+1	
Other Modifiers				

Total Evasion: **0**      Total Defense: **4**

Combat Notes:   
 Magic Damage Reduction:

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck	Holy Symbol	
Back		
Right Hand		
Left Hand		
Waist		
Feet		
Other		

HP **18**      Fortitude **4**

MP **26**      Willpower **5**

Money Cash: **150** G      Deposit/Debit: \_\_\_\_\_ G

Equipment, Items, etc.

- Adventurer Set
- Magic Herb x 3
- Healing Potion x 3

Consumables: [ ]

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power
Divine Magic	2	5

Power Table

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
10	*	1	1	2	3	3	4	5	5	6	7
20	*	1	2	3	4	5	6	7	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
40	*	4	5	6	7	9	10	11	11	12	13
50	*	4	6	8	10	10	12	12	13	15	15



# Dwarven Priest Warrior

“Bring it on! I’ll show you teachings of the knight god Zaiya!”

“Should children withdraw? Hmm... Can you say the same thing if I eat everything?”

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## Character Commentary

A dwarf armed with an axe, metal armor, and a shield; he is a priest warrior of the knight god Zaiya.

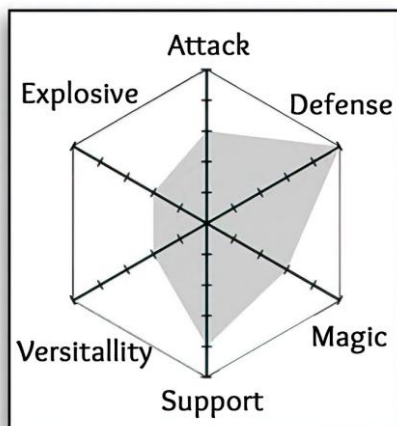
Dwarves are smaller than humans but have a muscular body and are a good in battles. They are sturdy and nimble.

Zaiya is a god who protects the weak, and this character is also the cornerstone of the protection of allies and has the strength to withstand any attack.

As a priest, you can use divine magic to help your friends, and you can also use the combat feat [Cover] to defend your friends from attacks.

In addition, dwarves have two racial traits: [Sword's Salvation-Body of Flame] and [Darkvision]. [Sword's Salvation-Body of Flame] is a racial feature that allows you to not take any damage from any fire or fire-type attack. [Darkvision] allows you to see things in the dark. The fire magic and fire attacks will not burn even a single line of Dwarf's hair.

When it comes to protecting allies, there is nothing like this character. Show your power of guardian deity!









# Tabbit Wizard

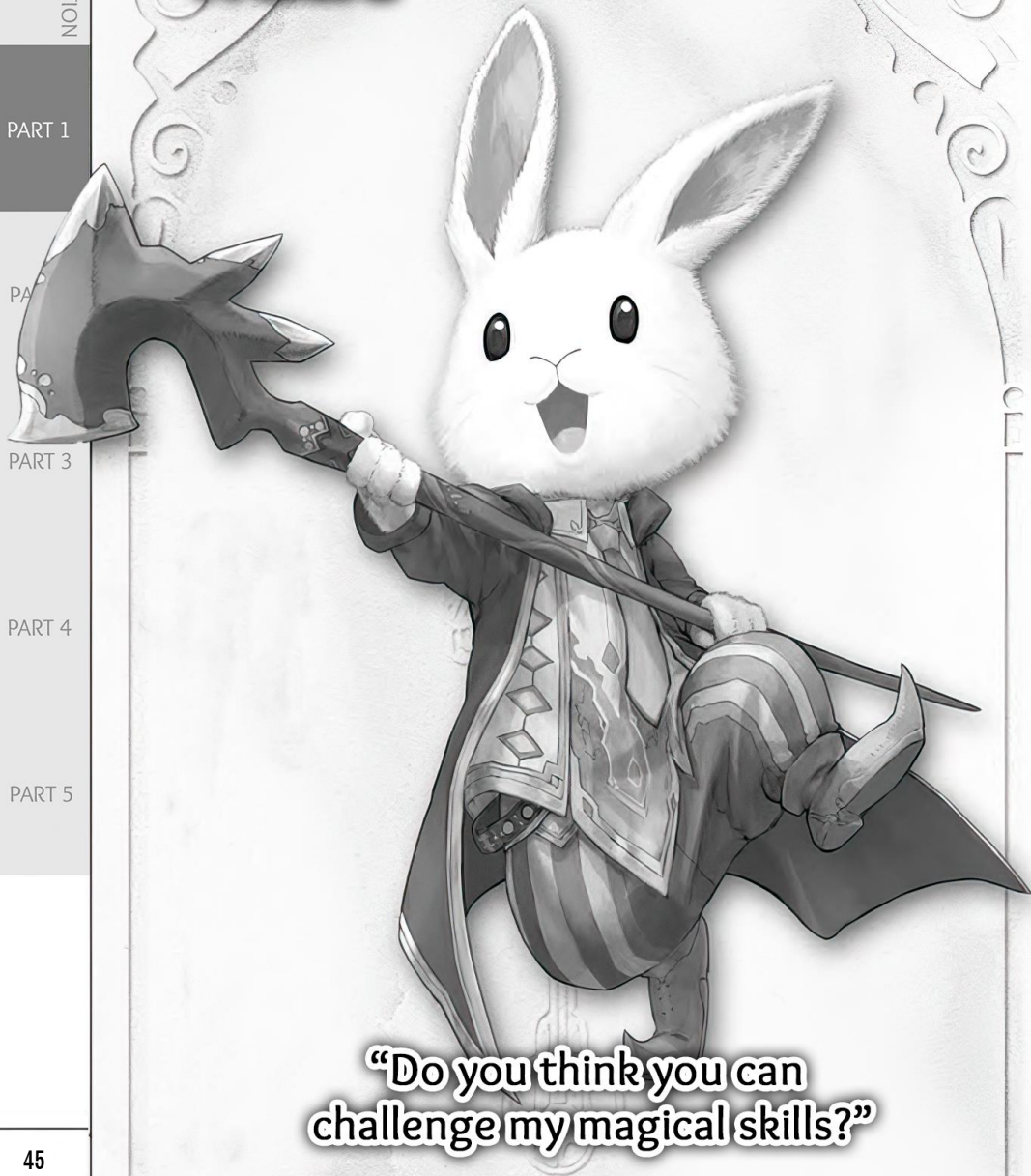
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**“Do you think you can  
challenge my magical skills?”**

## Character Commentary

This character is a rabbit wizard who mastered two types of magic.

Tabbits are upright rabbits a height of about 1m. They are very smart and civilized like any other race. They are very skillful wizards but is not good at handling weapons.

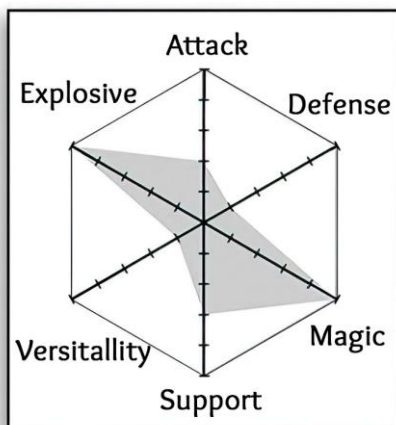
This character mastered two types of magic: truespeech magic and spiritualism magic. You can use powerful assault magic such as [Energy Bolt] from truespeech magic, and support magic such as [Counter Magic] from spiritualism magic.

Furthermore, thanks to the combat feat called “[Guided Magic], attack magic can accurately target only enemies.

They can be called experts in magic and can use most effective forms of magic depending on the situation.

Tabbit has a racial ability called [Sixth Sense]. You can sense danger faster than your friends and greatly reduce your chances of getting into trouble.

It is one of the characters who can aim to be become the greatest wizard. Beat strong enemies with your magic and bring victory to your friends!







# Runefolk Magitech

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“There is a magical reaction to  
Magisphere. We need to be careful now.”

“Target is confirmed.  
Leave support to me, master.”



## Character Commentary

A runefolk gunner who shoots guns using magitech.

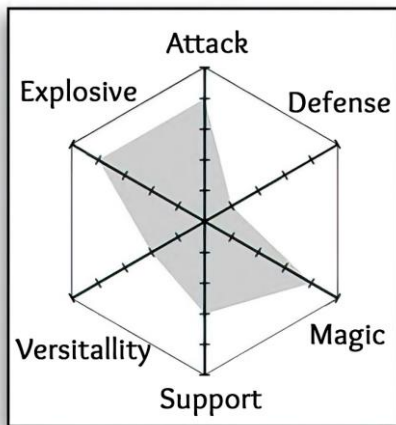
Unlike other races, runefolk is a descendant of androids created by ancient civilization. They were made to resemble a human being, but there is something artificial to their body.

Magitech is the magic of creating and manipulating magical machines, a legacy of ancient civilization. You can also create bullets for a variety of guns. Attack enemies with [Solid Bullet] and heal allies with [Healing Bullet].

[Precise Shot] is a combat feat that allows you to reliably aim at the enemies even during a chaotic battle and can be essential for gunners.

Runefolk has two racial traits: [HP Conversion] and [Darkvision]. [HP Conversion] reduces your own HP and converts it to MP. Even if you use too much magic and run out of MP, runefolk he can use magic again. [Darkvision] is a racial feature that allows you to see things even in the dark.

It is a character who is good at accurate and powerful attacks by making full use of its guns. Shoot down enemies to your heart's content with your favorite gun!





※Monster Knowledge  $\boxed{3}$  =  Sage Level (1) + Intelligence Bonus [ 2 ] +  Rider Level ( )  
 ※Initiative  $\boxed{0}$  =  Scout Level (-) + Agility Bonus [ ] +  Warlord Lvl (-)  
 Limited Move = 3m    Normal Move  $\boxed{14m}$  × 3 =  $\boxed{42m}$     Full Move  
 Agility [ 14 ] =

※ [Base Accuracy: 4 ] =  Fighter ( )  Grappler ( )  Other ( ) + Dexterity Bonus [ 3 ]    ※ Treat as 0 if no levels in relevant Class  
 [Extra Damage: 3 ] =  Fencer ( )  Marksman ( 1 ) + Strength Bonus [ 2 ]

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
Toradar	ZH	5	-	4		*											⑩	4	30m
						*													
						*													
						*													
						*													
						*													

※ [Base Evasion : ] =  Fighter ( )  Grappler ( )  Fencer ( )  Other ( ) + Agility Bonus [ ]

Armor	Min STR	Evasion	Defense	Notes
Armor: Cloth Armor	1	-	2	
Shield:				
Other Modifiers				
Combat Notes				

+ +

Total Evasion	Total Defense
0	2

Magic Damage Reduction

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand		
Left Hand	Magisphere (Small)	
Waist	Gun Belt	
Feet		
Other	Gun Belt	

HP $\boxed{22}$	Fortitude $\boxed{4}$
MP $\boxed{17}$	Willpower $\boxed{3}$

Money Cash:  $\boxed{45}$  G    Deposit/Debt: \_\_\_\_\_ G

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power
Magitech	2	4

Equipment, Items, etc.

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Consumables

[ Bullet x 24 ]  [  ]

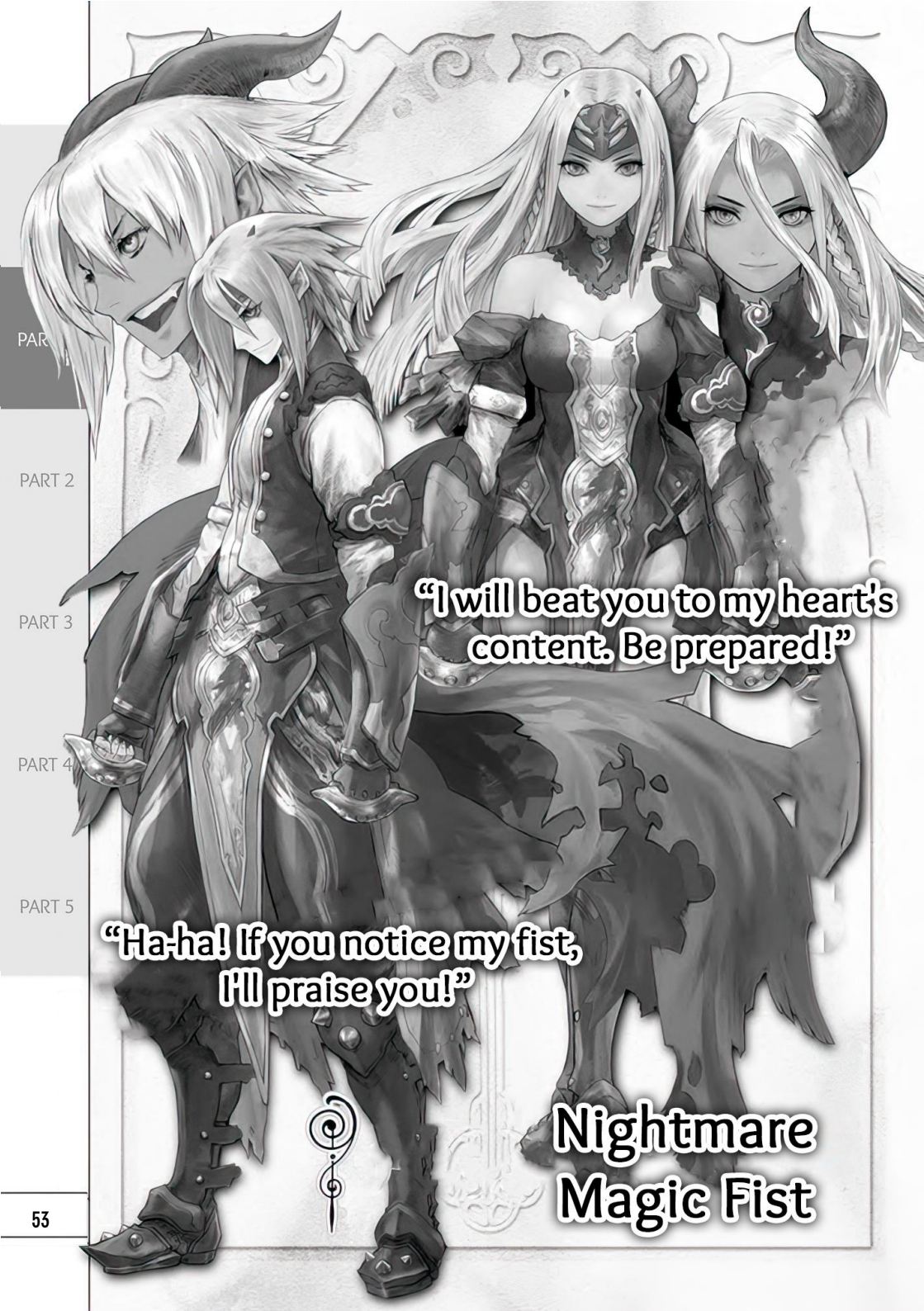
[  ] [  ]

[  ] [  ]

Power Table

↘	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	1	2	2	3	3	4	4	4
10	*	1	1	2	3	3	4	5	5	6	7
20	*	1	2	3	4	5	6	7	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
40	*	4	5	6	7	9	10	11	11	12	13
50	*	4	6	8	10	10	12	12	13	15	15





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“I will beat you to my heart's content. Be prepared!”

“Ha-ha! If you notice my fist, I'll praise you!”



Nightmare  
Magic Fist

## Character Commentary

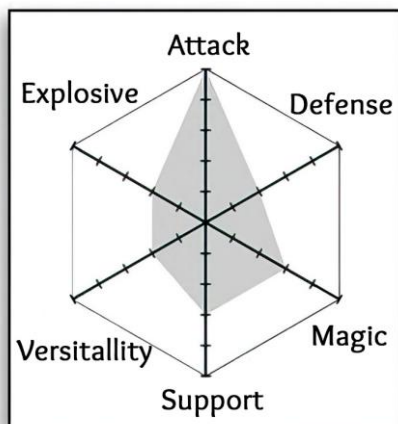
This character is nightmare magic fist who uses martial arts and spiritualism magic at the same time.

Nightmare is born from humans, elves, dwarves, or other races by mutation. Its usual appearance is almost the same as that of a human being, and it has small inconspicuous horns on its head. All of them are highly capable as warriors and-or as magicians.

Grappler class is a combat class that specializes in fighting with bare hands. You can use [Chain Attack] to launch two attacks at the same time, or [Throw Attack] to throw your enemy and stop its movement. In addition, you can strengthen yourself and your friends with spiritualism magic.

Nightmare has two racial traits: [Alternate Form] and [Weakness]. [Alternate Form] is a racial feature that enlarges the horns and turns the skin pale and changes its appearance. You can use magic just by thinking about it without verbal and somatic components. [Weakness] is a racial feature that makes you vulnerable to silver weapons and certain attributes.

They have some weaknesses, but its extraordinary physical qualities and outstanding magical talents more than make up for it. Use your fists and magic at the same time to make your name known to the world!





※Monster Knowledge =  Sage Level (-) +  Rider Level ( ) + Intelligence Bonus [ - ] =  Scout Level(-) +  Warlord Lvl(-) + Agility Bonus [ ] = Limited Move = 3m  
 0 = 0 = 18m × 3 = 54m

※ [Base Accuracy: 4] =  Fighter ( )  Grappler ( 2 )  Other ( ) + Dexterity Bonus [ 2 ]  
 ※ [Extra Damage: 4] =  Fencer ( )  Marksman ( ) + Strength Bonus [ 2 ]

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
Throw	2H	0	-	4	0	*	0	0	0	1	2	2	3	3	4	4	(12)	4	30m
Cestus	1H		+1	5	1	*	0	0	0	1	2	3	3			4	(10)	4	
Spiked Boots	1H	1	-1	3	11	*	1	2	2	3	3	4	5	6	7		(10)	4	
						*													
						*													
						*													

※ [Base Evasion: 5] =  Fighter ( )  Grappler ( 2 )  Fencer ( )  Other ( ) + Agility Bonus [ 3 ]

Armor	Min STR	Evasion	Defense	Notes
Armor: Point Guard	1	+1	0	
Shield:				
Other Modifiers				

Total Evasion: 6  
 Total Defense: 0

Combat Notes: \_\_\_\_\_  
 Magic Damage Reduction: \_\_\_\_\_

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand	Magic Implement	
Left Hand		
Waist		
Feet		
Other		

HP: 25  
 MP: 21  
 Fortitude: 5  
 Willpower: 5

Money: Cash: 200 G  
 Deposit/Debt: \_\_\_\_\_ G

Equipment, Items, etc.  
 Adventurer Set  
 Mako Stone (3 pts)  
 Awake Potion  
 Healing Potion

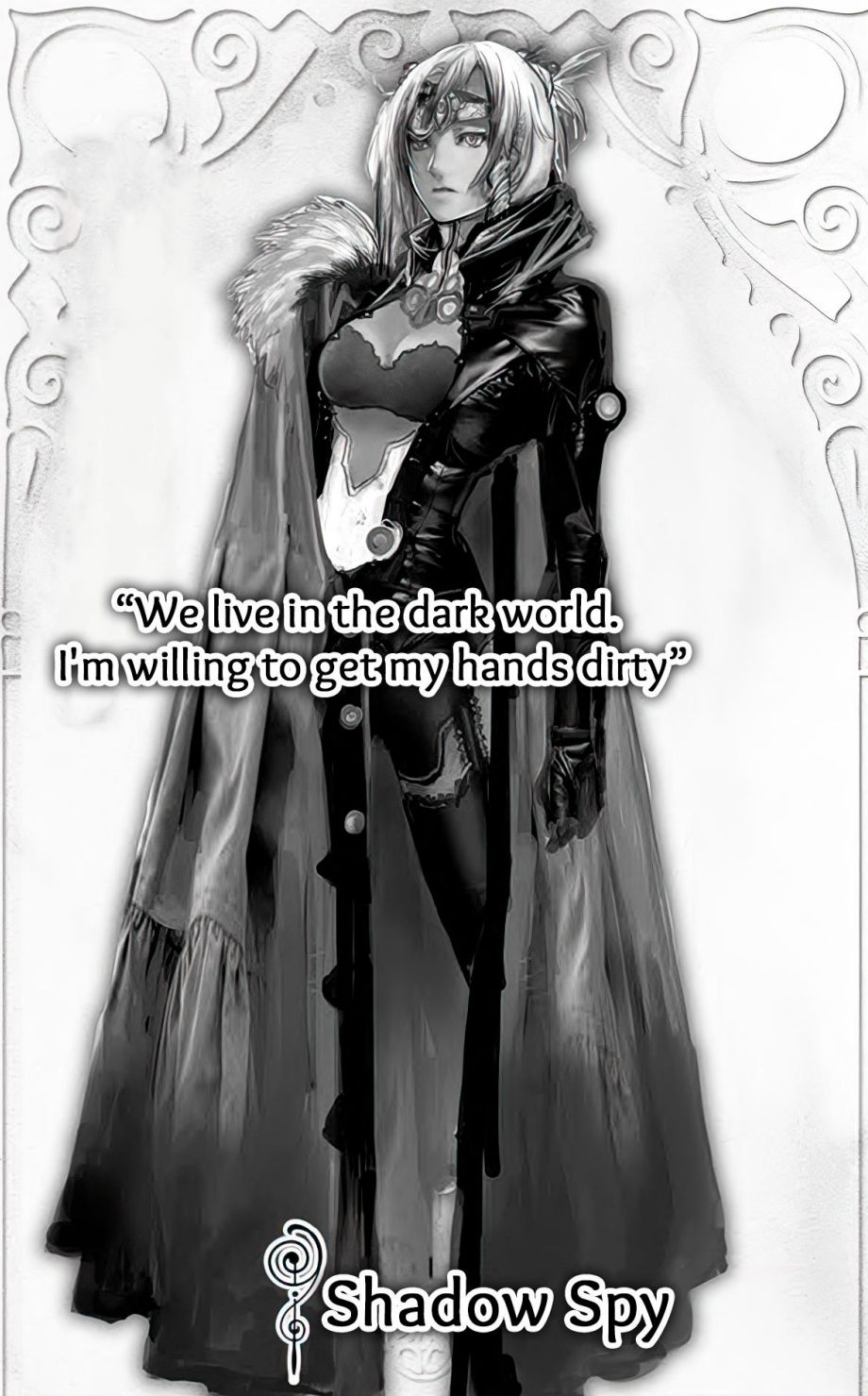
Consumables  
 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
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 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Magic (Magic Power = Class Level + Intelligence Bonus) Level Magic Power

Spiritualism Magic	Level	Magic Power
	1	3

Power Table

Level	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
10	*	1	1	2	3	3	4	5	5	6	7
20	*	1	2	3	4	5	6	7	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
40	*	4	5	6	7	9	10	11	11	12	13
50	*	4	6	8	10	10	12	12	13	15	15



**“We live in the dark world.  
I'm willing to get my hands dirty”**

 **Shadow Spy**



## Character Commentary

A shadow nimble warrior from the northern continent.

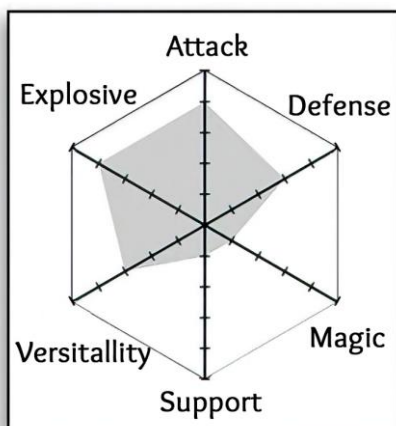
Shadow is dexterous and nimble race and is very talented spies. They are also good at using light weapons.

They mastered Fencer and Scout classes at 2 levels and can play an active in both of them. Especially in the initiative checks during battle, you should be able to go first and gain an immediate advantage.

With combat feat [Lethal Strike] you can greatly raise the possibility of critical hits. It should be noted that your evasion will be reduced, but bold moves can lead to big damage.

In addition to being able to see things in the dark with [Darkvision], shadow have the racial ability of increasing Willpower [Moonlight's Protection]. For you it is easy to resist magic and special abilities from enemies.

Guide everyone with your scouting skills of exploration and quick thinking. Be a frontline warrior, help your friends!





※Monster Knowledge =  Sage Level (-) +  Rider Level ( ) = 0

※Initiative =  Scout Level (2) +  Warlord Lvl ( ) = 5

Limited Move = 3m, Normal Move = 19m, Full Move = 57m

※Base Accuracy: 4 =  Fighter ( )  Grappler ( 2 )  Other ( ) + Dexterity Bonus [ 2 ]

※Extra Damage: 4 =  Fencer ( )  Marksman ( ) + Strength Bonus [ 2 ]

※Treat as 0 if no levels in relevant Class

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
Rapier	1H	8	-	5	8	*	0	1	2	2	3	4	4	5	6	6	⑨	4	
						*													
						*													
						*													
						*													
						*													

※Base Evasion: 5 =  Fighter ( )  Grappler ( 2 )  Fencer ( )  Other ( ) + Agility Bonus [ 3 ]

Armor	Min STR	Evasion	Defense	Notes
Armor: Soft Leather	7	-	3	
Shield: Buckler	1	+1		
Other Modifiers				

Combat Notes

Total Evasion	Total Defense
6	3

Magic Damage Reduction

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand		
Left Hand		
Waist		
Feet		
Other		

HP: 19, Fortitude: 4

MP: 12, Willpower: 8

Money Cash: 280 G, Deposit/Debt: G

Magic (Magic Power = Class Level + Intelligence Bonus) Level

Level	Magic Power

Equipment, Items, etc.

- Adventurer Set
- Scout's Tools
- Awake Potion
- Healing Potion
- Key of Unlocking x 2

Consumables

[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

Power Table

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
10	*	1	1	2	3	3	4	5	5	6	7
20	*	1	2	3	4	5	6	7	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
40	*	4	5	6	7	9	10	11	11	12	13
50	*	4	6	8	10	10	12	12	13	15	15



## History Determination

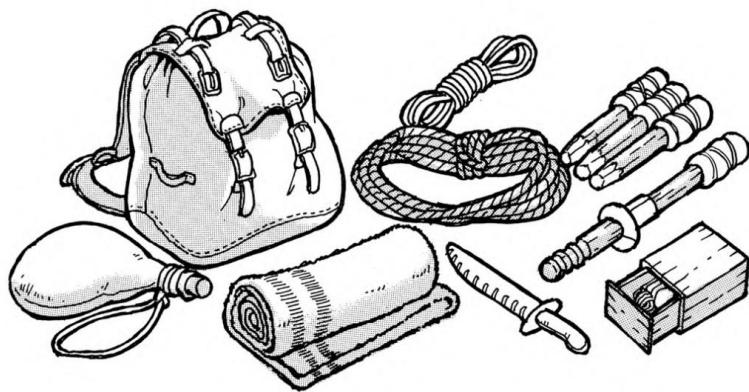
After deciding which of the sample characters to use, the next step is to decide on a history. History represents the events that character experienced and can be used to create a personality for PC.

Characters stats such as ability scores will not change depending on your history and background. History is used as a guide when playing a PC, or when GM introduces a person related to PC history.

History is decided from the tables on the right. You can choose freely, or you can roll the dice to decide. In that case, roll 3d to decide.

If the first roll is 1-3, use Table A, and if it is 4-6, use Table B. The second and third rolls will determine PC's history.

You can choose up to 3 histories. If you don't like the result of roll, you can re-roll it, or you can choose the one you like. If you wish, you can consult with GM to create a unique history.



## First Roll 1-3 - Chart A

2d	Personal Experience	2d	Personal Experience
1-1	There was a great love in your past.	4-1	You were imprisoned.
1-2	Your life was saved by someone.	4-2	You were betrayed by someone close.
1-3	You ran away from home as a child.	4-3	You experienced unforgettable horrors.
1-4	You went broke at some point in the past.	4-4	You grew up with loving parents.
1-5	You committed a crime.	4-5	You rescued someone else.
1-6	There was an adventurer who you admired.	4-6	You have (or had) famous friends.
2-1	You had a near death experience.	5-1	You discovered a large ancient ruin.
2-2	Born to a wealthy family.	5-2	You are still in love with a childhood sweetheart.
2-3	Abandoned by your parents.	5-3	You don't know where your hometown is.
2-4	There is mixed blood in your family.	5-4	There is a hobby you are completely absorbed in.
2-5	You were formerly nobility.	5-5	You were famous for having a certain talent.
2-6	You had your heart broken.	5-6	Was a bully.
3-1	You were badly injured.	6-1	You have (or believe that you have) heard the voice of a God.
3-2	You have a period of lost memory.	6-2	One of your siblings drowned.
3-3	You were told a strange prophecy.	6-3	Had a prophetic dream as a child.
3-4	You were raised as a different gender.	6-4	You have a distinctive tattoo somewhere on your body.
3-5	You have (or had) a fiancée.	6-5	One of your relatives is a widow/er.
3-6	You have had a major setback.	6-6	You have a lot of useless knowledge.

## First Roll 4-6 - Chart B

2d	Personal Experience	2d	Personal Experience
1-1	Made a huge mistake in your life that people still remember.	4-1	Helped out at a family business.
1-2	You have a mentor you can call on.	4-2	You've had a large quarrel with someone.
1-3	You have friends of different races.	4-3	An artist lives (or lived) in your neighborhood.
1-4	There is an important promise you must keep.	4-4	You have an important commitment you need to keep.
1-5	You have suffered through a severe illness.	4-5	You've either eaten or drank poison before.
1-6	There was once a trustworthy friend.	4-6	Someone you know has died and been resurrected.
2-1	Grew up in a city predominantly run by another race.	5-1	You are (or were) afraid of other races.
2-2	You're haunted by a recurring dream.	5-2	You have defeated a monster before.
2-3	Grew up in the countryside.	5-3	A loved one you lived with has passed on.
2-4	A friend was always there, competing with you.	5-4	You have a unique, but useless, skill.
2-5	You were attacked by a monster.	5-5	You have served a lord in the past.
2-6	You were often absorbed in books.	5-6	There is a secret that you do not wish to be known by anyone.
3-1	Something happened that you needed to confess.	6-1	You have an embarrassing habit.
3-2	Won a tournament involving one of your hobbies.	6-2	There is someone you know that is practically your twin.
3-3	You were one of the smartest children in the neighborhood.	6-3	You saved someone else's life.
3-4	Made something unforgettably delicious.	6-4	There is (or was) a certain race you liked to be around.

2d	Personal Experience	2d	Personal Experience
3-5	Have (or had) a friend who lived rather far away.	6-5	Tended to stay indoors.
3-6	Your father is (or was) away on a long journey.	6-6	You are (or were) looking for one of the Swords of Creation.



### Finalizing PC with Easy Creation

Select one character you want to use from the sample characters and copy the character list to be available to you.

After that, decide on name, age, and history and write it down. With that simple creation of character is completed.

Now that you have your alter ego, your PC, you're all set to play your role in life of Raxia. All you have to do now is start a session with the players who created characters in the same way.

#### Example of Character Creation with Easy Creation

Yajime is to playing SW 2.0 for first time, so he decided to create a character with simple creation.

From one of the eight sample characters, Yajime chose "Human Warrior". Yajime thought that the warrior was easy to handle from the start, but above all, it was because of he liked illustration of chosen character.

He will receive explanations of the numerical values of the characters later, but for the time being, he made a copy of the character sheet. Then he decided on its background and personality and filled in the blanks.

Yajime looked at the history table and thought it would be interesting to use it, so he decided to roll the dice to decide his history. When he rolled the dice, the rolls were “3”, “4”, and “6”. When he checked with history tables - this character had “a famous friend”.

However, Yajime said, “I don't know anyone famous in the world of SW 2.0”. When he talked to GM about what to do, Yajime suggested that his character be friends with the master of a large shop for adventurers. So, Yajime's character comes up with the idea of becoming an adventurer at the recommendation of his famous friend Yaji. GM was willing to accept Yajime's proposal.

Yajime decides to use the history table further. The history that was decided after rolling twice was “You went broke at some point in the past” and “ An artist lives (or lived) in your neighborhood”. However, he didn't like those two, so he decided to use only “has a famous friend” history and his friend master Yaji. Yajime tried to add more histories, but GM stopped him because Yajime couldn't get enough of it even if GM gave him more history choices.

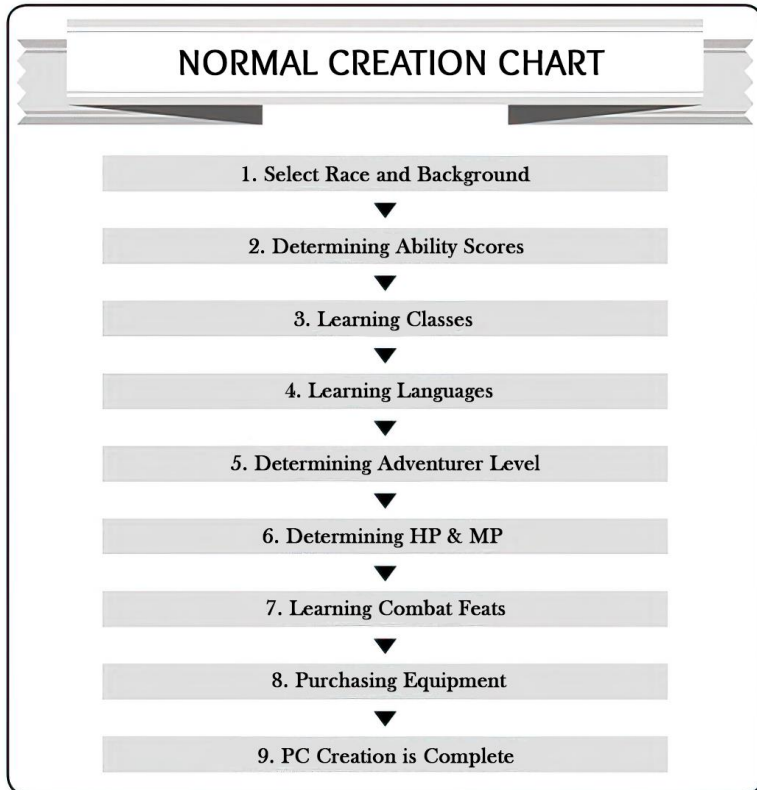
Finally, Yajime decided on character's personality (character's name and age, hometown, etc.). Since humans are considered to be adults and suitable for adventurers at 16 years old. Yajime named the human warrior Wolf, male, 16 years old. Yajime wanted to play a young man who is full of life and never gives up. Yajime's PC, Wolf, is now complete. All he has to do is wait for the session to start.

# Normal Creation

If you get used with easy creation and want to make your own PC as you like you can use normal creation.

With this method you need to roll dice, choose skills, equipment to bring your PC to life. You can create unique character in the world of SW 2.0 that is second to none.

Follow the procedure below for normal creation of PC.



## 1. Select Race and Background

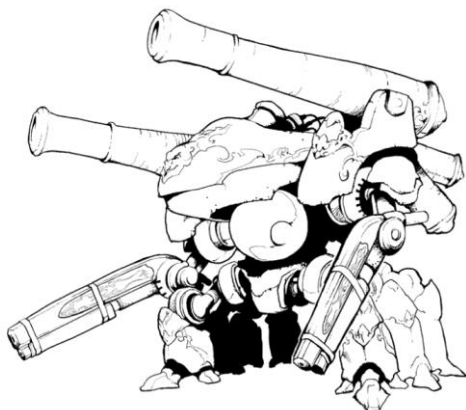
When creating a PC with normal creation, first decide the race and background. Each race has different characteristics such as appearance and backgrounds, and there are differences in ability values and special abilities unique to each race.

The races in this book that can be selected are Human, Elf, Dwarf, Tabbit, Runefolk, Nightmare, and Shadow.

You can choose the race you like by the illustration or description, but you can also choose by ability scores and race abilities.

After choosing a race, decide the background from each “background table”. You can pick background by rolling dice or you can choose the one you like. After picking background, you will acquire “starting classes” at the 1st level. These classes have been acquired from your background. If there is a “or” in the table, choose one of the classes to learn. If there is a “&” in the table, you learn all of those classes.

When the background is decided, you get starting abilities it is a basis for your abilities values. Please write each in the corresponding column of the character. Write the experience points in the same way.



## Human

Humans are the most prevalent race in Raxia. Their appearance is no different from humans in the real world. Because of their many abilities and aptitudes, they are also the most common race among adventurers. They reach adulthood at the age of 15, and their lifespan is approximately 100 years.

**Starting Languages:** Can read and write local language and Trade Common

**Restricted Classes:** none

### Racial Abilities

**[Sword's Salvation/Change Fate]:** Once per day on any Skill Check, Damage Calculation, or Loot Determination, you can switch the face on the rolled 2d to the opposite side. A die roll of [1] becomes [6], [2] becomes [5], and [3] becomes [4]. Conversely, this might also switch your result to a lower number, but you cannot choose to switch only one die.

For example, if you roll [1] and [4] on 2d and use [Sword's Salvation/Change Fate], the dice become [6] and [3]. If you have an automatic failure with [1] and [1], you can change this to an automatic success of [6] and [6].

### Human Background

2d	Background	Starting Classes	Starting Abilities	Experience
2-3	Magitech	Artificer	8/4/9	2000
4-5	Magician	Sorcerer or Conjuror	7/4/10	2000
6	Agile Warrior	Scout & Fencer	10/7/4	2000



2d	Background	Starting Classes	Starting Abilities	Experience
7	Normal	none	7/7/7	3000
8	Mercenary	Fighter or Grappler	7/10/4	2000
9-10	Cleric	Priest	4/8/9	2000
11-12	Feytouched	Fairy Tamer	6/6/9	2000
※	Adventurer	none	2d/2d/2d	3000

※ This is used when choosing your background, instead of determining it with a dice roll.

## Elf

Elves are taller than humans, a race with beautifully elegant appearance, and an affinity for magic. They prefer to live on the shore and in the areas surrounding freshwater lakes and rivers.

While they love nature and calmly enjoying their long lives, Elves who leave on journeys out of a strong sense of curiosity are also not uncommon.

While a little more delicate than humans, they are intelligent, and are well suited to using magic. Skillful and agile, they are also making good Rangers and Fencers. They reach adulthood at the age of 15, and their lifespan is approximately 500 years. They usually become adventurers when they become adults, and their outward appearance ages slowly.

**Starting Languages:** Can read and write Elvish and Trade Common

**Restricted Classes:** none

## Racial Abilities

**[Darkvision]:** Can see in the darkness as well as they can during daytime.

**[Sword's Salvation/Gentle Water]:** Can move as freely underwater as on land. Also, while underwater, they can hold their breath for one hour (outside of water their breathing rate is the same as other races). After spending 1 hour submerged, they must spend one minute breathing normally. Elves can also speak normally while underwater.

## Elf Background

2d	Background	Starting Classes	Starting Abilities	Experience
2-3	Warrior	Fencer	12/5/9	2500
4-5	Archer	Marksman	13/5/8	2500
6	Feytouched	Fairy Tamer	10/4/12	2000
7	Magician	Sorcerer	10/3/13	2000
8	Manipulator	Conjurer	9/4/13	2000
9-10	Cleric	Priest	9/5/12	2000
11-12	Herbalist	Sage & Ranger	10/5/11	2000

## Dwarf

Shorter than Humans, Dwarves are an able-bodied and strong-muscled race. Many of the men grow thick beards. The women do not grow beards, and as adults they resemble young human girls. Their head and body hair can range in color from

blonde to red, and sometimes even more striking colors such as green and pink can be seen.

While many of them are overly stubborn, they are also known to heavily cherish their companions. Possessed of self-discipline, and with an inborn potential to develop great strength, they can become excellent warriors. They are also famous for creating superior arms and other crafts. While in many cases they live in cities hewn out from the insides of mountains, they also fight with savage races and intermingle with humans, and there are many of them who become mercenaries and adventurers.

They reach adulthood at the age of 15, and their lifespan is approximately 200 years. They usually become adventurers when they become adults and continue to temper themselves until their death.

**Starting Languages:** Can read and write Dwarven and Trade Common

**Restricted Classes:** none

## Racial Abilities

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**[Darkvision]:** Can see in the darkness as well as they can during daytime.

**[Sword's Salvation/Body of Flame]:** Cannot be injured by fire attacks or magic and receive no damage from fire-based effects or spells. They also cannot be burned or hurt by flames.

## Dwarf Background

2d	Background	Starting Classes	Starting Abilities	Experience
2-4	Archer	Marksman	6/8/6	2500
5-6	Warrior	Fighter	4/11/5	2000
7	Brawler	Grappler	5/10/5	2000
8-9	Cleric	Priest	4/7/9	2000
10-12	Magitech	Artificer	6/7/7	2000

## Tabbit

Tabbits have the shape of a 1-meter-tall rabbit. Their fur can be various colors, and their arms and legs end in paws, but they use tools and wear shoes just like humans. They enjoy collecting information, and the pursuit of knowledge is a driving force in their lives.

They demonstrate a superior talent for magic and have the ability to easily use difficult spells. However, they are for some reason unable to learn holy magic; many tabbits think that “This is because we are descended from those gods who were defeated in the God Wars in ancient times and were cursed” (the true reason is unknown).

As a tradeoff for their superior magical talent, because of their shorter arms and legs, their movements are slow and clumsy.

They reach adulthood at the age of 10, with an average lifespan of 50 years. They often become adventurers at the age of 6, before becoming adults, and continue until they die.

**Starting Languages:** Can read Ancient Celestial and read and write Trade Common

**Restricted Classes: Priest****Racial Abilities**

**[Sixth Sense]:** The ability to sense danger. You may make Danger Sense checks using your Adventurer Level instead of any Scout or Ranger levels.

**Tabbit Background**

2d	Background	Starting Classes	Starting Abilities	Experience
2-4	Feytouched	Fairy Tamer	7/5/10	2000
5-6	Manipulator	Conjurer	6/6/10	2000
7	Magician	Sorcerer	5/7/10	2000
8-9	Scholar	Sage	5/8/9	2500
10-12	Magitech	Artificer	8/5/9	2000

**Runefolk**

The Runefolk were not born naturally, but arose 2000 years ago, a race of constructs that was created by the magitech civilization.

Fundamentally similar in shape to humans, they also must eat and sleep like them as well. The male-types mostly have a large build, while most of the female-types have a small build. They can still be differentiated from humans, however; their necks are always wrapped in a rigid covering, and their ears, parts of their face, legs or arms might also be made of a hardened material (the specifics are left up to the player).

Runefolk excel in terms of physical strength and dexterity and make excellent warriors and archers. They cannot hear the

voices of the Gods, however, nor can they see the Fey, and so they are not very good with magic, but because of their origins it is common to see them become Gunmages.

Their lifespan is measured by their operational time. They can operate stably for about 50 years, but thereafter will suddenly cease to operate (i.e. die). From the time they are born to the time they die their appearance does not change, and there are some who become adventurers immediately after they are born.

**Starting Languages:** Can read and write Magitech and Trade Common

**Restricted Classes:** Fairy Tamer, Priest

## Racial Abilities

**[Darkvision]:** Can see in the darkness as well as they can during daytime.

**[HP Conversion]:** In exchange for reducing your HP a certain number of points, you recover that same number of MP. The conversion requires 10 seconds (1 round) and can only be used once a day.

## Runefolk Background

2d	Background	Starting Classes	Starting Abilities	Experience
2-4	Scholar	Sage	8/10/8	2500
5-6	Archer	Marksman	12/8/6	2000
7	Warrior	Fighter or Grappler	9/12/5	2000
8-9	Magitech	Artificer	12/8/6	2000
10-12	Wizard	Sorcerer	9/8/9	2000

## Nightmare

Nightmares are born to Human, Elven, or Dwarven parents, a variant race that appears suddenly. In most cases they are born to humans. They have one or two small horns on their head, and birthmarks on their body. They are extremely fair-skinned, but otherwise their appearance is no different from humans.

Their aptitude as adventurers is higher than other races, and many of them are excellent magical warriors. Because of this, they are often welcomed into the adventuring life.

Nightmares reach adulthood at the age of 15 but do not age after that. They do not have a fixed old age, and there is no record of a Nightmare dying from old age. There are many cases of them becoming adventurers before adulthood, and most of them continue to be adventurers until they die.

**Starting Languages:** Nightmare PCs have the same starting languages as the race they are born to.

**Restricted Classes:** None

### Racial Abilities

**[Alternate Form]:** As a Minor Action, a Nightmare can instantaneously change to a unique form an unlimited number of times per day. Their horns increase in size and their skin turns pure white, they receive no penalty for using magic while wearing armor (see part 2) and can cast spells without using the required verbal and somatic components (implements and others are still required). It takes a Nightmare 10 seconds (1 round) to revert to their humanoid form once transformed.

**[Weakness]:** Nightmares take +2 extra points of damage from silver weapons and from certain elemental attacks determined by their race of origin:

Human: Earth Vulnerability, Elf: Water/Ice Vulnerability, Dwarf: Fire Vulnerability

## Nightmare Background

2d	Background	Starting Classes	Starting Abilities	Experience
2-4	Wizard	Sorcerer	5/13/12	2000
5-6	Warrior	Fighter or Grappler	7/15/8	2000
7	Agile Warrior	Fencer & Scout	11/13/6	2000
8-9	Cleric	Priest	6/14/10	2000
10-12	Magitech	Artificer	9/9/12	2000

## Shadow

A tribe of secretive humanoids, Shadows have skin close to the shadows they take their name from, greyish-brown and close to black, though it's the third eye in the middle of their foreheads that stands out. Common eye colors are green, gold, and blue, and all their eyes have cat-like pupils. Hair color is often silver or white, though there are the rare dark-haired outliers.

Coming from the Northern Continent, Shadow communities are a rarity in Terastia. However, individuals coming to seek fortune and looking to test their limits are becoming more common.



Shadows excel at stealth and spying and exhibit incredible talent as warriors. They are often highly regarded as mercenaries, adventurers and even assassins due to a strict code of justice, respect for the contract, and never betraying their employers. However, they do fall short when it comes to magical arts, due to their innate magic resistance, so Shadow magicians are incredibly rare even among their people.

Treated as adults at the age of 15, their lifespan is very short, only living another 10 years or so. In that short amount of time, Shadows will go out into the world to hone their skill and take advantage of their talents.

**Starting Languages:** Can read and write Shadow and Trade Common.

**Restricted Classes:** None

## Racial Abilities

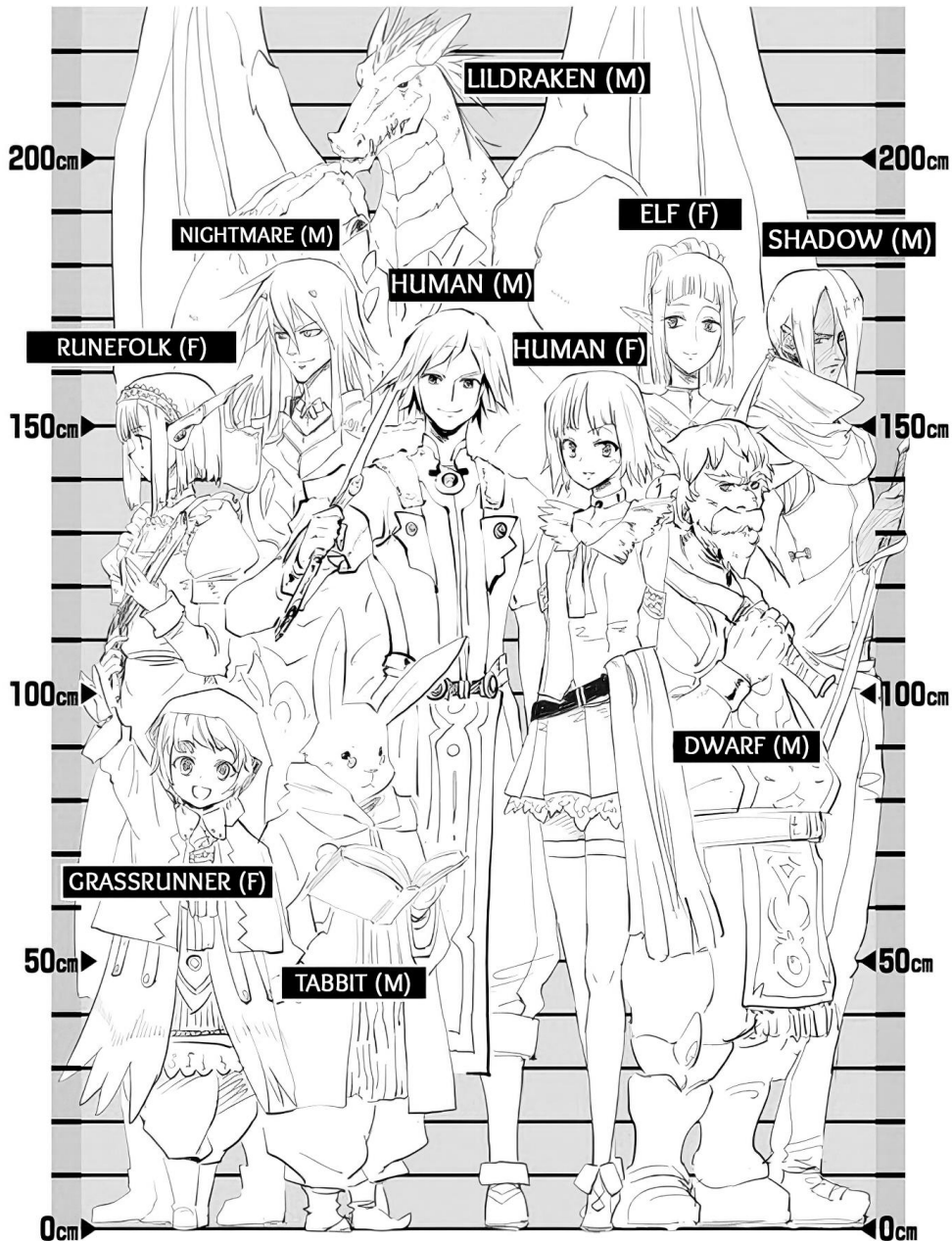
**[Darkvision]:** Can see in the darkness as well as they can during daytime.

**[Moonlight's Protection]:** +4 to Willpower.

## Shadow Background

2d	Background	Starting Classes	Starting Abilities	Experience
2-4	Hermit	Ranger	15/6/6	2500
5-6	Warrior	Fencer	17/7/3	2500
7	Spy	Scout	16/7/4	2500
8-9	Brawler	Grappler	14/8/5	2000
10-12	Soldier	Fighter	16/9/3	2000

# HEIGHT COMPARISON TABLE BY RACE



## 2. Determining Ability Scores

After rolling for the Ability Scores A-F according to the table below, each value is added to the core Ability Scores Skill, Body and Mind given in the character's starting Background above.

“1d” means to roll one die, “2d” means to roll two dice and add them together, “2d+6” means to roll dice and add 6 to the total. Write the values into the corresponding column on the character sheet.

### Rolling Ability Scores

	Human	Elf	Dwarf	Tabbit	Runef.	Nightmare	Shadow
A	2d	2d	2d+6	1d	2d	2d	1d
B	2d	2d	1d	1d	1d	2d	1d
C	2d	1d	2d	1d	2d	1d	2d
D	2d	2d	2d	2d	2d	1d	2d
E	2d	2d	1d	2d+6	2d	2d	2d
F	2d	2d	2d+6	2d	1d	1d	2d

Below you find the explanation for each ability score and the formula to calculate it.

#### **Dexterity = Skill + A**

Manual dexterity, the ability score representing the skillful use of tools. A high value indicates extremely skilled tool usage, as well as a higher accuracy in combat.

#### **Agility = Skill + B**

Quickness of motion, the ability score representing nimbleness. High values not only increase travel distance, but also increase the likelihood of avoiding attacks.

**Strength = Body + C**

The ability score representing the capability of force. High values allow for the use of heavier weapons and armor, as well as increased damage to an opponent with melee attacks.

**Vitality = Body + D**

Toughness, the ability score representing resilience. High values increase one's resistance to poison and disease, as well as increasing maximum HP.

**Intelligence = Mind + E**

Levelheadedness, the ability to express a depth of knowledge. Increases knowledge checks, as well as Spellcasting checks.

**Spirit = Mind + F**

The ability score representing mental toughness. High values increase both magic resistance and maximum MP.

### Ability Modifiers

Once ability scores are determined, ability modifiers are easily extrapolated from there. Each ability score is divided by six, with the remainder dropped, to determine that ability score's modifier.

**Ability Modifiers**

Ability Score	Ability Modifier
0 - 5	0
6 - 11	1
12 - 17	2
18 - 23	3
24 - 29	4
30 - 35	5



## Rerolling Ability Scores!

When you roll dice for ability scores, if you do not like the results, you may choose to ask the GM to allow a reroll (though they may refuse!). If you do so, you must reroll all scores, not just the ones you like. To expedite character creation, this option should rarely be used, as it can take some time to re-create a character. In general, a player shouldn't reroll their ability scores more than three times.

### Example. Deciding Race, Background, and Ability Scores

Saki, an experienced TRPG player who was looking sideways at Yajime's easy creation, decided to create a character using normal creation. This is because he wanted to create his own character rather than using the sample characters.

Saki wants to be a wizard, so she looks for a suitable race. She decided to choose Tabbie because of the cuteness of the sample character illustration. They are slow and clumsy, but smart and wizardly race. She decided to name character "Pete" by looking at the image.

Next, Saki is started selecting background. Saki hadn't decided which background to use, so she decided to roll 2d on the background table. She liked the results. Pete had a magician background and had sorcerer class. Saki copied the numbers 5, 7, and 10 to skill, body, and mind fields of blank character sheet from the table "starting abilities" field. Then added "Sorcerer 1" in the class field below it and wrote down 2000 experience points.

Once Saki decided on character's backstory, the next step is to determine their ability scores. In the six fields A to F after the basic ability scores (skill, body, and mind), she rolled the corresponding number of dice and recorded the results. The Tabbie dice are:

	A	B	C	D	E	F
Tabbie	1d	1d	1d	2d	2d+6	2d

Saki rolled the specified dice. The rolls were 6, 4, 4, 9, 9, and 2. Although character's physical ability is above average, they have a low level of intelligence and spirit for a wizard. Saki wasn't convinced by this result, so she checked with GM if it's okay to roll again.

GM agreed. Saki is happily rolled the dice again six times from the beginning. The second roll was 3, 2, 4, 9, 12, 11. Since the result for spirit was high, Saki was satisfied by results and wrote in the corresponding field of the character sheet to calculate the ability scores. The scores of Pete are 8 Dexterity, 7 Agility, 11 Strength, 16 Vitality, 22 Intelligence, and 21 Spirit. Their physical abilities are rather low, but Pete has perfect ability scores for magic user.

Finally, Saki calculated the ability modifiers. The ability modifier is the number obtained by dividing the ability score by 6 and rounding down the fraction. She calculated the ability modifiers for each of the 6 ability scores.

Pete has 1 Dexterity modifier, 1 Agility modifier, 1 Strength modifier, 2 Vitality modifier, 3 Intelligence modifier, and 3 Spirit modifier.

### 3. Learning Classes

Classes can be broken down into three distinct groups: Warrior-type classes (such as the Fighter or Fencer), Wizard-type classes (such as the Conjurer or Fairy Tamer) and Other-type classes (such as the Scout and Sage). A class can be automatically chosen as part of the background, purchased through experience points at character creation, or even learned after years of adventuring.

Experience points are needed to learn a new class, and each class can be found on either the Major or Minor experience tables. In order to learn a new class, refer to the table that the desired class is on, and deduct the appropriate experience points from your total. If you want to learn a new class as a Fencer, for example, you will need to deduct 500 experience points (as Fencer is a Minor class) and write “Fencer 1” in the appropriate place on your character sheet.

You can also increase the level of a class that has already been learned, by paying additional experience points depending upon the class to be raised. To continue the above example, to raise Fencer an additional level would cost 1500 experience points (500 for the first level, and another 1000 for the second). Extra experience points carry over between sessions.

#### Initial Experience Table

Level	Major Class	Minor Class
1	1000	500
2	1000	1000
3	1500	1000
4	1500	1500
5	2000	1500
6	2500	2000

## Warrior-type Classes

### **Fighter**

### **Major Class**

A capable man-at-arms, able to master any weapon or armor.

### **Grappler**

### **Major Class**

An unarmed fighter, using punches, kicks, holds and throws as his weapons.

When a level in Grappler is taken, the Combat Feats [Chain Attack] and [Throw Attack] are automatically learned.

### **Fencer**

### **Minor Class**

A nimble warrior. With light weapons and armor, dances around combat like a pro.

### **Marksman**

### **Minor Class**

Sitting in the back, takes aim with bows and guns.

While Marksmen may deal with firearms, an Artificer is required to imbue bullets for magical shots.

## Wizard-type Classes

### **Sorcerer**

### **Major Class**

With knowledge of Truespeech magic, becomes a very capable combat mage.



Requires a **Magical Implement** to use spells and receives penalties to spellcasting when in armor.

## **Conjurer**

## **Major Class**

Using knowledge of Spiritualism magic, aids and assist others. Also manipulates dolls and golems.

Requires a **Magical Implement** to use spells and receives penalties to spellcasting when in armor.

## **Priest**

## **Major Class**

A user of Divine magic, calling upon the gods and goddesses to heal and recover the wounded.

Requires a **Holy Symbol** to use spells.

## **Fairy Tamer**

## **Major Class**

Summons a variety of fairies to handle different magics. Because of the six types of fairies (Earth, Fire, Wind, Water, Light and Darkness), Fairy magics cover a wider area of uses.

Requires a **Gem** to create a contract and use spells and receives penalties to spellcasting when in armor.

## **Artificer**

## **Major Class**

With a **Magisphere** by their side, combines magic and technology into Magitech. Can create a variety of magical bullets and bombs.

Requires a Magisphere to cast spells.

## Other-type Classes

### **Scout**

### **Minor Class**

A master of stealth, able to open locked doors and disarm traps. In addition, teaches how to heighten one's senses, allowing for faster initiative when starting combat.

Requires Scout's Tools to perform class checks and receives penalties to Scout class checks when in metal armor.

### **Ranger**

### **Minor Class**

Primarily a field hunter, able to run and climb. Also, knowledgeable in regard to determining the weather and identifying flora and fauna. In addition, when using any sort of chemical/herb (such as Lifegrass or a Healing Potion), increases the benefits thereof.

### **Sage**

### **Minor Class**

A book-loving scholar, each level allows the learning of a new language. Also, greatly increases one's knowledge-based checks.



### Quick Guide for Learning Classes!

When choosing which classes to level, it is not a bad idea to choose classes you already have. For example, a character with two levels in a class at the end of character creation has a pretty good grasp of that class.

Also, it is never a bad idea to choose a Warrior-type or Wizard-type class, as it is much easier to participate in combat situations.

While you can create a character using all Other-type classes, it is definitely not recommended for beginner players.



## 4. Learning Languages

Language is key in exchanging ideas, and Raxia is no different. Characters who know the same language are able to communicate with one another far more easily than characters who don't. As a PC, you learn how to speak and write the common trade language at character creation.

In addition, most races, and magical classes (such as Conjurer or Fairy Tamer) have their own language. However, unlike most other languages, these must be learned by characters of the appropriate race or with the appropriate class. Also, you must learn how to read and write these languages at the same time and cannot learn one or the other separately.

Sages may learn one additional language each class level, either reading or writing. The tables below show which languages may be chosen.

## Racial Languages

Race	Language Learned
Human	Any regional language (such as Zalts)
Elf	Elven
Dwarf	Dwarven
Tabbit	Ancient Celestial (reading only)
Runefolk	Magitech
Nightmare	Parents' racial language

✕All PCs can read and write Trade Common.

## Magic Class Languages

Magical Class	Language Learned
Sorcerer	Arcana
Conjurer	Arcana
Priest	None
Fairy Tamer	Sylvan (spoken only)
Artificer	Magitech

## List of Languages

Name	Spoken	Written	Typically Used By
Elven	○	○	Elves, Mermen
Giantish	○	○	Giants, Trolls
Trade Common	○	○	Humanoids in general
Shadow	○	○	Shadows
Ancient Celestial	X	○	Tabbits
Regional Dialect (any)	○	○	Wide range of people
Dragonic	○	X	Lldraken, Dragons
Drakish	○	○	Drakes, Lamia

Name	Spoken	Written	Typically Used By
Dwarven	○	○	Dwarves
Barbaric	○	○	Rank-and-file Barbaros
Demonic	○	X	Demons
Magitech	○	○	Runefolk, Gunmages
Arcana	○	○	Sorcerers, Conjurers
Sylvan	○	X	Fairies, Fairy Tamers
Goblin	○	X	Goblin, Boggart
Other	○	○	Various



## Description of Languages

### **Elven**

Used by Elves and Mermen. It is characterized by eloquent, flowing speech with harsh pronunciation. It is said that other races find it difficult to learn.

### **Giantish**

Used by Giants and Trolls. Its concise style is characterized by clear pronunciation.

### **Trade Common**

Immediately after the wars with the barbaros, only merchants and adventurers traveled the lands, and invented their own language to talk among themselves. Over time, this language spread, and took root in many civilizations. It is a simple language, interlaced with direct expressions of concepts.

### **Shadow**

An esoteric language, full of homonyms, as well as using many different words to describe the same object. Surprisingly, very little of the language is influenced by outsiders, even as the Shadow race has become more common in Terastier. This language is also used to encrypt messages between other Shadows, as well as for a variety of secret documents.

### **Ancient Celestial**

An archaic language, mainly found on old monuments. Surprisingly, Tabbits can read this language, and believe it is the words of the gods themselves.

## Regional Dialect

Indigenous languages, with each region having its own slight variations.

## Dragonic

Used by Dragons and Dragonkin. A wholly spoken language, Dragonic does not have a written alphabet. The pronunciation is a combination of forcing air through fangs and growling, so a non-Dragon has a very difficult time learning the language.

## Drakish

Used by Drakes, Lamia and Ogres. In addition, it was used by much of the ruling class of the barbaros. It is a rather complex language, with expressive grammar and strong pronunciation.

## Dwarven

The language of the Dwarves. Characterized by simple phrases and clear pronunciation, though individual words tend to be longer. In addition, speakers tend to talk rather rapidly and often sound angry.

## Barbaric

A language created to unite the diverse tribes of the barbaros. Formed from very short words, with very direct meanings such as “kill them”, “hungry”, etc. Also includes sign language to convey meanings, though intricacies are often lost.

## Demonic

Solely the language of Demons. Spoken in words similar to a spell or curse, this language is extremely difficult to understand. There is no written component, to boot.

## **Magitech**

Widely used by the fallen Al Menas Empire, whose height of power was about 300 years ago. A straightforward language, it also acts as a command language for Magispheres.

## **Arcana**

The language of the long-forgotten Durandal Empire, lost to history 3,000 years ago. It is mainly used in the writing and speaking of spells. Normal conversation is incredibly difficult, but not impossible.

## **Sylvan**

A spoken language used to communicate with fairies, characterized by a buoyant sound and lilting voice. Vocabulary of the language is rather small, and there is no concept of time, past, present, or future.

## **Goblin**

Goblins, Kobolds and Boggarts use this crude language on a daily basis. It has poor vocabulary and grammar and is very direct. To a human's ear, it sounds rather annoying, with a menacing undertone.

## **Other**

Languages of other various monsters, such as Ogres, Gilmen, Minotaurs, Centaurs, etc.





as a powerful magic user, so she will continue to select corresponding classes. Since 1000 experience points are required to raise the sorcerer class from level 1 to 2, Saki used 1000 experience points of Pete and raised the sorcerer class to 2nd level.

There are 1000 experience points left. Saki wants to learn something else. Looking at the class column, Saki thought that the sage class and its ability to learn the languages would be nice to have.

To acquire a new level of sage class, she needs 500 experience points. Saki spent another 500 points of experience points of Pete to acquire the level of sage class. Pete learned Elven language from conversations with squirrels because they can learn a new language for each level of sage class. She has 500 experience points left, but she does not take any other class and will carry it over to her next growth. She leaves 500 points in the experience point field and adds “Sage 1” in the class field.

Once the class levels were decided, the adventurer level is next. The highest-class level will be the adventurer level. Since the classes possessed by Pete are 2nd Sorcerer and 1st Sage, Pete's adventurer level is 2. Saki wrote a big 2 in the adventurer level field.

Next is the determination of HP and MP. HP is 3 times the adventurer level + vitality, so  $16 + 6 = 22$ . MP is also 3 times total levels of all magical classes + magical classes levels. Pete has only 2 levels of sorcerer class, so their MP is  $21 + 6 = 27$ .

She added HP and MP in the fields next to Fortitude and Willpower. Both are quite high numbers for a character immediately after creation.

## 7. Learning Combat Feats

Combat Feats are special abilities that characters can learn to diversify their talents in combat. There are a variety of Combat Feats, some of which give bonuses to Actions, others allow a new talent to be used, yet others allow for a complete change in tactics. Two characters with the same classes can fight with two vastly different tactical approaches based on the different set of Combat Feats.

When creating a PC of 1st or 2nd level, you may learn one of the following Combat Feats. At 3rd level and each odd level thereafter, a character may choose another Combat Feat.

Combat Feats include Passive Combat Feats, which do not need to be activated, and Active Combat Feats, of which one may be activated as a Minor Action each turn.

Grappler characters automatically learn the Passive Combat Feat [Chain Attack] and the Active Combat Feat [Throw Attack] upon taking their first level in Grappler.

Combat Feats may not be taken multiple times in order to stack the effects, unless otherwise noted.

### Combat Feats Available at Character Creation

#### Passive Combat Feats

Name	Effect
Precise Shot	Can shoot into combat without incident
Aimed Shot	Allows for easier critical ranged attacks
Weapon Proficiency/**	Deals +1 damage, allows A-Rank weapons
Armor Proficiency/**	Adds +1 Defense, allows A-Rank armor

Name	Effect
Guided Magic	Can cast magic into combat without incident
Dual Wielding	Able to attack with two one-handed weapons
Wordbreak	Counter magical effects with a touch

### Active Combat Feats

Name	Effect
Cover	Interpose yourself on an attack for another
Aimed Attack	Accuracy +1, but Critical Rate -1
Power Strike	Deal +4 damage
Taunting Strike	Become the target of attacks
Lethal Strike	Allows for easier critical melee attacks
Metamagic/Accuracy	Enhances magical accuracy
Metamagic/Targets	Increases the number of targets for a spell
Metamagic/Distance	Extends the range of a spell
Metamagic/Time	Lengthens the duration of a spell
Metamagic/Area	Increases the radius of an area-of-effect spell
Magic Convergence	Focuses a spell onto a single target
Mana Strike	Deals extra damage equal to Magic Power

### Grappler-only Combat Feats

Name	Effect
Chain Attack	Allows for an extra attack
Throw Attack	Throws the opponent to a prone position




## Recommended Combat Feats!

If you have trouble choosing a Combat Feat, here is a list of recommended Combat Feats tailored to each class.

### Recommended Combat Feats

Name	Intention	Combat Feat
Fighter	Dealing damage	Power Strike
	Protecting a comrade	Cover
Grappler	Want to reliably hit the target	Aimed Attack
	Want to increase damage	Weapon Proficiency/Wrestling
Fencer	Aim for a mortal blow	Lethal Strike
	Want to be a strong warrior-mage	Mana Strike
Marksman	Shoot into dangerous situations	Precise Shot
	Shoot with 2 guns	Dual Wielding
Sorcerer	Reliably cast magic into combat	Guided Magic
Conjurer	Want to damage every enemy	Metamagic/Targets
Priest	Want to heal each comrade	Metamagic/Targets
Fairy Tamer	Reliably cast magic into combat	Guided Magic
Artificer	Allow for easier gun usage	Precise Shot



## 8. Purchasing Equipment

Before heading out on an adventure, it would be wise for a PC to purchase the equipment, weapons and armor needed to perform their classes' abilities and actions. Items such as Magical Implements, tools, curative items, and even accessories should be bought to make daily life that much easier. Going without a vital tool, implement or even armor or a weapon is ill-advised, as that would hinder survival. In fact, most veteran adventurers see purchasing equipment as a prerequisite to becoming a full-fledged adventurer.

A new character receives 1,200G (Gamels) in starting money to spend on equipment. It is expected that the character buy necessary items to go out adventuring with this money. It is up to each GM to determine whether or not PCs may share their wealth when buying starting equipment during character creation.

Anything you purchase for your character should be written down in the appropriate spot on the character sheet. If you end up not buying an item due to a lack of money, check the item lists to determine if perhaps a lesser item is available and affordable. A PC may also be able to negotiate with merchants, receiving a particular item or piece of equipment as compensation for services rendered.

Below is an excerpt of class-specific items that enable one ability or another to be used.

## Equipment Required for each Class

Name	Effect	Price
Sorcerer, Conjurer	Magical Implement	100, as weapon 200
Priest	Holy Symbol	100
Fairy Tamer	Fairy Gem	50 each
Artificer	Magisphere (Small)	200
	Magisphere (Medium)	500
	Magisphere (Large)	1,000
Scout	Scout's Tools	100
Ranger	◦Lifegrass	30
	◦Magic Herb	100
	◦Healing Potion	100
	◦Awake Potion	100

◦: Consumable item, one-use only

## Equipment and Accessory Slots

Once you've successfully purchased equipment or accessories, write each item in its appropriate place on the character sheet. Each slot may only hold one item, but an accessory may also be equipped to the [Other] slot instead of the slot where it is supposed to go. Weapons and armor do not count towards equipment slots, so a character may wear a ring on the same hand they're wielding a weapon with.

While you may not be able to wear multiple items in an accessory slot, you can store them in a backpack. Do note that it is typically very difficult to retrieve such items quickly in the heat of combat.

## 9. PC Creation is Complete

Finally, after taking the time to come up with a quick history, name, age and gender, the PC is complete. Now go out and enjoy the adventures to be found in the world of Raxia!

### Example of Finishing PC Creation

Saki's Pete is about to be completed. Next is the learning combat feats. She chooses [Guided Magic] as written in the feats recommendation. PC will make good use of the magic attack [Energy Bolt] of Sorcerer class. Since Pete has an 2nd adventurer level, this is the only combat feat Pete can learn. Saki wrote "Guided Magic" in the top field of the combat feat.

Next is the purchasing of equipment. She need to purchase suitable equipment from the initial possession of 1200G and write it down to the appropriate part of character sheet.

First, purchase the [Magical Implement] required to use the sorcerer class for 100G. The shape of this item can be decided without restrictions, so Saki decided that her magic implement has a form of thin wand. She put it to the right hand of the Pete.

She doesn't think Pete will need weapons because they don't have warrior-type classes, but Pete will need protective armor. She decided to purchase Soft Leather, which minimal strength requirement is met. She wrote the armor name of " Soft Leather " in the armor field and the defense of 3 and reduce the amount of money she had by 150G.

She still had plenty of money in her possession, so she decided to buy a shield as well. This is because the shield can be used without warrior classes as long as one hand is free. She



purchased a [Round Shield] that raises the defense by 1 for 100G and wrote shield to left hand. Now Pete has total defense of 4, and the remaining money is 850G.

For now, Pete cannot have any more armor. Next, Saki will purchase the tools and other items that she will need for adventuring. For the time being, she purchased [Adventurer Set], which has the necessary adventure items, for 100G. After that, she purchased a [Healing Potion] that Pete can drink at a moment's notice.

In addition, she still had plenty of money in her possession, so she bought some fashionable accessories. The remaining money was less than 100G, but Saki seems to have enjoyed shopping. Finally, Saki determined the character's name, gender, age, and history. Saki has decided that Pete as a mischievous boy, Tabbitt, who is just 10 years old. As a result of rolling dice, she took two histories, “you grew up with loving parents” and “have (or had) a friend who lived rather far away.”

Now Saki's character, Pete, is ready to go on an adventure.

# Character Advancement

A PC goes on an adventure, gains experience, and rewards and uses those to become stronger and tougher than when they were created. After a session ends, a PC gains experience and can grow. By advancing repeatedly, a PC's ability points, and class levels go up, allowing them to face off against bigger enemies and get through challenging situations much easier.



## Gaining and Spending Experience Points



When a session ends, PCs get awarded experience points by the GM. For one session, you get 1000 experience points if you completed the session's goal, or 500 if you weren't able to. You can also get experience points for automatic failures (see part 2) and defeating monsters (see part 5).

By spending experience you've gained, your PC can learn new classes and level up classes they already have. Following the experience point table to the right, pick up and level your classes.

Character growth can be done as many times as you like so long as you have experience points. However, you must spend experience points each time you level a class up. For instance, you can up a level 3 priest class to level 5 in one growth, but you must spend 1500 experience points to get to level 4, then spend 2000 points to achieve level 5.

You can also leave experience points to spend later, but you can't get back spent experience points. Once they're spent, that's it, so think carefully before you spend experience.

## Experience Point Table and Classes

Level	Major Experience Table	Minor Experience Table
1	1000	500
2	1000	1000
3	1500	1000
4	1500	1500
5	2000	1500
6	2000	2000

### Major Experience Table Classes

Fighter, Grappler, Sorcerer, Conjuror, Priest, Fairy Tamer, Artificer

### Minor Experience Table Classes

Fencer, Marksman, Scout, Ranger, Sage

## Raising Adv. L and Learning New Combat Feats

By raising your class levels, your adventurer level will also increase. When you gain an adventurer level your HP, Fortitude, and Willpower also get increased.

If your new adventurer level is an odd number, you gain a new Combat Feat. Look up any interesting Combat Feats that may fit your character's concept, choose one and learn it. When picking out a Combat Feat, you must fulfill the prerequisites in order to choose it. You cannot choose a Combat Feat with the same name multiple times unless otherwise specified.



## Ability Growth

When a PC finishes a session, whether they gained experience or finished their objectives or not, their abilities increase slightly so long as they're alive at the end of the session.

First, roll two dice and match up the dice numbers rolled with to corresponding growth boxes on the character sheet. Next, out of the two that match, pick one and increase the number in the growth box by 1. The new ability has the growth points added in.

Ability growth only gives 1 point each time. You can only choose one ability to increase from the two rolled dice (If they both come up the same number, the decision was made for you). There's no upper limit to this growth, so long-term play can lead to powerful characters.

### Growth Dice and Ability Increases

Die Number	Ability Increase
1	Dexterity
2	Agility
3	Strength
4	Vitality
5	Intelligence
6	Spirit

### Modifying Numbers Upon Ability Increases

When abilities increase, a number of other numbers change as well. As Dexterity grows, movement distance lengthens; as Vitality goes up, maximum HP increases; and if Spirit increases, maximum MP will go up. Since scores like HP and

MP increase with adventurer level as well, each time your character grows, make sure to recalculate all your numbers.

Again, if your abilities grow and your ability modifier goes up, the numbers (such as Accuracy and Magic Power) which use that ability score modifier must also change. Update each number to make sure there aren't any errors.



### Gaining Reputation

Reputation show how famous and how good a PC's reputation is. Just by having Reputation, a PC is shown to have some measure of good reputation. PCs with high amounts of Reputation are well known, are called by special secondary names, and no matter where they go, they are known.

Reputation can be earned by gathering Sword Shards and having countries or adventurer shops take them. In other instances, you may get them by completing reputable missions as reward or by being given items.

Reputation gained from Sword Shards are acquired when the Sword Shard is claimed. Once the Sword Shard(s) are claimed, roll one die for each Sword Shard and gain Reputation equal to the total dice roll. For instance, if 5 Sword Shards were claimed, you would roll 5 dice and gain Reputation equal to their combined value. Every PC who gained the Sword Shards gains Reputation at the same time (everyone gains the same amount of points, without splitting them up). If a PC gains over 50 points, they're seen as a seasoned adventurer.

Also, you can spend Reputation to gain things like items and rank, as well as housing and other gifts. These rules are not

included in this book. For now, store up Sword Shards and Reputation and reference the details in Core Rulebook II later.

### Example of Growth

Wolf successfully achieved the goal of the session and was rewarded with experience points and other rewards by the GM. At the end of the session, GM gave Wolf 1000 XP, 500G, and 5 Sword Shards. Wolf also gained experience points from automatic failures and defeating monsters. In the end he got 1500 experience points. Wolf wrote each number to the character sheet.

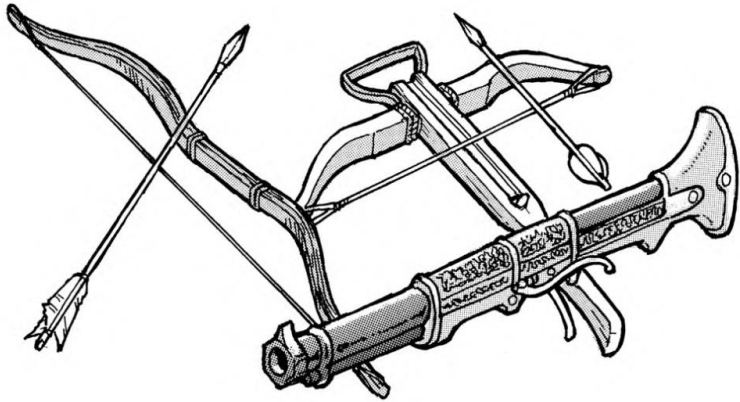
Wolf has spent 1500 experience points earned this time to level his fighter class. With this, he will be better at making all kinds of combat checks using additional level in fighter. In addition, his adventurer level has also risen to 3. His resistances also increased as well as HP maximum. He is also now able to learn new combat feats.

Wolf saw the list of combat feats and learned a new Weapon Proficiency/Sword. The damage of attacks from his sword weapons is now increased, and he is now able to handle A-rank swords.

Next is the growth of abilities. Wolf rolled two dice to increase his abilities, and the rolls were “4” and “4”. Those rolls can only grow him in vitality. He filled Vitality Growth field and the Vitality has gone from 18 to 19. As his vitality grew and his adventurer level also increased, Wolf recalculated his HP and it rose from 24 to 28. Now he is stronger than before.

At the end, the adventurer's shop will take over the Sword Shards and earn Reputation. Since he got 5 pieces, he rolled

dice 5 times. The rolls were “5”, “3”, “3”, “2”, and “1”, so Wolf got 14 Reputation for this mission. Wolf's reputation doesn't grow until he completed session.



PART 1

PART 2

PART 3

PART 4

PART 5



# PART 2 GAME RULES

Here described various rules for the characters created in SW 2.0. The final decisions on application of rules is left to the GM.



# Skills

Throwing a rock or running a short distance is something anyone can do. However, it's not the same when trying to lift a boulder or trying to leap a deep chasm. How heavy a boulder can a character lift and can a character safely jump a chasm? We call using dice to determine these things skill checks.

When a player decides to try something, the GM decides if using dice to resolve it is necessary. Then, depending on the results the action will either have succeeded or failed.

## How to Resolve Skill Checks

To resolve skill checks, you will need your class level, attribute modifier, and 2 dice. Depending on the type of skill, which classes and attribute modifiers used will differ. The GM decides which type of skill check to use for what the PC has done.

For skill checks, we call the class level plus the attribute modifier the standard value. Adding in the player's results from the 2 dice makes it the success value. If the success value is greater than or equal to the target number (TN), which shows how tough the skill is, then the skill succeeds; if it didn't meet the TN then the skill fails.

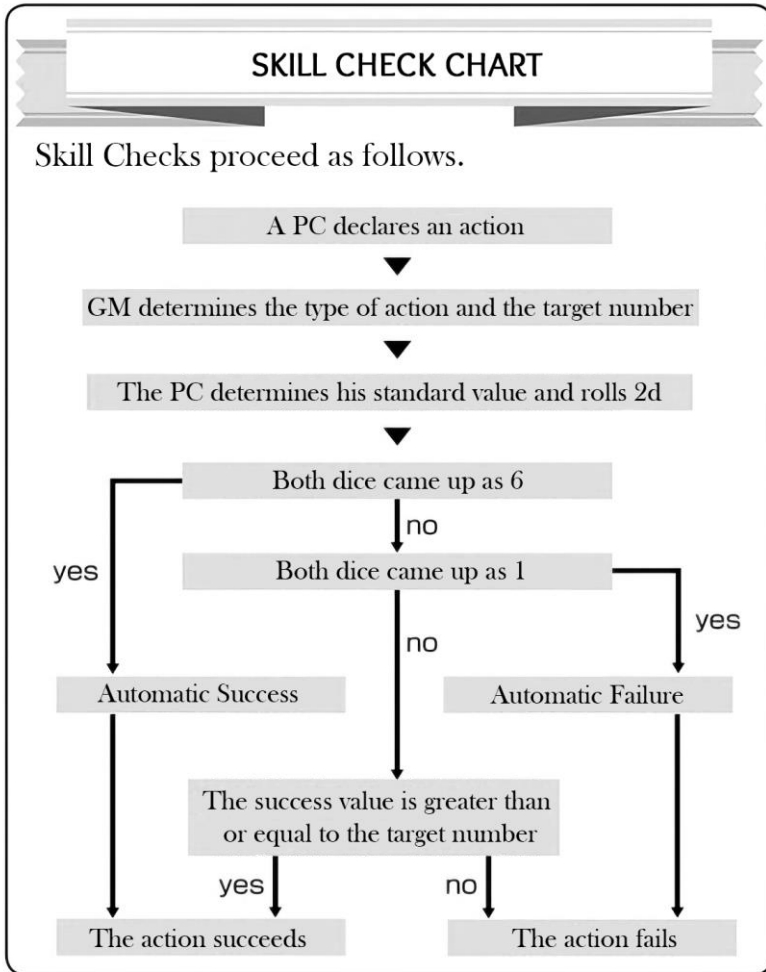
Skill resolution is shown in the flow chart below.

**[Standard Value + 2d6 = Success Value]**

**[Success Value  $\geq$  Target Number means success]**

## [Success Value < Target Number means failure]

If the skill succeeds, the character was able to do just what they wanted. When a skill fails, this means the skill the character declared does not occur. Depending on the situation, they may be able to try again or may have just created a scenario they can't undo.





## When to use Skill Checks

You don't need to use skill checks every time a PC does something. Doing things like walking along flat ground and eating we know succeed without using a skill check, so it's not necessary. On the other hand, lifting a 50-ton boulder or leaping a 100-meter river are impossible, so there's no reason to use a skill check here either.

In a way, it's something that should be done when a GM isn't sure whether the PC would succeed unless they tried. If it looks like a PC's skill and luck might impact the situation or if the results of a contested roll will be changed, roll the dice.

### Deciding the Target Number

The GM basically decides upon the target number. The GM sets the target number by thinking about how difficult the skill is and with about how many class levels they think should make it easy to complete.

Below you can see a scale showing how difficult a skill is and the target number required. The GM should use this scale to set the target number. However, depending on the situation the target number could very well change.

Situation	Target Number (TN)
Even someone without the class could do it	5
Someone without skill could make it about half the time	7
A skilled person should make it. Without the class it's tough.	9
With skill only, a 50-50 shot.	11

You're lucky to succeed with only the class knowledge.	13
You need significant knowledge in the skill to succeed.	15
In addition to high skill, you'll also need to have trained the ability.	17
You're a master of the skill and have trained hard.	19
You need skills, abilities, an applicable class, and even a bit of luck to succeed.	21

## Straight Rolls

When you want to perform a skill, but don't have the appropriate ability you can still try it. However, you not only treat your class level as 0, but you don't add the corresponding attribute modifier either. Essentially you treat your standard value as 0 and only use the results from the 2 dice.

In these cases, we call resolving skills without using class levels or attribute modifiers straight rolls. Luckily, even with straight rolls automatic successes and failures are possible.



When resolving a skill check, if both dice should come up as either both 6 or 1, then you either have an automatic success or automatic failure.

Should the dice both come up 6, no matter the target number or success value's number, no matter what modifiers or penalties were applied, the skill is treated as a success. This type of success is called an automatic success. This means the



success value was greater than or equal to the target number, the skill succeeds. Wolf picks the lock and peeks inside the treasure chest.

If Pete the Tabbitt tried to use Open Lock, since he doesn't have the Scout class his standard value would be 0 for resolving the skill (see Straight Rolls above). Additionally, because he doesn't have scout tools his success value will be penalized by 4 points. In other words, the results of the 2 dice must be 13 or higher. Pete will have to cling to the chance of the rare automatic success for his Open Lock to succeed.



### Contested Skill Rolls

When a group of characters makes a roll that is compared to other characters' rolls, this is called a contested roll. Oftentimes, in such situations an outside NPC is called in to determine the winner, such as deciding who is the fastest in a foot race.

When determining the results of a contested roll, all characters involved make their check simultaneously, and the character with the highest result wins. It is certainly possible, however, to have more than one character with the same result. In such cases, any advantages or disadvantages are shared equally by those characters. To keep with the foot race example above, two characters with the same result would be neck-in-neck.

If a contested roll doesn't have a clear winner, such as when the highest rolls are tied, the skill should be repeated with the characters who had tied for the highest result.

## The Passive Law of Priority

When a contested roll comes up between someone attempting a skill and another receiving the effects of that skill. A common example is one character attacking another, or a spellcaster casting magic at a hostile target. In such cases, the one performing the skill is considered the active party, and the one being affected by that skill is the passive party. Whenever such a contested roll occurs, the passive party wins all ties.

## Different Standard Values

When performing a skill check, there can be a variety of different standard values to deal with. For example, when attacking with a melee weapon, there's a contested roll between Accuracy and Evasion.

### Typical Example of Comparison of Success Values with Different Standard Values

Active Skills	Passive Skills
Accuracy	Evasion
Spellcasting	Willpower
Hide	Danger Sense

## Handling Ties

If a result of a contested roll is tied and not an automatic success, it is essentially treated as a favorable result for the passive party. For example, if both Accuracy and Evasion rolls tie, treat that result as though Evasion has won.

If a tied contested roll is such that neither side readily appears to be active or passive, then repeat the skill check under the same conditions until a winner is decided.

## Example of Contested Skill Rolls

### Comparison of Success Values Under the Same Conditions

Wolf and Pete are competing in swimming. The dispute over who elves like more, humans or tabbits evolved into a swimming showdown.

The rule of competition was “first to cross one bank of the river to the other side wins”. GM has determined that standard value for swimming would be Adventurer Level + Agility modifier. Since it is a quiet river, the one with the higher success value will swim first.

The adventurer levels of Wolf and Pete are 3 and 2, respectively, and the Agility modifier is 2 for Wolf and 1 for Pete. Standard value for Wolf is 5 and for Pete is 3. It seems that Wolf should be better at swimming.

Wolf and Pete roll 2d and start swimming in the river. Wolf's rolls were “3” and “4”, while Pete's were “6” and “5”. With added standard values, the success value was 12 for Wolf and 14 for Pete.

The crowd cheered at Pete that swam first to the other side of the river.

### Comparison of Success Values for the Active Side and Passive Side

Wolf loses the swimming competition and tries to flee in secret from the spot. GM decides to have a skill check, whether Pee notices Wolf who flees in secret.

Wolfs need to perform Hide check (see later in part 2), and Pete need to perform Danger Sense check (see later in part 2).



In this situation, Wolf is on the active side and Pete is on the passive side.

Wolf's standard value is a combination of Scout class level + Agility modifier, which is 3. Pete does not have the scout or ranger class required for Danger Sense check, but due to the racial ability of Tabbith [Sixth Sense], the standard value is Adventurer Level + Intelligence modifier. It will be 5.

As a result of each skill check, Wolf's success value was 9, and Pete's success value was 9. Since the success values were the same, the passive side has won. Pete found Wolf while he was secretly trying to escape and asked where he is going. Wolf was noticed and returned with a bad-looking face.



### Types of Skill Checks

Skills are a combination of a class level and an attribute modifier. Common skills are listed here, along with explanations.

Some skills use Adventurer Level instead of a specific class level. These skills are resolved the same way.

You don't need to learn everything about every skill at once. You can just read it once, and then look each skill up as it comes up in the game.

### Types of Skill Checks and Criteria

There are the following types of skill checks. The explanation of each standard value will be described later.

## Dexterity-Based Skills

Skill	Standard Value	Applicable Classes
Sneak	-	Scout, Ranger
First Aid	-	Ranger
Open Lock	-	Scout, Ranger
Pickpocket	-	Scout
Disguise	-	Scout
Accuracy	Accuracy	Fighter, Grappler, Fencer, Marksman
Set Trap	-	Scout, Ranger

## Agility-Based Skills

Skill	Standard Value	Applicable Classes
Tumble	-	Scout, Ranger
Hide	-	Scout, Ranger
Evasion	Evasion	Fighter, Grappler, Fencer
Acrobatics	-	Scout, Ranger
Initiative	Initiative	Scout
Follow	-	Scout, Ranger

## Intelligence-Based Skills

Skill	Standard Value	Applicable Classes
Track	-	Scout, Ranger
Listen	-	Scout, Ranger
Danger Sense	-	Scout, Ranger
Insight	-	Sage

Spellcasting (Magic)	Magic Power	Sorcerer, Conjurer, Priest, Fairy Tamer, Artificer
Engineering	-	Sage
Search	-	Scout, Ranger
Cartography	-	Scout, Ranger, Sage
Meteorology	-	Scout, Ranger
Pathology	-	Ranger, Sage
Literature	-	Sage
Appraise	-	Scout, Sage
Monster Knowledge	Monster Knowledge	Sage
Herbology	-	Ranger, Sage
Find Trap	-	Scout, Ranger

### Vitality-Based Skills

Skill	Standard Value	Applicable Classes
Death Check	Fortitude	Adventurer Level
Fortitude	Fortitude	Adventurer Level

### Spirit-Based Skills

Skill	Standard Value	Applicable Classes
Willpower	Willpower	Adventurer Level

### Other Skills

Skill	Standard Value	Applicable Classes
Adventure※	-	Adventurer Level

※ May use different class modifiers depending on the situation.

## Dexterity-based Skill Details

### Stealth

---

**Calculation:** Scout or Ranger level + Dexterity modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you manage to hide footprints and items. On failure, footprints or items will be found.

**Details:** You eliminate any footprints you and your allies have left behind and hide any tools and objects. The higher your result, the more difficult it will be to find your traces.

### First Aid

---

**Calculation:** Ranger level + Dexterity modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you restore an unconscious ally to 1 HP, and he wakes up. On failure, he remains unconscious.

**Details:** You attempt to wake up an ally who is unconscious, usually as a result of being below 0 HP. The target for this skill is 0, but the HP of the target ally is applied as a penalty to your roll (so for an ally with -5 HP, the target is effectively 5).

### Open Lock

---

**Calculation:** Scout or Ranger level + Dexterity modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you open a lock on a door or a container or disarm a trap. On failure, you do not open the object.

**Details:** You can open a door or container without having its key, and you can also remove a trap. The higher your roll, the

better the lock or trap you can unlock. The target is set by the lock or trap.

Any object indoors can only be opened by the Scout class, and you incur a -4 penalty to open such objects without scout's tools. Failing a roll twice in a row will cause a trap to spring.

## Pickpocket

---

**Calculation:** Scout level + Dexterity modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you steal something the target has. On failure, the target notices you.

**Details:** You steal an item or some cash from a target without being noticed. This is a contested roll between your skill and the target's Danger Sense check. The Pickpocket roll is an active role, while the Danger Sense is a passive roll.

## Disguise

---

**Calculation:** Scout level + Dexterity modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you disguise yourself as another person. On failure, your disguise is seen through.

**Details:** You change your clothes and makeup to look like another person. The higher your roll, the better your disguise is and the harder it is to see through.

If you disguise another character, you take a -4 penalty to the roll. The roll to see through the disguise is an Adventurer Level + Intelligence modifier check using the Disguise check result as a target.

## Accuracy

---

**Calculation:** Fighter, Grappler, Fencer, or Marksman level + Dexterity modifier

**Use Time:** Instant

**Effect:** On success, you hit the target with your attack. On failure, you miss.

**Details:** This is the skill for hitting with an attack. The result represents how effective the attack was. Different weapons and techniques have different accuracies.

## Set Trap

---

**Calculation:** Scout or Ranger level + Dexterity modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you can set a trap. On failure, you don't set a trap.

**Details:** You can lay a trap on a door, passageway, or container. The trap can be discovered with a contested roll using Search or Danger Sense and disarmed with a contested roll using Open Lock.

You cannot use the Ranger class to set a trap indoors (but a Scout can set one outdoors).

You take a -4 penalty to set a trap indoors without scout's tools.

## Agility-based Skill Details

## Tumble

---

**Calculation:** Scout or Ranger level + Agility modifier

**Use Time:** Instant

**Effect:** You reduce the damage from falling.

**Details:** When you fall from a high place or into a pit trap, you can roll to take less damage from impact. Reduce the damage taken by your Tumble check result. Your check result cannot be less than 0, and it is treated as 0 on an automatic failure.

If you use Tumble in metal armor, you take a -4 penalty to your check.

## Hide

---

**Calculation:** Scout or Ranger level + Agility modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you can move without making a sound or giving an indication of your presence, and you can hide behind objects. On failure, you are noticed.

**Details:** You move without making a sound or revealing your presence. The higher your roll, the less sound you make and the more you are able to find hiding places. This is a contested roll against the enemy's Danger Sense.

If you use Hide in metal armor, you take a -4 penalty to your check.

## Evasion

---

**Calculation:** Fighter, Grappler, or Fencer level + Agility modifier

**Use Time:** Instant

**Effect:** On success, you dodge the enemy's attack. On failure, you are hit and take damage.

**Details:** You dodge an attack. The check result determines how well you dodged.

This skill opposes the Accuracy skill, so you cannot use it when you are not being attacked. Different weapons and armor can change your Evasion bonus.

## Acrobatics

---

**Calculation:** Scout or Ranger level + Agility modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you avoid dangerous terrain as you walk. On failure, you lose your balance and can't move.

**Details:** You move gracefully and nimbly over difficult terrain. The higher your result, the more you avoid dangerous or fragile ground as you move.

If you use Acrobatics in metal armor, you take a -4 penalty to your check.



## Initiative

---

**Calculation:** Scout level + Agility modifier

**Use Time:** Initiative

**Effect:** On success, your party seizes the initiative. On failure, your party loses the initiative.

**Details:** This skill determines whether you act first when combat begins. The check result represents how quick you were. This is a contested roll against the Initiative roll of the enemy party/monsters.

## Follow

---

**Calculation:** Scout or Ranger level + Agility modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you follow a party without being noticed. On failure, you are noticed.

**Details:** You follow a moving party secretly. Your result determines how well you can conceal your presence while following the target. This is a contested roll against the target's Danger Sense.

If you use Follow in metal armor, you take a -4 penalty to your check. A Ranger cannot use Follow indoors or in a crowd.

## Intelligence-based Skill Details

### Track

---

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you learn details like time and heading from tracks and footprints left behind. On failure, you can't tell anything.

**Details:** You search for tracks and other clues that will tell you where your quarry was headed. Your result determines the quality of clues you find.

### Listen

---

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you find the best place to hear any carrying sounds and voices. On failure, you hear nothing.

**Details:** You try to hear sounds and voices from far away or behind barriers. The higher your check result, the further away you can hear, and the quieter sounds you discern. You can also tell clearer details about what sounds you hear.

### Danger Sense

---

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** Instant

**Effect:** On success, you sense imminent danger, threatening intent, and the presence of hidden secrets. On failure, you sense nothing.

**Details:** You get a sense of danger and misfortune before it happens. The higher your check result, the more quickly and surely your sense triggers.

The Sixth Sense racial trait of Tabbie PCs allows them to roll Adventurer Level + Intelligence modifier for Danger Sense rolls.

## Insight

---

**Calculation:** Sage level + Intelligence modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you know details about the matter at hand. On failure, you either don't know or don't remember anything.

**Details:** Your education offers insight(knowledge) into some matter. The higher your check result, the more knowledgeable you are about the subject.

## Spellcasting

---

**Calculation:** Sorcerer, Conjurer, Priest, Fairy Tamer, or Artificer level + Intelligence modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you successfully cast a spell. On failure, the spell is incomplete or has no effect.

**Details:** Make a Spellcasting check when you cast a spell. Your check result represents how powerfully you worked the spell. For each spell you cast, use whatever magical class grants that spell when making a spellcasting check.

Spellcasting checks based on Sorcerer, Conjurer, or Fairy Tamer classes incur a -4 penalty if used in metal armor.

You may not use the skill retry rules to retry a failed spellcasting check.

## Engineering

---

**Calculation:** Sage level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you know the materials used in the construction of a building or object and at what time it was made. On failure, you don't know anything.

**Details:** You examine a building or object and gain information about it. Your check result represents how much detail you know about the time and method of its construction.

## Search

---

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you discover traps or hidden items. On failure, you don't find anything.

**Details:** You search for traps and hidden doors. The higher your check result, the more cleverly hidden an item you can find.

A Ranger can only use Search outdoors.

## Cartography

---

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you create a map out of an area you have examined before. On failure, you can't make one.

**Details:** You create a map of an area or the inside of a building, noting obstacles and pieces of terrain. Your check result represents how accurate your map is and how easy it is to read. A Ranger can only use Cartography to map an outdoor area.

## Meteorology

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**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you predict the weather. On failure, you don't know anything.

**Details:** You read the movement of the wind and clouds to predict the weather in the immediate future. The higher your check result, the further ahead and more accurate your forecast is.

Meteorology can only be used outdoors.

## Pathology

---

**Calculation:** Ranger or Sage level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you know about the disease a patient you inspect has and how to treat it. On failure, you don't know anything.

**Details:** You know the symptoms and treatment of a disease. The higher your check result, the rarer diseases you know about and the more effectively you can gauge the symptoms and provide treatment.

## Literature

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**Calculation:** Sage level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you know (or can find out) an important piece of information from literature. On failure, you don't know anything.

**Details:** You gain information you need from a relevant piece of writing. Your check result represents how reliable your information is.

## Appraise

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**Calculation:** Scout or Sage level + Intelligence modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you know the value, time of origin, usage, and effect of an item or good. On failure, you don't know anything.

**Details:** You examine a magical item or tool and learn when it was created, how to use it, and what it does. The higher your check result, the more you can tell about the item's powers. A Scout may only use Appraise to tell an item's value.

## Monster Knowledge

---

**Calculation:** Sage level + Intelligence modifier

**Use Time:** Instant

**Effect:** On success, you know data about a monster and can check with the source book or your GM. If you beat its weakness target, you may take advantage of its weaknesses. On failure, you don't know anything about that monster.

**Details:** You know the statistics and weaknesses of monsters and unusual creatures. Your check result determines how much you know or can remember about a particular monster. The target number is the Reputation stat of the monster. You can also use Monster Knowledge if asked to describe the monster's special abilities.

Furthermore, a Sage making a Monster Knowledge check may also know about the monster's weaknesses. If the result of the Monster Knowledge check exceeds or equal the monster's Weakness stat, the Sage knows about the monster's Weak Point. All members of a party can make decisions that take advantage of a monster's known weaknesses.

Only one Monster Knowledge check can be made against a particular type of monster per session. One success on a Monster Knowledge check that exceeds the monster's weakness target allows a party to take advantage of identical monsters' weakness for the full session.

If the same type of monster is encountered in a later session, the players may make a new check. If they have made a successful check in a previous session, they only have to check to determine the monster's weaknesses (they may not always be able to find the weak point).

## Herbology

---

**Calculation:** Ranger or Sage level + Intelligence modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you know the effects and value of an herb or poison. On failure, you don't know anything.

**Details:** You can tell the value and effects of an herb or medicine. The higher your check result, the more details you

know. If you are inspecting a poison, you may also know how to treat it.

## Find Trap

---

**Calculation:** Scout or Ranger level + Intelligence modifier

**Use Time:** Instant

**Effect:** On success, you notice the presence nearby traps. On failure, you don't notice anything.

**Details:** You notice cunningly hidden traps quickly. The higher your check result, the better-hidden traps you notice.

This is a very difficult check. The target is the trap's Search difficulty + 4.

Rangers may only use Find Trap outdoors.

### Vitality-based Skill Details

## Death Check

---

**Calculation:** Adventurer level + Vitality modifier

**Use Time:** Instant

**Effect:** On success, a PC remains unconscious. On failure, he dies.

**Details:** This check is used to determine whether a PC who has dropped below 0 HP from damage and lost consciousness lives or dies. The check result represents how well his body resists dying of injury. The target for this skill is 0, but your HP is applied as a penalty to the roll. At 0 HP, the target is 0, but if you were to take more damage and drop to -8 HP, a -8 penalty would be applied to your roll (in effect, the target would be 8).



If ten minutes pass after a death check or you take more damage, you will have to make another check. If ten minutes passed, the target increases by 1. If you took damage, apply your new **HP** total as a penalty. Afterwards, continue making death checks until you die, score an automatic success, or have gone one hour without taking any damage.

Using the spell **Awaken** or an **Awake Potion** on an unconscious character sets their **HP** to 1 and allows them to wake up. If a character's **HP** is healed above 1 without using **Awaken**, the character will still not awaken for one hour.

Even if left untreated, a character who takes no damage for one hour sets their **HP** to 1 and wakes up (provided they pass death checks every ten minutes).

A **PC** who fails a death check dies.

If you get an automatic failure on a death check, you die regardless of the target. If you get an automatic success, your **HP** is set to 1 and you wake up.

## Fortitude

---

**Calculation:** Adventurer level + Vitality modifier

**Use Time:** Instant

**Effect:** On success, you lessen or negate an effect being applied to you. On failure, it affects you in full.

**Details:** You resist an effect, such as a poison or disease, that attacks your body. The higher your check result, the more powerful effects you can shake off. The target is specific to the poison or disease you are trying to resist, or the result of whatever spell or monster ability targeted you.

On success, you may completely negate the condition or reduce it to partial effect.

## Spirit-based Skill Details

### Willpower

---

**Calculation:** Adventurer level + Spirit modifier

**Use Time:** Instant

**Effect:** On success, you lessen or negate an effect being applied to you. On failure, it affects you in full.

**Details:** You resist an effect from a monster ability or spell that attacks your mind. The higher your check result, the more powerful effects you can shake off. The target is the result of whatever spell or monster ability targeted you.

On success, you may completely negate the condition or reduce it to partial effect.

## Adventuring Skill Details

Adventuring skills are common skills that any adventurer can do. Anyone can attempt them, but it's the difficulty and uncertainty of the outcome that makes them Adventuring skills.

Below are the most common Adventuring skills.

### Swim

---

**Calculation:** Adventurer level + Agility modifier

**Use Time:** 1 minute (6 rounds)

**Effect:** On success, you swim for longer periods of time. On failure, you begin drowning.

**Details:** You swim using your arms and legs. In areas with weak currents, you may be able to swim without using your legs. If there is no current, no check is necessary.

When you move while swimming, your Full Move and Normal Move each have 1/5 range (rounding up). Limited Movement is 1 meter.

In streams with rapid currents or open water with high waves, you make a check once per minute. Targets should be around 7 for flowing rivers, 9 for rapids, and 13 for tall waves.

Success means you swim with no difficulty, but on failure, you cannot take a Limited Move and must pass a Fortitude check or drown, falling unconscious regardless of current HP.

While swimming, penalties for Poor Mobility also apply.

## Climb

---

**Calculation:** Adventurer level + Strength modifier

**Use Time:** 10 minutes (60 rounds)

**Effect:** On success, you climb the distance you want. On failure, you fall.

**Details:** You climb a wall with footholds or a hanging rope. The target is 10, but your check result is affected by various modifiers. On success, you climb to a safe place. If you fail, you fall and incur fall damage. The distance you fall is half the distance you tried to climb.

### Climb Modifiers

Condition	Modifier
First 5m	+/- 0
Each 5m more	-2

No handholds, steep slope	-4
Climbing a hanging rope rather than a wall	-4
Wearing metal armor	-4
Strong wind conditions	-2
Carrying very little	+2
Helped up (e.g. with a rope)	+2

## Long Jump, High Jump

**Calculation:** Adventurer level + Agility modifier

**Use Time:** 10 seconds (1 round)

**Effect:** On success, you jump the distance you want. On failure, you fall before reaching your target.

**Details:** You can make a high jump or clear an obstacle while carrying your equipment. The target changes depending on how far you want to jump. The target number is 10, but your check is affected by various modifiers.

If you succeed, you clear your target distance or height. If you fail, you fall down short of your target or crash into the object you were trying to clear. The GM decides the actual consequences.

### Long Jump Modifiers

Condition	Modifier
First 3m	+/- 0
Each 1m more	-2
Can't see landing spot	-2
Strong wind conditions	-2
Wearing metal armor	-4
Carrying very little	+2
Running start of at least 5m	+2

## High Jump Modifiers

Condition	Modifier
First 1m	+/- 0
Each 10cm more	-1
Can't see landing spot	-2
Strong wind conditions	-2
Wearing metal armor	-4
Carrying very little	+2
Running start of at least 5m	+2

## Other Skills that GM deems appropriate

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**Calculation:** up to GM

**Use Time:** up to GM

**Effect:** up to GM

Using any other skills is up to the GM. If the GM believes a task is within an adventurer's capabilities, he can call for a check using the PC's Adventurer Level. He decides which ability modifier is most appropriate.



### Bonus and Penalty Modifiers

As above, a check is simply the result of the roll compared to the target value. However, there are outside influences (such as magic and terrain) that can modify a check. Some Combat Feats may also modify checks, for better or worse.

These modifiers, if positive, are called bonuses, while negative modifiers are penalties. Bonuses and penalties tend to have a

great impact on check results. If there are multiple bonuses and/or penalties, apply all of them simultaneously.

## Modifier Notations

Bonuses indicate an increase to the result of the dice and are noted as “+1 Bonus” or “+3 Bonus”. Similarly, penalties are listed as “-2 Penalty” or “-4 Penalty” and reduce the final result accordingly. While the GM has the final say on whether or not a bonus or penalty will be applied, listed below are some guidelines as to how much of a modifier should be applied.

### Bonus and Penalty Modifier Guidelines

Guideline	Modifiers
Slight advantage / disadvantage	+1 / -1
Apparent advantage / disadvantage	+2 / -2
Severe advantage / disadvantage	+3 / -3
Overwhelming advantage / disadvantage	+4 / -4



## Penalty Modifiers for Poor Visibility

Situation	Bonus Modifier
Outside at night without a light source✘	-2
Indoors or underground without a light source✘	-4
Severe sandstorms or dense fog	-2
One eye cannot be used	-2
Both eyes cannot be used	-4

✘: If you have [Darkvision] as a racial ability, or receive it from a magic item, there is no penalty.

## Penalty Modifiers for Poor Mobility

Situation	Bonus Modifier
Having fallen down, or standing up immediately after✘1	-2
Poor footing, such as mud or ice	-2
One arm/leg cannot be used	-2
Both arms/legs cannot be used	-4
Caught in mud, vines, a net, etc.	-2
Wading in waist-deep water✘2	-2
Completely underwater✘2	-4

✘1: Immediately after standing up, receive a penalty until you can ready yourself.

✘2: Elf characters, as well as those who have a magic item to allow free movement underwater, do not receive a penalty.



## Rerolling Checks

The old saying goes, “If at first you don't succeed, try, try again.” This is true with skill checks, as failure is not necessarily the end. As long as the situation remains the same, a PC may retry a failed skill check.

For example, a trap springing on a failed Open Lock would constitute a different situation, whereas a failed Meteorology check does not. It is certainly possible for another PC to try and make a check that you have failed. If you keep retrying a failed check yourself, however, the time it takes to perform each subsequent check will increase by one stage. Instantaneous checks do not change their duration, even if re-attempted after a failure.

If a skill's description states that it takes 10 seconds (1 round) to perform a check, the next check can be done at the 1-minute mark (6 rounds). If that check is also failed, the time to re-attempt the check is 10 minutes (60 rounds). Repeated failures can cause each check to take longer, up to a week between each attempt (see chart).

1 Week
▲
24 Hours
▲
6 Hours
▲
1 Hour
▲
10 Min. (60 Rounds)
▲
1 Min. (6 Rounds)
▲
10 Sec. (1 Round)
Time Required

The time between checks is set back to normal times when the class or skill is increased in level.

## Trap Operation

Disarming a trap, a special use of the Open Lock skill, operates a little differently than most checks. Unlike other checks, two consecutive failures at disarming a trap will set it off immediately, regardless of results or time elapsed.

### Check Rerolling Example

After losing a swimming competition, Wolf went to a renowned library to find detailed books on how to swim. Hopefully a good book would give him some expert knowledge. However, the books he found were too deep to get into, and even the introductions were a far cry from what was expected. The GM calls for Wolf to make a Literature check in order to see if anything stuck.

The standard value of a Literature check uses the Sage class and any Intelligence bonus and takes 10 minutes to complete. However, Wolf does not have the Sage class, and so his roll is a straight roll against the GM's target of 9. Wolf examines the books for 10 minutes, and rolls his 2d, hoping for the best. Unfortunately, though, his dice come up as 6 and 1, the result of 7 being lower than the target number. It seems that Wolf picked out books that ended up being over his head, and the ten minutes spent reading ended in vain.

However, Wolf doesn't give up and goes to try again. Because he failed his first check, the GM lets him know that the next check would instead take 1 hour to complete, far more time than Wolf wished to spend hunched over in some dusty library. After poring over the books, reading, and rereading,

Wolf tries again to see if he can remember anything. It is still a straight roll, only this time both dice show a 5, for a result of 10. With his new-found knowledge, Wolf dashes out of the library, eager to apply his knowledge towards a professional swimming certificate.

# Magic

In the world of Raxia, magic is everywhere, mana ever-present. Unlocking a door without using your hands, instantly healing a friend of grievous wounds, even launching a volley of flaming arrows at an enemy. All of these and more are possible with the help of magic.

Magic is divided into five separate classes, each with its own spells and areas of expertise. If a PC acquires a level in an appropriate class (such as Sorcerer or Faerie Tamer), they will learn all spells of that class level. In order to utilize them, however, a Spellcasting check must be made each time a spell is cast.

The result of the Spellcasting check is used as the target number to resist the spell, whether it's Fortitude or Willpower being used. Each class also has their own conditions, notes, etc., which will be explained further.



## Using Magic

In order to use a magic spell, you must first learn a class that allows the casting of spells. These classes are Sorcerer, Conjurer, Priest, Fairy Tamer, and Artificer. These five classes allow the use of Truespeech Magic, Spiritualism Magic, Divine Magic, Fairy Magic, and Magitech, respectively.

This document currently contains up to 6 levels of spells for each of the five magical classes. Each time a magical class gains

a level, all spells of that level are available to be cast immediately.

## Conditions of Spellcasting

Each method of casting has its own methods of casting and procedures that must be followed. Unless otherwise noted, however, each Spellcasting check takes 10 seconds (1 round) and consumes the MP listed in the spell.

The following list is the conditions to cast a spell for each magical class. A Nightmare's Alternate Form allows them to ignore the penalty for casting a spell in armor, and any verbal and somatic components to the spell may be ignored. However, any Magical Implements must still be used.

### Spellcasting Conditions

**Sorcerer (Truespeech Magic):** Requires a Magical Implement in hand, as well as unhindered speech. Affected by armor penalties.

**Conjurer (Spiritualism Magic):** Requires a Magical Implement in hand, as well as unhindered speech. Affected by armor penalties.

**Priest (Divine Magic):** A Holy Symbol needs to be carried, as well as unhindered speech.

**Fairy Tamer (Fairy Magic):** A Fairy Gem needs to be carried, as well as unhindered speech. Affected by armor penalties.

**Artificer (Magitech):** A Magisphere needs to be carried, as well as unhindered speech.

## MP Consumption

After declaring which spell to cast, subtract **MP** from your current amount equal to the cost of the spell. If your current **MP** is less than the **MP** cost of the spell attempted, you do not lose any **MP**, but neither do you cast the spell. If you have 0 **MP**, you cannot cast any spells.

Various [Metamagic] Combat Feats increase the amount of **MP** consumed per spell.

### Utilizing Mako Stones

Mako stones are crystallized mana, able to be used to power spells in place of (or in addition to) a character's **MP**. Any spellcaster can use a mako stone, using the **MP** in the stone in place of their own, though mako stones do not regenerate **MP** like a **PC** does. Once a mako stone is reduced to 0 points, it shatters and is rendered useless. Mako stones can be used in conjunction with a **PC**'s own **MP**, but only one mako stone may be used in this way at a time. For example, if a **PC** casts a spell costing 10**MP**, they may use 3**MP** from the mako stone and 7**MP** of their own.

## Armor Penalty to Spellcasting Checks

As stated above, some magic-using classes receive penalties to Spellcasting checks while wearing armor, as per the table below. Remember, Nightmare **PC**s do not receive any such penalties while in their Alternate Form.

## Armor Penalty to Spellcasting Checks

Armor Equipped	Classes	Penalty Modifier
Hard Leather	Sorcerer, Conjurer	-2
Any Metal Armor	Sorcerer, Conjurer, Fairy Tamer	-4

## Spellcasting Checks

A Spellcasting check is needed to cast any spell, regardless of class. The result of the Spellcasting check determines the success of the spell cast, as well as providing a target number to resist. An automatic failure on this roll means the MP is spent, but nothing happens.

Targets, range, and more are listed in detail within each spell's description.

### Magic that does not require Spellcasting Checks

Certain spells, marked with a ☆ following their name, are Minor Actions. These spells do not require a Spellcasting check but work simply by expending the indicated MP.

### Spellcasting Check Results

If a spell affects a non-friendly character, whether it's a [Dispel Magic] or something else, treat it as a contested roll using the result of the Spellcasting check as the target number for those affected. If a spell does not require a Spellcasting check, treat the target number as 0.

## Resisting Spells

When you find yourself on the receiving end of a hostile spell, you can try to resist the magic and prevent it from having much, if any, effect. However, you may willingly choose to forego any resistances and accept the effect of a spell at any time.

To resist foul magics, you must roll either a Fortitude or Willpower check (whichever the spell requires) against the caster's Spellcasting check. Casting a spell against an unknowing target allows a Willpower check to resist.

Failure to resist a spell will result in the spell's full effect coming down on your character, no matter what the spell. Success, however, means that the magic has a diminished effect, sometimes even no effect. For further information, refer to the spell's description.

## Calculating the Power of a Spell

If a spell would alter the **HP** of a target, whether it's a damaging spell or one of healing, you need to determine the **Power** of the spell. This calculation will be listed in the spell's description.

Unless otherwise noted, the critical threshold of a damage-dealing spell is 10. **HP**-restoring magic cannot critical.

## Duplication of Magical Effects

Multiple magic effects on the same target usually do not stack but take the highest result available. For example, if a **PC** has the spell **Protection** cast on them simultaneously by three different **Conjurers**, damage would be reduced by only one point.



However, if a spell with a similar effect but different name is cast on the target, they will stack. For example, if one of the Conjurers mentioned above was instead a Priest who cast Field Protection, then each attack would be reduced by two points, as Protection and Field Protection are two different spells.



### Example of Magic Use and Resisting Spells



Pete is feeling a bit mischievous and decides to cast Sleep on Wolf.

Pete's Magic Power is 5, which combined with his roll of 6 and 3 gives a total threshold of 14.

Wolf is surprised by this and tries to roll to resist the tabbit's spell. His Willpower is only a 4, so he needs a result of 10 or higher to shake off the magic.

Unfortunately for Wolf, his roll comes up as double 1, an automatic failure. While he does receive 50 experience points for the automatic failure, he also falls sound asleep.



## Overview of Magic

### Truespeech Magic

Truespeech Magic is utilized by those with the skills of a Sorcerer. Developed by ancient civilizations, the knowledge of Truespeech was passed down and distributed among the people through books and folklore. While there is some utility, Truespeech is mainly an instrument of war, with many attack spells available.

## Usage Conditions of Truespeech Magic

In order to use a Truespeech spell, a Magical Implement is required. Something like a staff or long rod is typical, often with various magical glyphs, sigils and symbols engraved into it, though jewelry implements are not unheard of. They are usually sold for approximately 100 Gamels, though there are other styles and even weapons available for more. However, a Magical Implement can be used for multiple magical classes.

When you cast a spell with a Magical Implement, it is like drawing a glyph in the air while chanting the incantation. Without the magic in the voice, the motion of the arms, or an Implement in hand, a Truespeech spell will not work.

## Spiritualism Magic

Spiritualism Magic is similar to Truespeech Magic on the surface, but each have their own slight differences that set them apart. Spiritualism Magic, for example, tends to alter and change objects to the caster's benefit. Those that wield Spiritualism spells are known as Conjurers.

## Usage Conditions of Spiritualism Magic

The conditions needed to use Spiritualism Magic are the same as Truespeech Magic. The same Magical Implement can be used for both Spiritualism and Truespeech Magic without problems.

One who utilizes both sets of magical classes is known as a Wizard, and powerful Wizards are easily able to command awe and respect by other magic users.

## Golem Construction

Spiritualism Magic has a variety of spells that allow one to create Golems, starting with Create Golem. The description of each spell details what materials are needed for each casting. The material components for these spells are consumed upon casting, so raw materials must be found each time the spell is to be cast.

## Divine Magic

Casters of Divine Magic reap the benefits of their faith and receive miracles from their god. Due to the nature of the world of Raxia, there are quite a few spells that not only help deal with the barbaros, but aid allies as well. Those who call forth holy miracles and Divine Magic are known as Priests.

Tabbits and Runefolk, due to each race's biological tendencies (or lack thereof), cannot become Priests. However, while they may not wield Divine Magic, they are still subject to its effects, for good or ill.

### Usage Conditions of Divine Magic

Casting a Divine Magic spell requires the use of Holy Symbols as proof of devotion to the gods. A Holy Symbol is a bit of paper or parchment about the size of one's hand and can be bought for 100 Gamels. They can be strung on a rope around one's neck or just carried in a pocket, so long as it is readily available. Also, if a Holy Symbol is not available, one can substitute the prayers of others who follow the same god (as a god will not refuse praise from followers).

Divine Magic does not require as much physical effort as other forms of magic. All that is needed is a carried Holy Symbol (or enough worshipers) and a voice to call the god in question

to perform a miracle. If you cannot speak, you cannot work Divine Magic.

## **Faith and Specialized Divine Magic**

When you take a level in the Priest class, you must choose a god to follow. Upon doing so, you must abide by their beliefs and teachings, and abstain from any contrary action or behavior.

In addition, there are special Priest spells that each god grants to their followers. If you lose the favor of your god, then you also lose access to these spells.

A PC may not follow the teachings of multiple gods.

## **Fairy Magic**

Fairy Magic is less the use of magic and more the coaxing of a fairy to perform magic for you. Once one acquires a class level in Fairy Tamer, they learn all the spells of that level. Masters of Fairy Magic are called Tamers.

### **Usage Conditions for Fairy Magic**

In order to use Fairy Magic, a Fairy Gem is needed to summon a fairy. Each Gem is about the size of the tip of one's thumb and will cost 50G each. The Gems do not need to be loose, and may be found set into rings, necklaces, and other jewelry.

You do not need to exert yourself physically to perform Fairy Magic, as all that is needed is a Gem carried on one's body and a voice to call forth a fairy. If you have lost your voice, you cannot use Fairy Magic.

Runefolk cannot become Fairy Tamers but are still affected by Fairy Magic.

## Summoning a Fairy

Fairies are ever-present in Raxia and appear with a wide variety of attributes. The very act of speaking the Sylvan language appears to allow them the luxury of flight.

A Fairy Tamer speaks to these fairies and requests they use a multitude of magical effects. This takes the form of a contract between the fairies and Fairy Tamer. In order to use the powers of the fairy, the Tamer must use a Gem as a gate to summon the fairy into action.

A fairy appears suddenly and is gone just as fast, only blinking into existence to produce a magical effect. Since calling a fairy to create magical effects is no different from casting any other spell, there are no extra rolls needed that wouldn't otherwise be rolled normally.

### Creating a New Contract with a Fairy by using Gems

By creating a gate within a Gem, a Fairy Tamer may use that Gem to summon a fairy to perform magic. Creating the gate and forging a contract with a fairy takes one hour, and the simple ritual of cleaning said Gem each day renews that contract. A contract may be made with any local fairy, though both the fairy and Fairy Tamer must be uninterrupted when forging a contract. Any Gem that has had a contract forged into it will work only for the Tamer who made the contract, and no other.

Fairy Magic uses multiple spells to call fairies. At 1st level, a Tamer may make contracts with two fairies. Each new contract thereafter must be made with a Fairy of a different element and bound to more Gems, up to a maximum of 6 (one for each element). Binding a fairy to a contract requires speaking

to it in its habitat for an uninterrupted hour, so having certain fairies (such as Water fairies) bound to a contract denotes some level of skill and perseverance on the part of the Tamer.

The table below shows the number of Gems needed to be worn in order to cast spells. If the Fairy Tamer is not wearing enough Gems, spells of the listed level cannot be used. While each Gem may be turned into an accessory (with the processing fee included in the price of each accessory), only one Gem may be worn in each slot. However, if a Gem Case is carried, multiple Gems may be considered to be worn in one slot.

### Fairy Magic Levels and Number of Gems Required

Level	Required Number of Gems
1	2 (Wind and Light)
2	4 (Fire and Earth)
3+	6 (Water and Darkness)

## Magitech

Magitech is the use of mana to power technology. An Artificer is one who is able to harness such power and focus it to useful ends.

To aid in the synchronization between mana and technology, Magispheres were created as mana production engines for technological marvels. However, the Magitech civilization died out about 300 years ago, and while they left behind the remnants of some of their greater creations, the methods of creation have been lost to time.

## Usage Conditions of Magitech

The difference between Magitech and other magics is that just having a Magisphere does not guarantee the use of a spell. Most spells tend to require not only the Magisphere, but bullets as well. Since Magitech spells, even those with command words, tend to be quickly performed, Magitech spells do not require any sort of movement.

### Magispheres

Magispheres can change shape in response to the mana contained within. At its most basic, it is a small, round silver stone. Many were created by the Magitech civilization, and quite a few are still around. Magispheres come in three sizes, with pricing depending upon size.

Small Magispheres are small enough to be fit onto a bracer, medium Magispheres are approximately the size of a briefcase, and large Magispheres are the size of an average backpack. Medium and large Magispheres are super-lightweight, but only small Magispheres are able to float. Regardless, the size of a Magisphere does not inhibit actions. Small Magispheres with various decorations and in various shapes are also available, but they are at least twice as expensive, if not more.

When using Magitech, a Magisphere must be on-hand. Often, it will transform itself to fit the specific purpose needed. A Magisphere must be equipped in an accessory slot.

### Utilizing Magical Bullets

Artificers can use Magitech to infuse their ammunition with mana. Magic bullets, such as Solid Bullet or Healing Bullet, are actually mana constructs housing actual ammunition.

Loading a magical bullet into a gun is a **Minor Action**, and do not require a **Spellcasting** check to fire. If a magical bullet is not used in the round the spell is cast, it loses its magic, and the spell must be recast the next round.

When aiming a magical bullet at a target, use (Marksman level + **Dexterity** modifier) to determine the target number. The target may choose to resist with **Evasion** and will not be affected by the magic is successful. The damage and effects are different for each bullet, and may be criticals, depending upon the gun.

On a successful shot, the magical bullet expends its magic, and the target receives the full effect of the spell. Any damage from the bullet is treated as magical damage and is not mitigated by **Defense**. If the gun's magazine is empty, you need to reload it before being able to use a magical bullet. In a time of need, a gun can be reloaded in 10 seconds (1 round).



# Combat

Combat is a large part of life in Raxia, and thus a large part of the rules of Sword World. There will often be situations where PCs will have to fight their way out of a scene, and this section establishes the rules to do so. Explanations for skills like Accuracy and Evasion, among others, are to follow.

## Supplements and Notes

The following combat rules, as well as the rules of Sword World in general, aren't meant to be perfectly memorized. There are going to be some terms used below that won't be described until later, so don't be afraid to read everything through and refer back to earlier information as need be.

### Simplified Combat and Standard Combat Rules

There are two main methods of resolving combat in Sword World, the Simplified Combat Method, and the Standard Combat Method.

The Simplified Combat Method is less focused on the minute details of combat, aiming more for a rather cinematic feel and flow to a fight. It is definitely helpful for those players and GMs who aren't as familiar with Sword World rules, and it's recommended that beginning players and GMs use this method in order to get comfortable with how Sword World works.

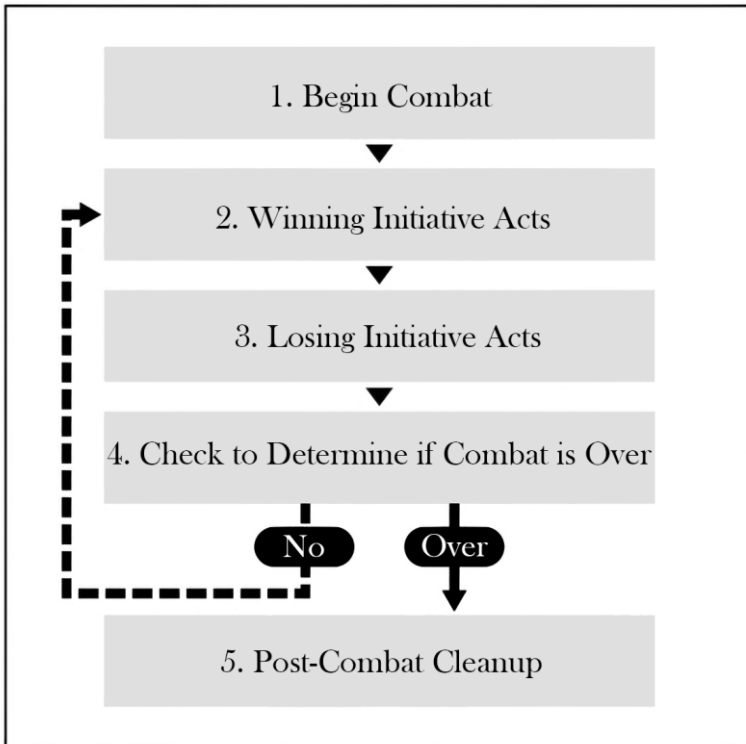
The Standard Combat Method takes the Simplified Combat Method and adds complexity to it, requiring careful tracking of movement and distance. It is a bit more of a burden to learn,

but the tactical opportunities are far greater this way. It is recommended that more advanced players use these rules, to get the most out of combat.

## Flow of Battle

Combat is resolved as per the following Combat Procedure Chart, regardless of the Method used.

### Combat Procedure Chart



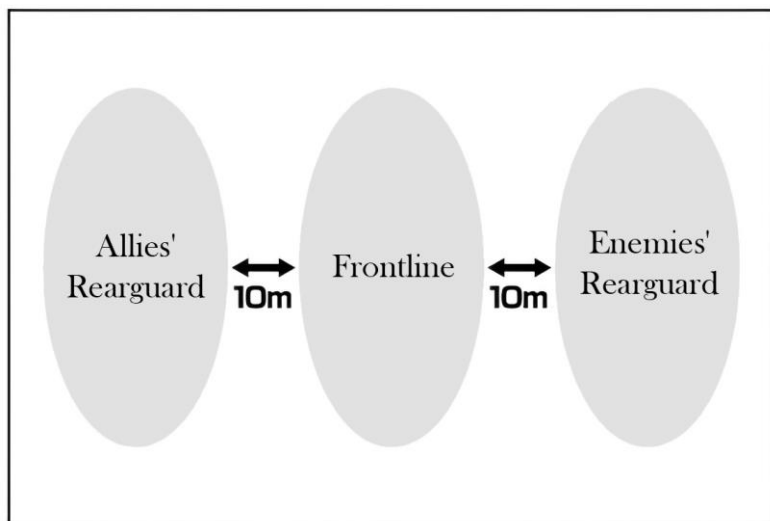
## Simplified Combat Sequence

Now, let's get into the explanation of battle rules. Let's start with simplified combat rules.

### 3 Areas

Using the Simplified Combat rules there are only 3 different areas, and no others. There is the Frontline, the Allies' Rearguard, and the Enemies' Rearguard. Collectively, the two rearguard areas are just referred to as the singular Rearguard. The distance between the Frontline and either Rearguard is normally 10m, though if that does change it will be noted.

### Simplified Combat



### Battlefields

When two combatants from opposing sides are in the same area, that area is considered to be a battlefield. Obviously,

being on a battlefield means that dangerous melee weapons can be brought to bear against one's enemies.

The whole concept behind Simplified Combat is that those attackers on each side that use melee weapons will rush to the Frontline and fight there, while each Rearguard provides aid, support, and long-range fire to their own side from safety.

## 1. Begin Combat

Once the PCs and enemies have met and it is certain combat will break out, the GM begins setting the stage for combat.

### **Factions Determination**

First, figuring out which faction (i.e., who the Allies and Enemies are) the participants are in from everyone present (PCs, NPCs, even monsters) is important.

### **Monster Knowledge Check**

Second, if there's a monster that's unknown to the PCs, they are able to make a Monster Knowledge check. Rules for this are covered under the Monster Knowledge skill.

### **Initiative**

Next, each side rolls initiative to figure out which faction gets the first strike. Monsters have their own Initiative score at the target number to beat, while characters will have to have a contested roll to determine initiative.

### **Initial Placement**

Once this is all figured out, the faction with initiative chooses which characters are on the Frontline, and which are Rearguards, followed by the camp who lost initiative. If

characters are divided between the Frontline and Rearguard, at least half (rounded up) must be in the Frontline (though it is a possible tactic to have everyone begin in the Frontline as well). It is also an option to keep everyone in the Allies' Rearguard, but if the opposing faction places anyone in the Frontline the entire Allies' Rearguard moves up to the Frontline!

## 2. Winning Initiative Acts

Once the GM has everything set up, characters in the faction with initiative making the first move. Within that faction, there's no set order for who takes their turn first, who goes second, etc., so long as all characters end up taking their turn when all is said and done.

Now, it is important to note that there is no way to have a character “ready an action” to go during another character's turn. You can't divide your turn, take some actions at one point, and save some for later. Once you're finished with your turn, it becomes the turn of the next character.

### **Rounds (Time) Management**

Combat is handled in units of time called Rounds, and each round lasts all of 10 seconds. During each round, every character involved in combat will have a chance to take a turn and swing the battle their way.

When considering magic, special effects and durations, time is considered to have passed at the beginning of the round. Any effects with durations will tick one round off of their duration, expiring if they reach their limit.

### 3. Losing Initiative Acts

After all characters who have won initiative have taken their turns, any remaining characters in the faction who lost initiative may now take their turns. This is exactly the same as the previous entry.

### 4. Check to Determine if Combat is Over

If all the attacking characters on both sides have taken their turns, and neither side is willing to surrender, then the next round begins. Proceed back to “2. Winning Initiative Acts” and continue from there. Do note that the turn order of the new round does not have to be the same as the previous round.

However, if all the characters on one side are dead, or have lost morale and are willing to surrender, the combat ends there immediately. Proceed instead to “5. Post-Combat Cleanup”.

### 5. Post-Combat Cleanup

If one side of the combat is unable to continue the battle, whether due to surrender or annihilation, the combat is over. Same with one side retreating, and the other side not pursuing those fleeing.

When combat is over, most magical effects are considered to have ended. Exceptions to this are those with considerable durations (1 hour, 1 day, permanently, etc.). However, if another combat starts quickly enough after the first, the GM may rule that those temporary magic effects are still active, though some rounds may have passed in the meanwhile.

## Loot Recovery

If there are monsters that were defeated in combat, there is a chance to recover loot from them (according to their drop tables) after the battle ends. Doing so requires 10 minutes per monster.

## Use of Lifegrass and Magic Herbs

After combat, characters can use the various herbs like Lifegrass or Magic Herbs in order to recover HP and MP, respectively. However, the effects are only felt after 10 minutes have passed.



## Simplified Combat: Breakdown of Character Turns

This section gives descriptions as to the available actions for characters during their turns. One thing to note, while this section is specifically talking about actions for the Simplified Combat rules, many of these actions are shared with the Standard Combat rules as well.

### Turn Basics

A character's turn consists of three separate parts: Movement, a Major Action, and a Minor Action. Specifically, within the Simplified Combat rules, a character first moves, then takes their Major Action, in that order. Minor Actions are exactly that and may be taken as many times as necessary (unless otherwise noted), at any point during the turn so long as it doesn't interrupt one of the other parts of the turn (i.e., no “move, Minor Action, finish move” tricks).

## Movement

Choose one of the following three movement methods for the character in the turn. The distance that can be moved and the actions that can be performed during the turn are different depending on which one is selected.

### **Full Movement**

The character breaks into a full sprint. A Full Move is very long, able to cross from one Rearguard area into the opposing Rearguard area (assuming there's no one on the Frontline) but imposes severe limits to what actions can be taken afterwards. Specifically, any Major Actions cannot be taken, and any Minor Actions will need to specify whether they can be taken after a Full Move or not. After taking a Full Move, the character incurs a -4 penalty to Evasion until his next turn.

### **Normal Movement**

The character moves at their normal pace, allowing them to move to the adjacent area. A character cannot take their Normal Move and also cast a spell or make a ranged attack in the same round (regardless of whether those are Major Actions or Minor Actions).

### **Limited Movement**

The character does not move from the area they're currently in. In this case, all Actions are open to them.

### **Restricted Movement Situations**

In general, a character can't move from the area they're in if an enemy character is also in the same area. Additionally, movement may be restricted due to various magical effects. In



such situations, the character automatically takes a Limited Move.

### First Round Restrictions

In order to make things fair for the side that loses initiative, the winning side's Frontline characters are considered to have taken a Normal Move option for the first round of combat. This means that those characters cannot cast spells or shoot during the first round of combat.

### Leaving Combat

Typically, when there are enemy characters in the same area, a character cannot move to another area as part of their movement. However, as their Major Action, they can declare a retreat at the start of their turn, allowing them to move by retreating to their Rearguard area.

Under no circumstance can a character “retreat” from the Frontline into the Enemies' Rearguard area (even if magically compelled to move).

## Major Actions

After movement, a character has the opportunity to perform a Major Action. As a general rule, a Major Action can only be performed once per round, regardless of how long it would actually take. The type of movement chosen may also limit which Major Actions can be taken. In particular, a Full Move prevents any Major Actions from being taken.

Typical Major Actions include the following:

- Casting a spell
- Attacking with a weapon

- Declaring a retreat
- Stowing a weapon
- Picking a weapon up off of the ground
- Handing off a weapon to another
- Storing or readying an accessory
- Other actions, as determined by the GM

See details about those actions later in part 2.

## Minor Actions

Minor Actions are fairly quick actions, often (but not always) simple little actions that don't require skill checks. Even if it's not spelled out in the rules, if the GM feels an action can be done in a short amount of time (keeping in mind 1 round is only 10 seconds), then they may rule it as a Minor Action.

Unless specified, Minor Actions may be taken any number of times in the same turn, at any point from before taking a Move to after taking a Major Action. However, Minor Actions cannot be taken during the resolution of a Major Action.

Keep in mind, these are only guidelines, and some Minor Actions may be limited in timing, or may only be allowed a limited number of times per turn. Some Minor Actions may also trigger skill checks as well.

Typical Minor Actions include the following:

- Casting a ☆Magic spell
- Ending a spell effect
- Activating a Combat Feat
- Standing up from a prone position

- Equipping a new weapon
- Changing the stance, a weapon is held in (for weapons with multiple stances)
- Sheathing a weapon
- Dropping a weapon
- Receiving an offered weapon from another
- Other actions, as determined by the GM

See details about those actions later in part 2.

## Simplified Combat: Range

When taking an action, it is important to keep in mind the position of the target relative to the character taking the action. Using the Simplified Combat rules will help, as many effects will just affect the same area.

### Melee Attacks and “Range: Touch” Spells

Melee attacks and spells with “Range: Touch” can only be performed on those targets in the same area as the character taking the action. For example, a character on the Frontline cannot make a melee attack on an enemy in the Enemies' Rearguard. This limitation applies regardless of whether you're dealing with allies or enemies.

### Ranged Attacks and Spells

Shooting attacks, and spells and effects with a range of 10m or more can affect targets in adjacent areas. In addition, if the range is 20m or more, it's possible to target characters in the Enemies' Rearguard from the Allies' Rearguard (or vice versa). However, if there is an opponent in the Frontline, the Combat Feat [Hawk Eye] is needed.

Under Simplified Combat rules, if the attack has a range lower than 10m, it cannot be used to attack adjacent areas.

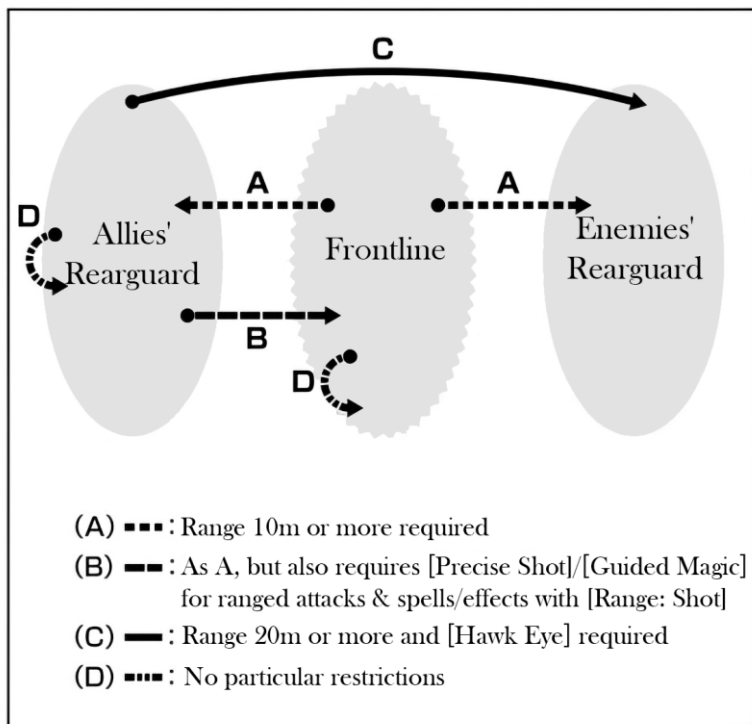
### Ranged Attacks, Spells and Misfires

Ranged attacks, as well as those under the effect of “Area: Shot”, will misfire when shooting into an area with melee combat, and targets will be randomly chosen from all characters in that area instead. Misfires only occur when shooting into an area from outside of that area; shooting at another target in the same area doesn't cause any misfires. In

addition, Combat Feats like [Precise Shot] or [Guided Magic] allow targeting without worrying about misfires.

Note, spells and effects with “Range: Target” cannot misfire under any circumstances.

## Summary of Range

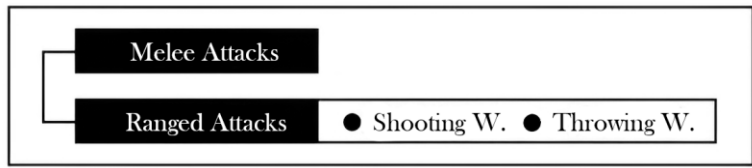


## Simplified Combat: Weapon Attacks

This section covers the use of weapons in melee (as well as natural weapons, such as fists, claws, and fangs).

### Classification of Weapon Attacks

Weapon attacks are classified as follows:



#### Melee Attacks

A character requires levels in Fighter, Grappler or Fencer in order to attack with melee weapons with any sort of proficiency. A melee attack is a Major Action, available if a character has not taken a Full Move. Characters making melee attacks may only target characters within the same area.

#### Ranged Attacks

Attacks with range are collectively called ranged attacks, with range determining which targets are available to attack.

When a character outside an area takes a shot at a character in an area, if they do not have the Combat Feat [Precise Shot], they will misfire.

#### Shooting Weapons

Shooting weapons, such as bows, crossbows, and guns each require their own specific ammunition in order to function in combat. Marksmen are the only class that gain proficiency with

these weapons, so a character wishing to be more of a ranged combatant should look at that class.

In order to shoot in combat, a character must take a **Limited Move** in order to fire accurately on their target.

## Throwing Weapons

Weapons considered to be “throwing weapons”, such as daggers and spears, are essentially melee weapons that are light enough and balanced to be able to be thrown. Unlike shooting weapons, a weapon can be thrown during either a **Normal** or **Limited Move**. In order to be proficient with thrown weapons, a character needs to have levels in **Fighter**, **Fencer** or **Marksman**.

### Classification of Weapon Attacks

When an attack with a weapon is declared, an **Accuracy** check is made in order to determine if the attack is successful. More specifically, it's a comparison of the attacker's **Accuracy** check against the defender's **Evasion** check. If the **Accuracy** check is higher, then the attacker is successful and the attack hits. However, if the **Evasion** check is higher, or if the checks are tied, then the defender wins, and the attack misses.

## Standard Values for Accuracy

To figure out a standard value for **Accuracy**, the type of attack being performed will influence which classes can add their bonus to the roll. Specifically:

Melee Attack: **Fighter**, **Grappler** & **Fencer**

Ranged Attack: **Marksman**

Throwing Attack: **Fighter**, **Fencer** & **Marksman**

## Standard Value for Evasion

The standard value for Evasion, on the other hand, is the highest of Fighter, Grappler or Fencer class levels added to the character's Agility modifier.

The class bonus applied to Evasion does not have to match the one applied to Accuracy. For example, a character may use their Marksman class bonus to throw a weapon at an opponent, who can use their Fencer class bonus to try and dodge.

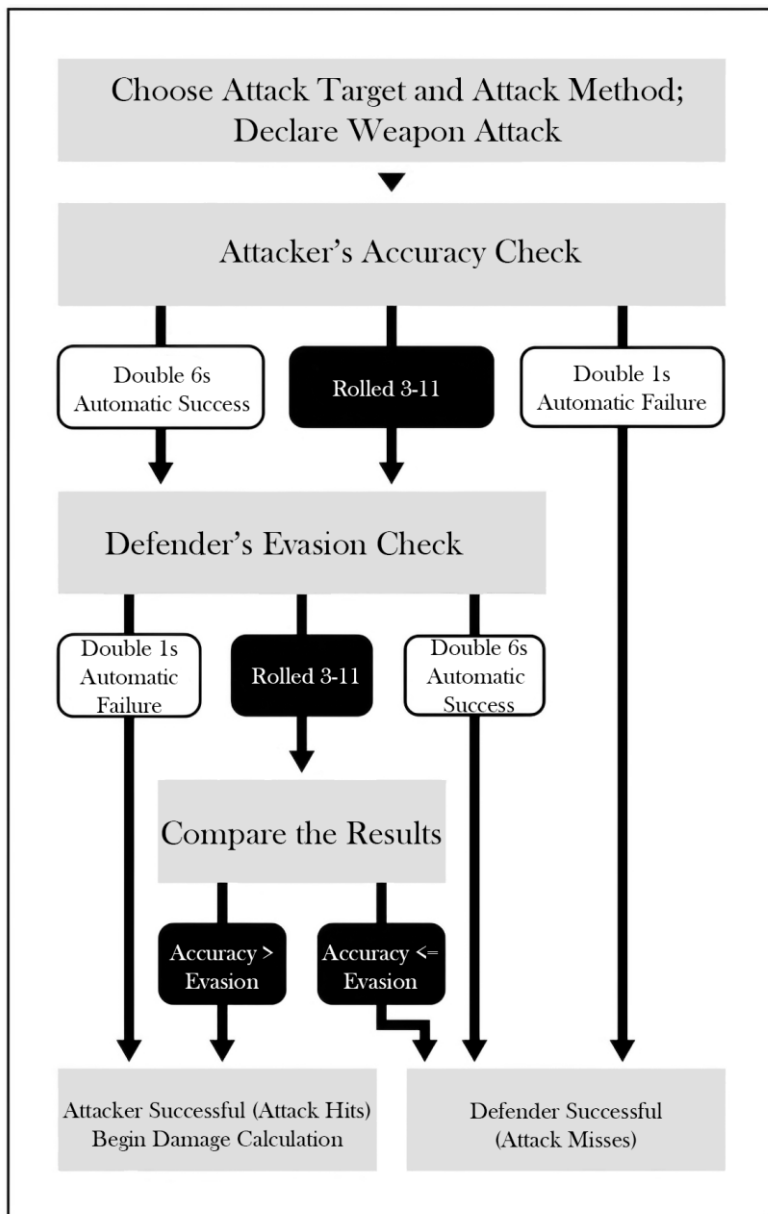
## Fixed Values for Monsters

Monsters are able to use dice in order to roll for their own Accuracy and Evasion, but they also have fixed values for those stats, in case the GM doesn't wish to roll dice. These fixed values are often (but not always) around the average result of an actual roll of the dice and utilizing them can help speed up the game significantly.

One method is to use fixed values for so-called “small fry” enemies, the rank-and-file fodder, while using dice rolls for the larger and more important monsters. It is unwise to have one monster switch between the two methods mid-battle, as it can lead to confusion and misunderstandings.



## Weapon Attack Chart



PART 1

PART 2

PART 3

PART 4

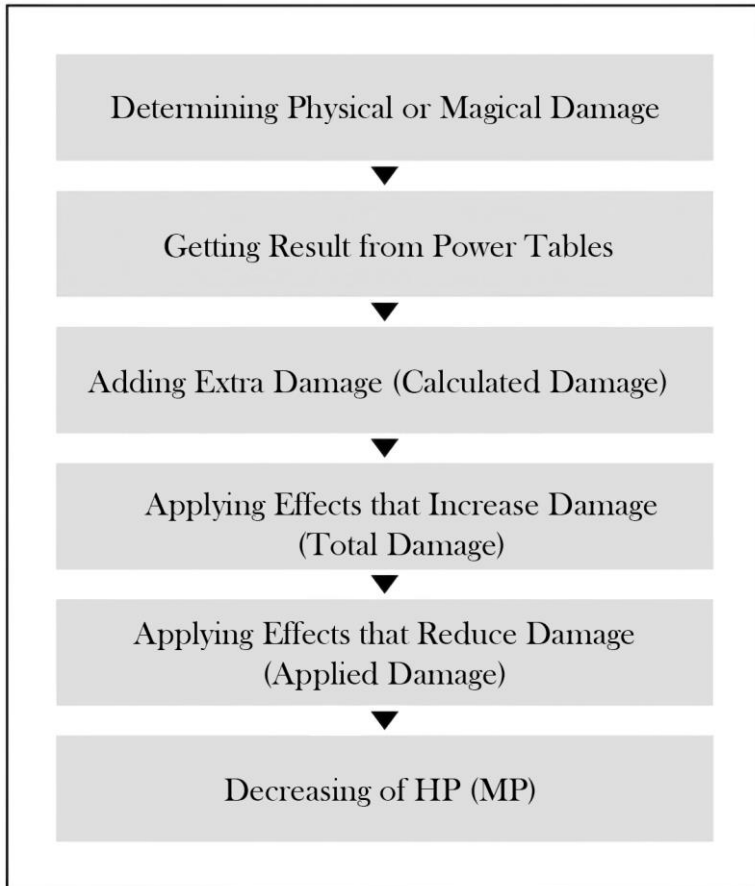
PART 5

## Simplified Combat: Damage Calculations

Damage is dealt to a target if their Evasion roll is lower than an attacker's Accuracy roll. The term “damage” refers to a target's HP (or rarely, MP) being reduced, with the notation “X damage” meaning to reduce the target's HP by X points.

In other words, it is a term that conceptually shows the effect of reducing HP (MP) and is a generic term that includes various classifications that appear in the following explanation.

### Damage Determination Chart



## Determining Physical or Magical Damage

When calculating damage, first figure out whether it's physical or magical damage. Roughly speaking, mechanical damage such as hitting with a weapon or collision with a wall or the ground is physical damage, and damage caused by special effects such as fire, cold, or electric shock is magical damage. However, what is important as a game rule is that physical damage is reduced by armor and other defenses, and magical damage is not.

Most weapons deal physical damage and are mitigated by Defense. However, guns (despite shooting physical bullets) deal only magical damage and can thus circumvent normal protections.

Even monster attacks and abilities are split between physical and magical damage. Regardless of the flavor of the attack, pay attention as to whether it is a physical attack or magical attack, and be aware of the difference.

## Getting Result from Power Tables

Power is a measure of how destructive a weapon is and gives a relative idea about the strength of the weapon. Each weapon has its own Power, which is listed in the form of a table.

It's fairly simple to use these tables, just roll 2d and take the corresponding result. For example, on the following 20 Power Table, a roll of [5] would mean the result is a [3].

There's also the possibility of Criticals, which will be explained later.

## Power Table of Power 20

Dice	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
Power 20	*	1	2	3	4	5	6	7	8	9	10

## Power Tables for Magic

Each type of magic that actually deals damage does also have its own power table, though said power tables are only multiples of 10. Because they're so simple, they've already been added to the character sheets, giving a range from 0 to 50.

## Recovery Effects

Power tables are not only used for damage determination, but also **HP** and **MP** recovery as well. They're used in the exact same way, though normally recovery items and spells don't get bonuses for rolling a critical result.

## Automatic Failures (Double 1's)

Sometimes, the dice don't roll the way they should, and recovery is no exception. If a roll of double 1's comes up when trying to determine the **Power** of a recovery item or spell, it is treated as an automatic failure. No **HP** or **MP** is recovered, and any expended resources (**MP**, items, etc) are still expended, and the character making the roll gains 50 Experience Points as with any Automatic Failure.

## Adding Extra Damage (Calculated Damage)

Once the result of the **Power Table** is determined, it's now possible to add extra damage to that. Extra damage is

determined by the class levels and ability bonuses used in the associated action, assuming any appropriate class levels. If a character does not have levels in the appropriate class, then this extra damage is going to be 0, regardless of any other ability bonuses.

For example, with a weapon attack, extra damage comes from both the Warrior-type class used for the Accuracy check, as well as the character's Strength bonus. Magical extra damage is similar, utilizing the character's Magic Power. Guns not only use a character's Magic Power (assuming they have levels in Artificer), but also draw power from the Artificer's various "Bullet" spells as well.

A similar addition happens with the healing effects of magic and medicinal herbs. Spells, as above, key off of Magic Power, while medicinal herbs use Ranger level and the character's Dexterity bonus, and potions use Ranger level with the character's Intelligence bonus.

The result of all of these additions is called calculated damage and is added to the result of the roll on the Power Table.

### Extra Damage Chart

Non-Gun Weapons	Warrior-type Class level + Strength Bonus
Guns	Magic Power (Artificer level + Intelligence Bonus)
Magic	Magic Power (Wizard-type class level + Intelligence Bonus)
Medicinal Herbs	Ranger level + Dexterity Bonus
Potions	Ranger level + Intelligence Bonus

## Damage Done by Monsters

Monsters actually deal damage a little differently than characters do. In their stat block, there is usually a notation of “2d + X” calculated damage, which monsters use instead of the Power Tables. There is no chance of criticals when doing this, to avoid players getting one-shot from a lucky roll. Unless stated otherwise, this damage is physical damage.

Sometimes, there may be a monster with special abilities that deal flat damage. This is already assumed to be calculated damage, so nothing should be added to it.

## Resisting Damage

Most damaging magic allows for characters to make Willpower checks in order to reduce the damage they actually take. Additionally, there may be some special abilities that require either a Fortitude or Willpower check in order to avoid some damage. When these checks are required, they halve the calculated damage of the spell or ability coming at them. If a successful check halves damage and leaves a fraction, round that fraction up for purposes of determining the final damage dealt.

### Applying Effects that Increase Damage (TD)

Once the calculated damage has been determined (halved, etc.), then apply all effects that increase damage, paying attention as to whether an effect is applicable due to the type of damage. This end result is the total damage being dealt.

## Examples of Effects that Increase Damage

Combat Feats such as [Power Attack] and [Weapon Proficiency/\*\*]

[Enchant Weapon] and similar spells

Monster Weaknesses, such as [Fire Damage +3] or [Physical Damage +2]



### **No Halving of Increased Damage!**

If there is a halving of damage due to resistance, the effect of increasing the damage will be done after halving was done. In other words, the damage increase will not be halved.



### **Changes in Stats Affect Calculated Damage!**

Some spells and effects affecting character stats can result in additional damage. For example, if your strength increases by 6 points, your strength modifier will increase by 1 point, and as a result, attacks with weapons (other than Guns) will also increase your additional damage.

These changes are changes in additional damage, so it should be accounted in “calculated damage” stage. Damage resistances would also apply to this damage.

## Applying Effects that Reduce Damage (AD)

Finally, after the total damage is determined, apply any effects that would reduce damage. This final damage calculation is the applied damage, or the damage that is actually dealt to the target's **HP** or **MP**.

If damage reduction brings the applied damage to 0 or lower, then no damage is actually done to the target.

### Examples of Effects that Reduce Damage

Defense granted from Armor and Shields

Combat Feats such as [Taunting Strike] and [Armor Proficiency/\*\*]

Spells such as [Protection] or [Blunt Weapon]

### Decreasing of HP (MP)

Once the applied damage is decided, the target's HP (MP) will be reduced accordingly.

### Criticals

When using a Power Table, there is a chance of increasing damage, called criticals.

### Critical Value (C value)

Each weapon has its own critical value (often abbreviated to "C value"). Magic that deals damage has a C value of 10, unless otherwise noted.

### Resolving Criticals

When using a Power Table, if the 2d roll is equal to or greater than the critical value, then the attack is a critical attack. Roll on the Power Table again and add the new result to the first one rolled. If this second roll is also a critical, roll a third time, and so on. Extra damage is added to the final result of this rolling to get the calculated damage. No matter how many times a critical strike occurs, extra damage is only added once.



## Double 1's

Once an attack is determined to be a critical attack, it cannot fail. A roll of double 1's after a successful critical roll is not an automatic failure, but just means that the attack's damage proceeds with what was rolled before. The bonus 50 Experience Points are not gained in this instance.

## Modifying Critical Values

Some effects can modify critical values, as follows:

- Weapon attacks using Fencer class levels reduce C Values by -1
- Characters wearing Metal Armor increase incoming physical attacks' C Values by +1
- Combat Feats, such as [Lethal Strike] or [Aimed Attack] modify C Values as per their description
- The spell “Critical Bullet” reduces the C Value of the gun using it by -1

These are only a handful of effects that can change the critical value of a weapon. In general, a critical value will never be less than 8. If, after calculations the C Value is 7 or less, it is treated as 8 instead. However, a C Value can be raised to 13 or higher, in which case there is no possibility of criticals.

## No-Critical Situations

There are a handful of situations that may occur in which a critical is not possible. That is, no matter how high the 2d roll is, there's no way to trigger a critical. First, as above, if the C Value is raised to 13 or higher. Second, if a spell or effect is able to have its damage reduced on a successful save (i.e. it has “Resist: Half”), then a successful save will also prevent criticals.

As a general rule, healing effects do not trigger criticals.



### Example of Accuracy Checks and Damage Calculation



Wolf makes a melee attack on the Goblin in front of him with a Bastard Sword. Wolf's Accuracy is 5. Meanwhile, GM decided to treat the goblin with a fixed value and revealed that its Evasion fixed value was 10. Wolf can hit a goblin with an attack if he gets a result of 11 or higher, that is, if he rolls 6 or higher on 2d.

The rolls that Wolf rolled with enthusiasm were "4" and "2". Result of Accuracy check is 11, so it is a hit.

Since the attack hit, let's decide the damage. First of all, using power table. Wolf handles the Bastard Sword with one hand, and it has a power of 17. The rolls for power table are "5" and "5", and the critical value of Bastard Sword is 10, so a critical hit occurs. For the time being, remember the result 7 of the roll 10 and move on to calculation of additional damage from critical.

Using the power table again. The next roll is "4" and "3". The result is 5. Adding this to the previous  $7 + 5 = 12$  is the final result for the power table.

Wolf's additional damage is  $12 + 5 = 17$  points. This is the calculated damage of Wolfs' hit.

Now the effects that increase damage is applied and the total damage is calculated. However, Wolf's attack has no particular effect that increase damage, and the total damage remains at 17 points.

Then applying effects that reduce damage. Since the attack by Bastard Sword is physical damage, the defense reduces the

damage. The Goblin's defense is "1" and the damage is  $17 - 1 = 16$  points. There is no other effect that reduce damage, and these 16 points will be applied damage, reducing the **HP** of the goblins.

The Goblin's **HP** was 16. As a result, Wolf's attack reduced it Goblin to 0 **HP** with a single blow. As a result, the goblins falls unconscious (see next section).

### Losing HP/MP, Unconscious and Death

Once applied damage is determined, this is subtracted from the target's **HP**. If that brings the character to 0 **HP** or less, the character falls unconscious, and a **Death Check** needs to be made. If this **Death Check** fails, the character dies.

Sometimes, damage is dealt to **MP** instead. Damage dealt to **MP** cannot reduce it to a negative number, only to 0. Additionally, there are no ill effects for being reduced to 0 **MP**. Characters can expend **MP** themselves, such as to cast spells or whatever, but cannot spend **MP** that would reduce them to below 0.

## Simplified Combat: Wide-Range Effects

Some magic and effects cover a wide range. Simplified combat has following rules for them.

### Spells and Effects with Radius less than 10m

If the target area of the spell or effect used is less than 10m radius, then it will only affect one area.

### Maximum Number of Targets

Some magic and effects with an effect range of less than 10m radius have a maximum number of targets set at the same time as the effect range, such as “Radius 3m / 5”. In this case, if there are more people in the area, randomly select the characters to be affected, up to the maximum number of targets.

### Spells and Effects with Radius more than 10m

If the target area of the spell or effect used is greater than 10m, but less than 20m, then it will affect the target area and the adjacent area. For example, if a spell was cast on the Allies' Rearguard with a 15m radius, it would affect both the Allies' Rearguard and the Frontline. However, if that same spell was cast on the Frontline, it would affect the entire combat.

Spells and effects with a radius of 20m or greater always affect all three areas.

### Spells and Effects with “Area: Line”

“Area: Line” spells and effects not only directly affect the one being targeted, but any unfortunate soul between the origin and the target can get caught in the crossfire as well. Specifically, it will always affect the Frontline, and may affect

other areas, depending upon how it's used. If used from one of the Rearguard areas, it will affect all three areas, as it passes through the Frontline to the other Rearguard area. If used from the Frontline, however, the effect will only affect the Frontline and the targeted Rearguard area.

As mentioned, characters other than the target might be affected. To determine this, each non-targeted character in the affected areas must roll 1d; a 1~3 means they are affected, 4~6 dodges the effect. The character using the effect is always excluded, while the target of the spell or effect is always included.

If a character outside of combat fires an “Area: Line” spell or effect into an active combat, if said character does not have the [Guided Magic] Combat Feat, it will misfire.

### Spells and Effects with “Area: Breakthrough”

In Simplified Combat, spells, and effects with “Area: Breakthrough” cannot pass through any areas where there are enemies. If there is melee combat occurring in the Frontline, targets in the opposite Rearguard area cannot be targeted. There is still the possibility of non-targeted characters being affected; deal with these as above for “Area: Line” spells.

As a result of using these kinds of spells, the character using the spell or effect moves to the targeted area, if they were not already there.



## Standard Combat Sequence

The following rules cover the Standard Combat Sequence. From this point on, the parts that are not specifically described as “Standard Combat Rules” (for example, rules regarding damage) are exactly the same as the Simplified Combat Rules.

The rules for Standard Combat are far different, and much more in-depth, than those for Simplified Combat. Specifically, movement and character placement are significantly more complex.

### Position Management and Movement

In Simplified Combat, there were three distinct areas of the battlefield. Standard Combat has characters move and position themselves freely, with movement measured in meters.

Even with this free positioning, the battlefield is considered to be a line, with characters managing their position on this line, relative to others. In other words, despite being far more freeform in 3d space, combat can boil down to a single line if necessary, turning it into one-dimensional management.

### Flexible Battlefields

In Simplified Combat, in order to cut down on the clutter, only one battlefield was allowed to be up and running, and movement beyond that wasn't helpful. However, in Standard Combat, actions such as retreating from the front only to attack a rear flank, or other such maneuvers, are entirely possible.



## Standard Combat Procedure

This section will explain the rules of Standard Combat along with combat sequence (see simplified combat sequence before).

### Character Positioning

As mentioned above, in Standard Combat a virtual straight line is defined, and a character's position is managed in relation to this line, as a one-dimensional battlefield.

While a battlefield may be nearly any size, in practice the GM sets a point in the battlefield as the reference point, and characters' positions are tracked in relation to their distance from that point. This measurement is made in meters and is assumed to be to the nearest full meter.

When describing Standard Combat rules, the term “coordinates” may come up in reference to a character's position. Specifically, if characters are said to be at the “same coordinates”, while they may not be in exactly the same spot on the battlefield, they are close enough to interact with each other. They may also make melee attacks against each other, as well as affect the other with “Range: Touch” spells.

### Existence of Multiple Characters

Multiple characters can simultaneously exist at the same coordinates, whether enemy or ally.

### Coordinate Restrictions

The GM may limit the coordinates where the characters can move, the starting point of magic, etc., considering the situation on the battlefield. For example, if you encounter a

monster waiting in the back of the room, there are no coordinates behind the position of the first monster.



### **GM Guide: Important: Relative Distance!**

What is important in Standard Combat is information such as the relative distance between the characters, that is, how many meters they are apart from each other. For that purpose, set a reference point and calculate the distance in meters from this point. As characters move while in combat, make sure you know this relative distance to reference point and make it easy for players to understand. To do this, you can take multiple reference points or shift them depending on the situation. It is appropriate to manage each time, such as “A and B are 3m apart, C is 5m from there, so A and C are 8m apart.”

## 1. Begin Combat

Once the PCs and enemies have met and it is certain combat will break out, the GM begins setting the stage for combat.

Faction determination, Monster Knowledge, and Initiative are dealt with the same way as in Simplified Combat.

### **Factions Determination**

### **Monster Knowledge Check**

### **Initiative**

### **Initial Placement**

The GM also determines the terrain and size of the battlefield, as well as the distance the parties begin combat at. The GM



determines the state of each participant and the terrain and obstacles on the field as described below.

If the combatants begin too close together, some PCs may be unable to use their abilities. On the other hand, if they begin too far away, some PCs won't be able to take meaningful actions. The GM should take the PCs' needs and the circumstances into account and try to begin combats at a distance between 5m and 30m.

While the GM places the characters, they should listen to how the players are arranged, such that those in the front of the party are much closer to the action (about 1~2m from the enemy), while those characters who are more apt to hang back in combat are farther away (about 3~5m away from the front). Once combat begins, PCs and NPCs may move around as normal.

### Combat Opening Recommended Distances Guide

Situation	Distance (m)
Enclosed space	5m
Relatively large space	10m
Crowded space, such as a forest	10m
Open space, such as flat plains	20m
Moving, such as on horseback	+10~20m
Fighting a large monster	+5~10m

## 3. Winning Initiative Acts~5. Post-Combat Cleanup

Once combat is set up, play proceeds exactly the same way as in the Simplified Combat rules, including each player having to take the entirety of their turn before another player can do so.



## Standard Combat: Movement

The big difference between Standard Combat and Simplified Combat is the movement. There is almost no difference between the Major and Minor Actions.

### Turn Basics

A character's turn consists of three separate parts: **Movement**, a **Major Action**, and a **Minor Action**. A character must still choose their method of movement before taking any **Major** or **Minor Actions**, but the details of movement are more complex than in the **Simplified Combat** rules.

### Movement

As in **Simplified Combat**, there are three separate methods of movement. In **Standard Combat**, those same methods vary drastically in relation to the ability of the character. Even still, the **Major** and **Minor Action** restrictions spelled out in the **Simplified Combat** rules, as well as the -4 **Evasion** penalty for **Full Movement**, are still in effect here.

#### Normal Movement

For **PCs**, their **Move Speed** is equal to their **Agility** score. To be more specific, if a character were to take a **Normal Move**, they would be able to move up to their **Agility** score in meters. Spells and effects can change a character's **Move Speed**, modifying it both up and down, independently of the character's **Agility**. The difference in movement between characters taking the same **Movement** this causes is what separates **Standard Combat** from **Simplified Combat**.

## Full Movement - (3 x Agility)m

Characters can move a distance of up to three times their Agility score in a Full Move. They are very restricted as to what Minor Actions they may take, and are not only unable to take Major Actions, but also suffer a -4 penalty to Evasion.

## Normal Movement - (Agility)m

Characters can move a distance in meters equal to their Agility score (the whole score, not just the bonus!). A character cannot take their Normal Move and also cast a spell or make a ranged attack in the same round (regardless of whether those are Major Actions or Minor Actions).

## Limited Movement - 3m

If characters take a Limited Move, they may move up to 3m. However, if the character's Move Speed is lowered to below 3m (from a spell, for example), they may only move that speed instead. All Actions are open to a character.

## Restricted Movement Situations

In general, a character can't move from the area they're in if an enemy character is also in the same area. Additionally, movement may be restricted due to various magical effects. In such situations, the character automatically takes a Limited Move.



### Standard Combat: Melee

Characters that are attacking each other are "participating in combat" or "in a melee", while the particular area said combat is taking place in is "a battlefield". Under Simplified Combat

rules, there was only one melee area on the battlefield, and management of that was fairly simple. However, Standard Combat allows for much more nuanced movement and positioning, so more intricate rules for dealing with that are necessary.

## Melee Outbreaks

If characters hostile to each other are at the same coordinates, and at least one of them is attacking, casting a spell, or activating a special ability, melee breaks out at that point. However, if there's already a melee occurring, then no new melee will break out.

### Center of Melee Outbreak

A battlefield is centered where the first conflict occurs and spreads out from there depending upon the number of participants. Important to note, when determining the number of participants in this way, that monsters with multiple sections (as shown in their bestiary entry) count as that many participants.

### Battlefield Range

The range of the battlefield is determined by the number of people participating in it. Characters on the outskirts of a battlefield are still considered to be participating in that melee. For example, if a character is 3m from the center of a battlefield, and the melee is only 3m in radius, then that character is still in melee. There can only be no more than 20 characters in any one battlefield/melee (as per table).

## Battlefield Range Table

Number of Participants	Melee Size
2~5	3m radius
6~10	4m radius
11~15	5m radius
16~20	6m radius

## Melee and Characters

If there's already a melee broken out, and a character wishes to get involved with it, there's a number of rules, depending upon the specific situation.

### New Participant in Melee

A character can join an already existing melee, by moving to the center of the melee area and declaring intent to join in on the melee. This can cause a battlefield to increase in size, as that is dependent upon the number of participants.

### Characters in Melee

A character participating in a melee is said to be "in melee". This allows the character to make melee attacks, as well as cast spells with "Range: Touch". Their coordinates are considered to be the center of the battlefield.

### Independent Characters

Sometimes a character is in the midst of a melee, but does not wish to join in. In this situation, the character, in the melee but not "in melee", is considered an independent character. Each independent character has their own coordinates, which can include the center of the battlefield.

## **Interference from Characters in Melee to Independent Characters**

Characters in melee don't worry about the difference in coordinates with regards to independent characters on the battlefield. However, if a hostile character in the melee attacks an independent character, the independent character is inadvertently added to the melee, and their coordinates are adjusted to be in the center of the battlefield.

### **Independent Characters Transition to Melee**

Conscious characters will transition from being independent characters to being in melee in one of two manners:

1. If the character takes their turn, and they're still in the battlefield, they will join the melee at the beginning of the next round.
2. If the character is attacked by another participant of the melee, they will join the melee immediately.

If a character is unconscious (as if they've been reduced to 0 HP), they cannot join melee in either of these situations, and will remain an independent character.

### **Characters in Melee Becoming Independent**

Characters who cannot act on their own, such as those who've fallen unconscious or been put to sleep, will be removed from melee, and become independent characters. However, their coordinates are still considered to be in the center of the melee.



to perform more major actions, they would then be able to attack Character B.

However, if Character A falls to Character C's attack, the number of participants in combat remains at 5, and Character B remains safe.



### Up to 20 People in a Battlefield

Only a total up to 20 characters can exist in one battlefield. The GM should adjust the number and roles of PCs and NPCs and monsters participating in the battle so that this limit is not exceeded.

## Multiple Battlefields

In Standard Combat, multiple battlefields may form. If the center of one battlefield is within the area of another battlefield forming up, then the two will merge into one battlefield. The center of this new battlefield will be the midpoint between each of the other two battlefields, rounded up to the nearest m.

Characters in either melee will still be in melee, though their coordinates will have moved to the new midpoint. The size of the battlefield will be recalculated, based on all of these participants.

## Disappearing Battlefields

A battlefield forming is predicated on two separate factions in conflict with one another. If, through any means, one of these factions becomes unable to continue the combat, the battlefield disappears.





Wolf, who was stopped from approaching Gremlin, was forced to make a melee attack at the Goblin in the major action. As a result, there will be a battlefield with Wolf and Goblin as participants.

### **No In-Combat Blocking**

Characters out of combat looking to block a character's movement cannot specify coordinates in the battlefield as a blocking point.

### **Multi-Section Monsters**

A character can block the movement of a monster with up to twice as many sections, but not more. However, multiple characters can succeed where a single one could not. If there's enough characters to bring the characters to sections ratio to 1:2 or better (i.e., if there's at least half as many characters as sections or more), and all of the impeding characters can reach the coordinates they wish to stop the multi-section monster at using only a Limited Movement, then the monster's movement can be blocked.

### **Obstructions in Combat**

Characters in melee can block movement by hostile characters trying to move through a battlefield. In this case, the moving character is moved to the center of the battlefield and is considered in melee.

### **Obstruction Possibilities via Faction Comparison**

If a character tries to move through a battlefield, determine which side of the conflict they are on. If that side (including the moving character) is more than double the opposing side, then the moving character's movement cannot be blocked.

For example, in melee there's 3 characters from Faction A, and 2 from Faction B. Two more characters from Faction A wish to move through a section of the battlefield, and Faction B wants to stop them. However, in this case that would mean that Faction A would have 5 characters to Faction B's 2, and so Faction B cannot block those characters' movement.

## Independent Characters

An independent character can work with characters in combat in order to block movement. In doing so, they become active in melee and their coordinates move to the center of the battlefield.

However, independent characters about to pass through a battlefield aren't counted on either side in determining the possibility of blocking movement.

## Restrictions

There are some situations where collaborating to block movement isn't possible. Characters outside of combat and those in combat cannot jointly block movement.

Characters that change their coordinates via magic, or effects with "Area: Breakthrough" cannot have their movement blocked.

If a character declares they're retreating from combat, their movement cannot be blocked by anyone within the battlefield.

## Other Notes

If a character has their movement blocked successfully, and there are effects that key off of the distance traveled, this shortened distance is the one used for those effects.

As mentioned above, this does not change the method of movement chosen. Just because a character moved only 2m does not mean they have taken a Limited Move.

## Misfires, Shielding, and Wide-Area Effects

### Misfires

When aiming at a character in a battlefield from outside the battlefield with a ranged attack or a spell or effect with "Area: Shot", if there is another character at the same coordinates, there will be the possibility of misfiring. The target must be chosen randomly from among all characters at the same coordinates.

#### Characters in Combat

As mentioned above, characters in melee with each other share the same coordinates at the center of the battlefield. Thus, if a shot is taken at one of the characters, all of the characters in that battlefield are potential targets.

#### Independent Characters

Independent characters in a battlefield still have unique coordinates. However, if there are multiple independent characters at the same coordinates, they too are subject to misfires.

Even if a character is independent, if their coordinates are at the center of a battlefield (i.e., immediately after falling unconscious), then they are able to be hit by misfires.

## Same-Area Shooting

Misfires do not occur when one character in a battlefield is attacking a character in the same battlefield.

### Shielding

In order to use a ranged attack, spell, or effect, line of sight to the target cannot be blocked. Battlefields and hostile characters will shield any targets behind them.

#### Shielded by a Battlefield

For characters outside of a battlefield, the battlefield will shield any characters beyond. In order to shoot through a battlefield, the Combat Feat [Hawk Eye] is needed. However, shooting directly at the battlefield does not require any Combat Feats.

If a character is shooting from inside of a battlefield, other characters in that battlefield are not shielded.

#### Shielded by Other Characters

Hostile characters will also shield others behind them, and just as with battlefields the Combat Feat [Hawk Eye] is required to shoot beyond them. However, hostile character cannot block shots if they share coordinates with either the shooter or the target.

Characters in the melee area do not create individual shields

Friendly characters do not shield others from shots under any circumstances.


## Wide-Area Effects

### Characters in Combat

If a wide-area effect is used, and the area of effect covers the midpoint of a battlefield, all characters on the battlefield are considered to be affected. Independent characters retain unique coordinates even on the battlefield, so they're only affected if the area of effect covers their coordinates.

### Area: Line Effects

Line effects have one direct target, who is always affected by the line effect. Other characters have a  $1/2$  chance to be affected if their coordinates are between the character and the target. The character using the effect can choose to exclude themselves from the effect.



## Notes on Major and Minor Actions

Specific notes on various Major and Minor Actions are detailed below. Assume any differences between Simplified Combat and Standard Combat will be spelled out specifically and are otherwise the same.

### Major Actions

#### Magic

As a general rule, a character casting a spell can only take a Limited Move.

#### Weapon Attacks

Melee and throwing attacks are available after a Normal Move but ranged attacks can only be made after a Limited Move.

#### Retreat

Generally, this is declared before movement is taken, and is required to leave a battlefield. In doing so, the character retreating receives a -4 penalty to Evasion until their next turn.

However, this penalty is waived if the number of friendly characters (excluding the character retreating) is more than twice the number of hostile characters on the battlefield.

- **Simplified Combat:** During the next move, the character can move from the Frontline to the Allies' Rearguard. However, if the character is retreating from a Rearguard area, they can move to the Frontline with Normal Movement or to the other Rearguard area with Full Movement.

- **Standard Combat:** The next time the character moves, they can leave the battlefield. The method of movement chosen must be enough to leave the battlefield. Do note that independent characters will count as enemies when determining whether to apply the Evasion penalty.

### **Stowing/Picking Up Weapons**

Stowing a weapon in hand away as luggage, or picking up a weapon fallen to the ground, counts as a character's Major Action for the turn.

### **Handing Weapons to Others**

Giving a weapon in hand to another character is considered a Major Action (while receiving one is a Minor Action). In order to do so, the one handing the weapon needs to take their action first, while the one receiving the weapon needs to take their turn at some point afterwards. If this hand-off fails at any point, the weapon is considered to be dropped on the ground.

In order to hand a weapon to another, both characters need to be in the same area (in Simplified Combat) or at the same coordinates (in Standard Combat).

### **Wearing/Storing Accessories**

Accessories stored as luggage can be equipped as a Major Action if the appropriate equipment slot is available. Worn accessories can be stowed as a Major Action as well.



## Other Actions

The GM can allow for other actions to be Major Actions, given the general rule that 1 round = 10 seconds.

### Minor Actions

#### ☆Magic

Magic with ☆ in the name can be used as Minor Actions without any Spellcasting roll. However, as such any sort of Magic Power is to be treated as 0.

If ☆Magic is used, movement is still restricted to Limited Movement as with other Magic use. If a character has taken a Normal or Full Move, they cannot use ☆Magic.

While ☆Magic can be used at most any time, MP is still consumed per each usage.

#### Ending Spell Effects

Spells with durations may have their effects ended at any point before the duration. This is as simple as the caster willing the spell to end, with no need to gesture or make any noise.

#### Activating a Combat Feat

For those Active Combat Feats, declaring the use of one is a Minor Action. Generally, only one Combat Feat can be activated at a time and will have no effect if activated after Accuracy and Evasion checks.

## Standing from Prone

A fallen character can stand up with a **Minor Action** and may stand before moving. There is no point in standing up multiple times during a turn.

## Weapons

Equipping new weapons, changing stance, sheathing, dropping, and receiving weapons are all **Minor Actions**. It is possible to do these multiple times in a turn, but even if a character can take multiple **Major Actions**, once a **Major Action** is taken these **Minor Actions** cannot be performed until the next turn.

- **Equipping Weapon:** A character can equip a new weapon, assuming they're not already holding a weapon (**Hand Accessories** do not count). To free up a hand, a character can either sheathe the weapon they're using, or drop it to the ground.
- **Changing Stance:** A weapon that can be used either **1H** or **2H** can switch between the two. If going from **1H** to **2H**, it's assumed the other hand is also free before changing stance.
- **Sheathing a Weapon:** It is generally assumed that stowing a weapon as luggage is a **Major Action**. However, **Swords** and **Guns** have sheathes and holsters, and can thus be sheathed or holstered as a **Minor Action**.
- **Dropping a Weapon:** Dropping a weapon frees up the character's hand(s) but leaves the weapon on the ground. Picking up a dropped weapon is a **Major Action**, and any character who wishes to do so can attempt to pick up a dropped weapon, as

long as they're in the same area (for Simplified Combat) or at the same coordinates (for Standard Combat).

- **Receiving a Weapon:** This action receives a weapon handed off by another character, and automatically equips it.



### **GM Guide: Swapping Weapons**

To swap a weapon character needs to do “equipping weapon” or “receiving a weapon” action after “sheathing a weapon” or “dropping a weapon” action. All of the actions listed here are minor actions and can be performed in any combination without limit.

### **Other Actions**

The GM can allow for other actions to be Minor Actions, assuming it's a trivial action to be performing. Generally, there's no limit to the number of times a Minor Action can be done, nor many restrictions as to when it can be performed, but ultimately the GM has the final word.



### **Supplementary Rules and Notes**



The following are additional notes for combat, both Simplified and Standard (unless otherwise noted). While there is no need to memorize them, having these notes handy when running a combat is not a bad idea. There are ideas and notes here that will help guide both players and the GM to run combat smoothly.

## Simplified Combat: Initial Placement Theory

In the Simplified Combat rules, the battlefield is split into three distinct areas, the Frontline and two separate Rearguard areas (one for allies, one for enemies). Some trouble may occur when trying to figure out who is on the Frontline, and who is relegated to the Rearguard.

The concept is, those characters who wish to act as the vanguard should take their spot in the Frontline, while support hangs back and stays in the Rearguard. Sometimes, though, even the vanguard might wish to hang back in the Rearguard, use an effect with "Range: Touch" on an ally, or even take a shot before engaging in melee, and that's fine. This is the reason the winning initiative doesn't need to place any characters in the Frontline.

However, players should be careful not to disregard the Frontline entirely, as if the enemy places characters there during setup (or all friendly characters retreat from the Frontline during the round), the enemy can break through the Frontline and can attack the Rearguard directly.

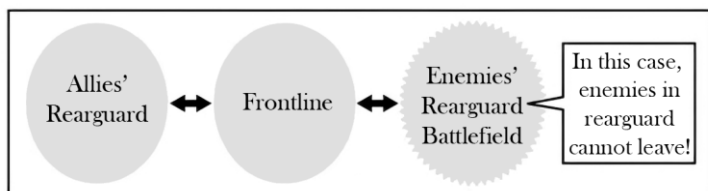
## Simplified Combat: Breaking Through the Frontline

The general setup of the battlefield in Simplified Combat is for the Frontline to be where most of the combat actually takes place, while support from both sides comes from the Rearguard. However, if one side disappears from the Frontline (whether retreating, unconscious or slain), then the other side may press their advantage and move into the opposing Rearguard. Characters on the Frontline can take a Normal Move to advance, while characters in the opposite Rearguard need a Full Move.

## Indivisible Rearguard

As a result, combat will take place in the Rearguard area instead, with all the usual allowances and restrictions that brings (such as misfires from outside shooters, or melee attacks and "Range: Touch" spells being viable major actions).

### Structure after breaking through the frontline (from the perspective of the side that broke through)



### No Retreat!

For the side that has lost their Frontline presence, once enemies have moved into their Rearguard area, their backs are against the wall. Essentially, the side who has been broken cannot leave their Rearguard area, even by the effects of magic, Combat Feats, or items. At the GM's discretion, they may allow a move to leave the battlefield entirely, but that typically involves long-distance fleeing with no chance of retaliation against the attackers. Those pressing the attack, however, can move freely, as per normal Simplified Combat movement rules.

### No one on the Frontline

If all characters pressing the attack leave the Rearguard, then the broken side may advance to the Frontline.

## Multi-Section Monsters

Some monsters have multiple sections. Below are some notes about those characters.

### Movement and Positioning

All of the sections of a multi-section monster will always be in the same area (for Simplified Combat) and at the same coordinates (for Standard Combat). All sections move at the same time, even if they may take individual actions afterward. Regardless of the different sections the monster must take their turn in its entirety; there's no possibility to have some sections move and take actions without having the rest of the monster do the same. There is no specific order a monster must move its sections in, however.

### Presence

Multi-section monsters count each section individually when necessary. Specifically, when determining the size of a battlefield, if movement is obstructed, if the Evasion penalty is applied upon retreating, etc., consider "number of people" equivalent to "total sections".

### Sections below 0 HP

If a section is knocked below 0 HP, it is treated the same as if it were an unconscious character.

### Entering Combat

Under Standard Combat rules, if one section enters combat, every section also enters combat.

## Damage Notes

### Different Attributes

Some damage has different elemental attributes, such as "fire", "water/ice", or "poison". Spells like Fireball can deal the damage directly, or others like Fire Weapon will add it as an enchantment. These elements can cause damage to increase or decrease, depending upon the target's individual elemental weaknesses and resistances.

### Guns

Guns shoot bullets made of compressed mana, enhanced by the various "Bullet" spells known by the Artificer, and deal magic damage upon hit. This damage can be avoided via an Evasion check, but if this check fails the damage cannot be halved via Willpower. In addition, because it is magic damage, Defense from armor and shields does not work.

Additionally, a gun's critical threshold does not increase by +1 when shooting at a character in Metal Armor.

### Fall Damage

Characters falling from a high place will take fall damage, equal to 3x the fall distance (in meters). This damage is physical damage and can be reduced by a successful Tumble check.

## Damage Notes

Some monsters have unexpected abilities and can spring an ambush. When ambushed by a monster, not only does

the monster get the first turn, but any surprised players receive a -2 penalty to all Actions until their next turn.



# Recovery, Death, and Resurrection

## Restoration of HP and MP. Rest

Characters can restore lost **HP** and **MP** by resting, eating properly, and getting a good night's sleep. However, while you can eat and sleep just about anywhere, even in the midst of a small storm, there are certain places that disallow recovery due to one factor or another. For example, trying to sleep on a hard floor in the middle of ruins is uncomfortable, and characters will not recover. If you're outdoors, adequate protection against the cold, such as blankets or cloaks, are needed to recover.

If you restfully sleep for 3 consecutive hours (a rest period), 10% of maximum **HP** (rounded up) and half of maximum **MP** (rounded up) is recovered. If you are awakened prematurely by another character, however, **HP** and **MP** cannot be recovered during that rest period.

You can sleep 6 consecutive hours, or two rest periods, to recover twice as much **HP** and **MP**. In such a case, 20% of your maximum **HP** (rounded up) and all of your **MP** is recovered. In addition, while you can sleep 9 hours, 12 hours or more, only the first 6 each day count towards **HP** and **MP** recovery. You can, however, spend multiple days resting to recover more **HP** and **MP**.

In **Raxia**, the sun rises each morning at 6:00 am.

## Recovery of Racial and Other Special Abilities

There are a multitude of abilities, racial and otherwise, that can be used once per day. Abilities like these will recover at the next sunrise (6:00 am).

## Unconsciousness and Death Checks

An unconscious PC is at risk of dying. When a PC is knocked unconscious, a death check is rolled, with the character dying if failed. If the PC is successful, they remain unconscious.

## Reviving the Dead

Resurrection of the dead can be risky business, and so it is contracted out to higher-ups in the various Adventurer's Guilds. If you wish to resurrect a party member, and you are a member of the Guild, you do not necessarily need money to receive the benefits of the ritual.

Normally, the ritual magic used to revive the dead will cost 10,000 Gamels for the ceremony. However, if funds are lacking, a character may put up collateral or even choose to perform various difficult tasks in order to save their friend. Of course, if a task is given to someone, they may choose to bring other adventurers with them to help complete the task.

However, resurrecting the dead distorts the soul and creates soulscars, and leads to the thought that resurrection is a taboo subject. Therefore, those who accept a resurrection tend to be adventurers, with the raising of non-adventurers being a rarity.

The corpse is required for resurrection. In addition, those resurrected tend to lose the memories of events one hour before their death. This can lead to awkward situations, so prepare accordingly. If you try to revive a dead PC, that

character's player may choose whether to accept the resurrection. If they refuse, that character remains dead.

## Runefolk Resurrection

While Runefolk do not technically have souls, they can still be resurrected (at normal cost, of course). They will not accrue soulscars but will lose memory due to hardware failure. However, unlike most races, which lose memories of the hour before their death, Runefolk lose the last years' worth of memories. This can cause a loss of levels and experience points, so keep a closer record of experience when playing Runefolk characters, as a single death and resurrection can drastically change their abilities.

## Healing Soulscars

While physical scarring may be able to be removed with time and significant effort, soulscars are far more resilient, and are almost impossible to remove. However, "almost impossible" is not "impossible", and certain incredibly rare magical items and even divine miracles can heal soulscars (and, in the case of Runefolk, restore lost memories). In such cases, the GM should provide the PCs with an adventure, perhaps to see if such an item exists, or to earn the favor of a god.

### Increasing Soulscars

Soulscars shows how degraded one's soul has become, often over the course of multiple resurrections. Each time a character is revived, they automatically gain a soulscar. The [Soulscar Table] below shows the impact of this.

When resurrected, the PC rolls 2d. If they were resurrected within 3 days of dying, there is no penalty. For each day thereafter, though, there is a cumulative +1 penalty to the roll.

For example, if a character was resurrected 4 days after dying, they would roll  $2d+1$ , where a character 10 days dead would roll  $2d+7$ .

If you already have soulscars, those are added to the roll. Nightmares begin play with one soulscar, manifested as their birthmark. In addition, they are considered to have the effects of the first stage of Manifestations (i.e., they already have Manifested a horn/horns).

Once you accumulate enough soulscarring to reach the 5th stage of Manifestations, you immediately become a Revenant, under control of the GM. As this usually happens due to repeated resurrections, the character is irrevocably lost.

### Soulscar Check

$2d + (\text{days dead} - 3) + (\text{soulscars})$

✖If (days dead -3) is a negative number, treat as 0.

✖If your check is 17 or greater, gain additional soulscarring equal to the value shown.

### Soulscar Table

Result	Additional Soulscar	Soulscar Manifestations
2~7	0	None
8~10	0	Grow small horns / increase size of current horns (+1) ✖1
11~13	0	Birthmark on the body appears (+1) ✖2
14	0	Eyes become black, rimmed with gold

Result	Additional Soulscar	Soulscar Manifestations
15	0	Fingers become longer and narrower
16	0	Voice becomes hoarse and raspy
17	+1	Skin looks pale and waxy
18	+1	A sickly miasma clings to your body
19	+2	Daylight becomes unpleasant ※ 3
20	+2	Develop a craving for blood ※4
21~25	+3	Stomach refuses all food barring raw meat
26+	+3	Skin rots and falls off bones

※1: The [+] represents the size and length of the horns. [+1] horns are naught more than bumps. [+2] horns are longer and striated. [+3] horns become difficult to hide, even in long hair. Note that [+3] is the longest.

※2: The [+] represents the size of the birthmark. [+1] marks are awkward to hide but can be hidden. [+2] marks are difficult to hide and draw suspicion. [+3] marks are very difficult to hide, and often cannot be hidden fully.

※3: While under sunlight, all checks made receive a -2 penalty.

※4: Unless a mouthful of blood is drank each day, receive (Power 10) damage (this damage cannot critical). This damage cannot be reduced, nor can it be recovered until blood is imbibed.



# PART 3 DATA

Here you can find all data for PCs. Classes, combat feats, magic, equipment, etc. - all essential to your adventure.

# Classes

PCs in SW2.0 gain experience and use this experience to advance their knowledge of various classes in order to become more powerful. The higher the class level, the more refined the abilities. Below are descriptions of each class, as well as the actions that class influences.

## Warrior-type Classes

There are 4 separate Warrior-type classes, each with their own way of fighting enemies. Among the Warrior-type classes, Fighter, Grappler and Fencer have very similar skillsets, so it is recommended to only master one of these classes.

### Fighter

### Major Class

Standing at the front, wielding mighty weapons, the Fighter stands strong in the face of danger. Ranged weapons are the only weapons a Fighter is not skilled with, but they are otherwise limited only by their Strength.

**Restrictions:** No Ranged Weapons

Fighter levels influence the following:

- Accuracy checks
- Evasion checks
- Calculated Damage (along with Strength bonus)

### Grappler

### Major Class

Eschewing weapons in favor of punches and kicks, a Grappler is able to wrestle with the best. They do have a limited choice of weapons and armor but make up for that with sheer muscle.

While the Grappler's damage output and Defense seem inferior to a Fighter's, the Combat Feats [Chain Attack] and [Throw Attack] make up for that.

**Restrictions:** Wrestling Weapons Only; Grappler-specific Armor only, No Shields

Grappler levels influence the following:

- Accuracy checks
- Evasion checks
- Calculated Damage (along with Strength bonus)

## Fencer

## Minor Class

Lightly armored, a Fencer dodges and feints, hoping to land a critical strike on enemies. Fencers treat their Strength as half (rounded up) for determining what weapons and armor they may use, but also reduce the C Value of whatever weapon they wield by -1. For example, if your PC has a Strength of 15, you can equip melee weapons, shields, and armor with a required strength of up to 8 at the same time. Additionally, as a Minor class the Experience requirements to advance isn't nearly as high as a Major class, meaning it's very easy to advance as a Fencer.

**Restrictions:** 1/2 Strength for Weapon/Armor, -1 C Value

Fencer levels influence the following:

- Accuracy checks
- Evasion checks
- Calculated Damage (along with Strength bonus)



## Marksman

## Minor Class

Taking aim at distant enemies, a Marksman can unleash a barrage of fire without putting themselves at risk. While Marksmen are not limited with regards to weapons or armor, their class also doesn't add any bonuses to Evasion. Additionally, ranged weapons don't always work like other weapons, and may just have a fixed value for Calculated Damage instead, so double-check the weapons lists.

**Restrictions:** None

Marksman levels influence the following:

- Accuracy checks with ranged weapons
- Calculated Damage with ranged weapons (except Guns)\*

✂ Certain weapons (such as Crossbows) have a fixed value for Additional Damage, see the Item lists for more details.

## Wizard-type Classes

There are 5 distinct Wizard-type classes, each with their own type of spells available. Unlike most of the Warrior-type classes, there's very little overlap between Wizard-type classes, and so each needs to have their own needs considered.

## Sorcerer

## Major Class

Masters of Truespeech magic, Sorcerers are capable of creating powerful offensive magics. Requiring Magical Implements in order to cast their spells, a Sorcerer also receives penalties for wearing armor in combat when casting.

**Restrictions:** Magical Implement Required, Armor Penalty

Sorcerer levels influence the following:

- Spellcasting checks for Truespeech spells
- Calculated Damage (as part of Magic Power)

## **Conjurer** **Major Class**

---

Able to animate dolls and golems with the same ease as buffing allies, Conjurers are adept at Spiritualism magic. As with Truespeech magic, Conjurers require Magical Implements when casting spells, and will also receive penalties for casting spells while wearing armor.

**Restrictions:** Magical Implement Required, Armor Penalty

Conjurer levels influence the following:

- Spellcasting checks for Spiritualism spells
- Calculated Damage (as part of Magic Power)

## **Priest** **Major Class**

---

Followers of the deities of Raxia, Priests use their connection to the divine to help the less devout followers, while punishing the Barbaros. When taking the first level in Priest, the character must choose a deity to follow; this allows the Priest access to that deity's Specialized Divine spells as well as the Basic Divine spells all Priests have access to. In order to cast spells, a Priest must have a Holy Symbol somewhere on their person and must be able to speak clearly to invoke the divine.

**Restrictions:** Holy Symbol Required

Priest levels influence the following:

- Spellcasting checks for Divine spells
- Calculated Damage (as part of Magic Power)

## Fairy Tamer

## Major Class

Summoning elemental fairies to their aid, a Fairy Tamer is in tune with nature itself. By using Fairy Gems to create contracts with the various elemental fairies, Fairy Tamers have access to the six elements (earth, fire, wind, water, light, and darkness). Without an appropriate number of Fairy Gems on their person (whether in a Gem Box or stylized into Accessories), Fairy Tamers will not be able to cast spells. Additionally, Fairy Tamers will be penalized for casting spells in armor.

**Restrictions:** Fairy Gems Required, Armor Penalty

Fairy Tamer levels influence the following:

- Spellcasting checks for Fairy spells
- Calculated Damage (as part of Magic Power)

## Artificer

## Major Class

Artificers tap into the magical technology of past civilizations to power mana-fueled machines. Utilizing various Magispheres, an Artificer can not only create a variety of useful Magitech tools, but also imbue bullets with destructive energy. Magitech spells will list the size of Magisphere needed in order to power each particular spell.

**Restrictions:** Magisphere Required

Artificer levels influence the following:

- Spellcasting checks for Magitech spells
- Calculated Damage (as part of Magic Power; also includes Guns)

## Other-type Classes

These classes aren't meant for combat but are designed to aid in knowledge and exploration. PCs would do well to have levels in at least one of these classes, as the information they offer is nearly indispensable.

### Scout

### Minor Class

Reconnaissance and investigation is the name of the game for Scouts. The skills the Scout class offers lets one move around dungeons with a light touch, leaving little trace anyone had passed through. However, wearing metal armor may penalize some skills, as well attempting some skills without a set of Scout's Tools handy. The skills affected by these will specifically say so in their descriptions.

**Restrictions:** Scout's Tools Recommended, Armor Penalty

Scout levels influence the following:

- Initiative
- Sneak checks
- Open Lock checks
- Pickpocket checks
- Disguise checks
- Set Trap checks
- Tumble checks
- Hide checks
- Acrobatics checks
- Follow checks
- Track checks
- Listen checks
- Danger Sense checks

- Search checks
- Cartography checks
- Meteorology checks
- Appraise checks
- Find Trap checks

## Ranger

## Minor Class

At home in the outdoors, the Ranger is a master of tracking and stalking prey. Their knowledge of plants comes in handy when dealing with medicines as well, increasing recovery from the various herbs and potions. As with the Scout, though, they do have some issues with using certain skills with metal armor on.

### Restrictions: Armor Penalty

Ranger levels influence the following:

- Medicinal Herb recovery (along with the Ranger's Dexterity bonus)
- Potion recovery (along with the Ranger's Intelligence bonus)
- Sneak checks
- First Aid checks
- Open Lock checks
- Set Trap checks
- Tumble Checks
- Hide checks
- Acrobatics checks
- Follow checks
- Track checks
- Listen checks

- Danger Sense checks
- Search checks
- Cartography checks
- Meteorology checks
- Pathology checks
- Herbology checks
- Find Trap checks

## Sage

## Minor Class

A repository of book smarts, a Sage can have a wide variety of knowledge on very odd subjects. Additionally, upon taking a level in Sage, choose a language. The Sage is now able to read and write in that language.

**Restrictions:** None

Sage levels influence the following:

- Insight checks
- Engineering checks
- Cartography checks
- Pathology checks
- Literature checks
- Appraise checks
- Monster Knowledge checks
- Herbology checks

# Magic

Magic is a powerful force, able to be used for a number of different, wondrous purposes. Characters in Sword World 2.0 have access to a number of different styles of magic, each with their own abilities.



## How to Read Magic Spells

The following lists of spells are arranged first by level, then alphabetically (by Japanese original names) within that level. Listed below is the description of each term used.

### ① Level

The level of the spell. A magic-using class cannot use a spell with a higher level. The icons indicate the class of the spell.

### ② Name

The name of the spell. Magic with a ☆ after the name indicates it can be used as a Minor Action.


### ③ Cost


How much MP casting the spell consumes.

### ④ Target/Item

The recipient of the spell cast. The target must be either within line of sight, or able to be touched, to be affected.

**1 Character:** Affects one character.

 <b>1</b> <b>Energy Bolt</b> <b>2</b>			<b>Cost</b> <b>3</b> 5MP
<b>4</b> <b>Target</b> 1 Character	<b>5</b> <b>Range/Area</b> 30m/Shot	<b>6</b> <b>Duration</b> Instant	<b>7</b> <b>Resistance</b> Half
<b>Summary</b>			<b>8</b> <b>Type</b> Energy
Attacks by firing a bolt of energy. <b>9</b>			
<b>Effect</b>			
Deals Power 10 + Magic Power damage.			
<b>10</b>			

 <b>1</b> <b>Solid Bullet ☆</b> <b>2</b>			<b>Cost</b> <b>3</b> 1MP
<b>4</b> <b>Item</b> Small, 1 Shot	<b>5</b> <b>Range/Area</b> Touch/-	<b>6</b> <b>Duration</b> 6 seconds (1 r)	<b>7</b> <b>Resistance</b> N/A
<b>Summary</b>			
Infuses a mundane bullet with mana. <b>9</b>			
<b>Effect</b>			
This spell creates a bullet that deals high damage. The bullet deals Power 20 + Magic Power damage if it hits. Casting this spell is a Minor Action. <b>10</b>			

**Caster:** Affects the caster of the spell only.

**1 Object:** Affects either a character or an inanimate object. Uncountable objects (such as liquids) cannot be targeted.

**1 Spell:** Affects one spell.

**0m Radius/Δ:** All characters within an area with a radius of 0m from a center point chosen by the caster will be targeted.



$\Delta$  indicates the maximum number of targets. If there are more people in the area, select up to  $\Delta$  targets at random.

**Any Point:** Targets one specific point within the range.

The following are items required for the casting of certain Artificer spells. These must be either worn or held in order to function.

**Small:** Requires a Small Magisphere.

**Medium:** Requires a Medium Magisphere.

**Large:** Requires a Large Magisphere.

**○ Shots:** Number of bullets required.

### ⑤ Range/Area

---

Shows both the maximum range of the spell, as well as the area it affects.

**Self:** Either affects only the caster of the spell, or is an area centered on the caster.

**Touch:** Requires the caster to touch the subject, no attack roll required. In the case of Truespeech or Spiritualism spells, may be delivered through a Magical Implement.

**Om:** Affects everything within the range. Spells with no area are denoted with a "-".

**Shot:** The spell flies in a straight line, from the caster to the target. If there is an obstacle in the way, the spell will hit the obstacle instead. Spells with this area are subject to misfiring.

**Target:** The spell affects the chosen character, object, or location. If the spell has a range, it will affect everything in that range from the chosen point.

**Line:** The spell streaks in a line directed by the caster, possibly hitting everything between the caster and target.

## ⑥ Duration

---

The length of time the spell is active.

**Instant:** The spell goes off instantaneously.

\* **Seconds/Rounds/Minutes/Hours/Days:** The spell's effect lasts for \* time, then ends. The caster may use a **Minor Action** to end any lasting spell prematurely.

**Permanent:** The spell lasts forever and may not be ended early.

## ⑦ Resistance

---

This details if a spell forces a **Willpower** save by the target, and if it does, what the effect of a successful save is.

**N/A:** The spell doesn't require a **Willpower** save. However, the target can refuse the spell, in which case the spell ends.

**Half:** The spell deals half damage (rounded up) and cannot critical.

**Null:** The spell resolves without effect.

**Can't:** The spell cannot be resisted, and always works.

## ⑧ Type

---

Spells that damage others or affect others can have attributes. This may increase or decrease damage, depending upon the

weaknesses or resistances of the target. If there is no attribute, this section is removed from the spell description.

**Energy:** Pure magical energy.

**Bludgeoning:** Attacks with blunt pressure.

**Slashing:** Creates a blade of slicing energy.

**Thunder:** Electrically charged attacks.

**Fire:** Burns with intense fire or heat. Dwarves are immune to damage from this attribute.

**Wind:** Pressurized air creates wind blades or tornadoes.

**Earth:** Crushing stones grind away.

**Water/Ice:** Can either be flowing water or crushing ice.

**Poison:** Liquids or gases that have adverse effects on living organisms. No effect on objects without a normal body, Undead, or Constructs.

**Disease:** Creates or affects vile bacteria or spores.

**Curse:** Lays a foul curse upon the target.

**Psychic:** Affects MP or is a mental effect.

## ⑨ Summary

A quick blurb of text, describing the spell in a short sentence or two.

## ⑩ Effect

The full details of the effects of the spell. Unless stated otherwise, the critical threshold of damaging spells is ⑩, and recovery spells cannot critical. When Magic Power is

referenced, it is based off of the class of the spell and uses that class's levels along with the characters Intelligence bonus.

## Truespeech Spell List

1 Energy Bolt			Cost
			5MP
Target	Range/Area	Duration	Resistance
1 Character	30m/Shot	Instant	Half
Summary			Type
Attacks by firing a bolt of energy.			Energy
Effect			
Deals Power 10 + Magic Power damage.			

1 Blunt Weapon			Cost
			2MP
Target	Range/Area	Duration	Resistance
1 Character	30m/Target	3 minutes (18 r)	Null
Summary			
Uses mana to weaken the power of a weapon or claw.			
Effect			
Reduces the damage of a target's melee or ranged attacks by 4. This cannot reduce damage to 0.			

1 Light			Cost
			1MP
Target	Range/Area	Duration	Resistance
10m Radius	30m/Target	3 hours	N/A
Summary			
Creates a mote of light to illuminate an area.			
Effect			
Removes penalties due to darkness within the area. The mote can be carried and moved.			

1 Lock			Cost
			1MP
Target	Range/Area	Duration	Resistance
1 Object	Touch/-	Instant	N/A
Summary			
Uses mana to close a lock tight.			
Effect			
You lock any object that can be locked. An object locked with this spell behaves as if locked normally. Anything with a lock can be affected.			

PART 1

PART 2

2 Sleep			Cost
			5MP
Target	Range/Area	Duration	Resistance
1 Character	10m/Target	3 minutes (18 r)	Null
Summary			Type
Manipulates the target's mind to put it to sleep.			Psychic
Effect			
If the target fails to resist, it falls asleep. A sleeping target is woken up by losing any HP or MP or being awakened by an ally. Awakenings a sleeping creature is a major action.			
This spell has no effect on creatures that do not sleep.			

PART 3

PART 4

PART 5

2 Sense Magic			Cost
			1MP
Target	Range/Area	Duration	Resistance
1 Object	30m/Target	Instant	N/A
Summary			
Detects if an item is affected by or contains magical power.			
Effect			
Senses the presence of magic in a target object. You know if magic is present or not, but not the name, type, effect, or how many spells are affecting the item.			

2 Dispel Magic			Cost
			3MP
Target	Range/Area	Duration	Resistance
1 Spell	30m/Target	Instant	Null
Summary			
Destroys a magical effect by interrupting the flow of mana.			
Effect			
Nullifies one active magical effect that is not of the Curse type. You do not have to know the name of the effect. Dispelling magic is a contested roll. If you enhance the number of targets, you may dispel multiple spells at once (but no effects for which you lost the contested roll).			

2 Vitality			Cost
			2MP
Target	Range/Area	Duration	Resistance
1 Character	30m/Target	3 minutes (18 r)	N/A
Summary			
Bolsters a creature's vitality, increasing its resistance.			
Effect			
The target gets a +2 bonus on Fortitude checks.			

3 Unlock			Cost
			2MP
Target	Range/Area	Duration	Resistance
1 Object	Touch/-	Instant	N/A
Summary			
Uses mana to open a lock.			
Effect			
This spell opens mundane locks. If the lock is sealed magically, make a contested roll against the seal's caster. The lock opens if you win.			

3 Sense Enemy			Cost
			2MP
Target	Range/Area	Duration	Resistance
1 Character	30m/Target	Instant	Null
Summary			
Senses hostility towards the caster.			
Effect			
You can tell if the target harbors feelings of ill will towards you. If the target resists, you can't tell if he wishes you ill or not. Anyone targeted by this spell has a momentary feeling of dizziness that can alert them to the fact that this spell was used on them.			

3 Paralyze			Cost
			3MP
Target	Range/Area	Duration	Resistance
1 Character	30m/Target	3 minutes (18 r)	Null
Summary			
Binds the arms and legs of a creature.			
Effect			
The target takes a -2 penalty to its Accuracy or Evasion. The caster chooses what the penalty applies to.			

3 Reaping Slash			Cost
			7MP
Target	Range/Area	Duration	Resistance
1 Character	10m/Target	Instant	Half
Summary			Type
Attacks with a blade made of mana from above.			Slashing
Effect			
Deals Power 20 + Magic Power damage.			

4 Familiar			Cost
			15MP
Target	Range/Area	Duration	Resistance
1 Object	Touch/-	Permanent	N/A
Summary			
Creates a loyal and useful familiar.			
Effect			
<p>You create a magical creature to serve you as a familiar. Casting the spell takes one hour. Choose a cat, bird, or frog from the bestiary as the shape of your familiar.</p> <p>The caster can share sight and hearing with his familiar. A familiar cannot be destroyed, but all physical and magical damage the familiar takes is automatically taken by the caster. This spell cannot be removed by either mundane methods or magical methods such as "Dispel Magic". A caster may not have more than one familiar, nor may he change the form of his familiar. As long as the caster and familiar are touching, the caster may use the familiar's MP.</p>			

4 Marking			Cost
			2MP
Target	Range/Area	Duration	Resistance
1 Object	Touch/-	3 days	N/A
Summary			
Places an arcane mark upon an object.			
Effect			
<p>At any time during the duration, you can tell the direction and distance to the marked object. The spell fades if the object is destroyed or moved from its location.</p> <p>As long as this spell is in effect, you may not use it again (you may not locate two objects at once with this spell).</p>			

4 Lightning			Cost
			7MP
Target	Range/Area	Duration	Resistance
Any Point	30m/Line	Instant	Half
Summary			Type
Unleashes bolts of lightning.			Lightning
Effect			
Deals Power 20 + Magic Power damage.			



5 Weapon Mastery			Cost
			5MP
Target	Range/Area	Duration	Resistance
1 Character	30m/Target	3 minutes (18 r)	Null
Summary			
The target instantly understands how to use its weapon and wields it like a master.			
Effect			
The target gains the use of one of the following Combat Feats: [Weapon Mastery I/**] (one type), [Aimed Attack], [Lethal Strike], [Power Strike], or [Taunting Strike]. By casting the spell repeatedly, you can enable a target to use multiple feats.			

5 Wall Walking			Cost
			3MP
Target	Range/Area	Duration	Resistance
1 Character	30m/Target	3 minutes (18 r)	Null
Summary			
The creature's feet stick to any surface, letting it walk on walls and even the ceiling as if it was the floor.			
Effect			
The target can walk on any surface its feet touch regardless of orientation. It may take normal and short movements. If both feet are not touching a surface, the effect ends.			

5 Translate			Cost
			2MP
Target	Range/Area	Duration	Resistance
Caster	Self/-	3 minutes (18 r)	N/A
Summary			
You understand the meaning of any written work just by looking at it.			
Effect			
You can understand the meaning of unknown writing. You know what language it is and can read it, but you cannot speak the language, nor can you understand it if spoken to you.			

5 Blast			Cost
			6MP
Target	Range/Area	Duration	Resistance
1 Character	Touch/-	Instant	Half
Summary			Type
You smash the target with a ball of mana.			Bludgeoning
Effect			
Deals Power 30 + Magic Power damage.			

6 Conceal Self			Cost
			15MP
Target	Range/Area	Duration	Resistance
Caster	Self/-	1 hour	N/A
Summary			
You shroud yourself in mana, disappearing from enemy senses.			
Effect			
You become unseen, make no noise, and give off no smells. You can still be touched, and your magic can be detected. If you take any movement other than a Limited Move, or make any deliberate actions in combat, the effect disappears.			

6 Hard Lock			Cost
			4MP
Target	Range/Area	Duration	Resistance
1 Object	Touch/-	Permanent	N/A
Summary			
You lock an object so that it can never be unlocked by mundane means.			
Effect			
You lock any object that can be locked. An object locked with this spell behaves as if locked normally. However, the Open Lock action cannot unlock the affected object. Furthermore, an affected door, lid, or box cannot be broken by any mundane means. If an Unlocking Key or the "Unlock" spell is used to open the affected object, make a contested roll. You may set a password that can be used to lock and unlock the affected object.			

6 Fireball			Cost
			8MP
Target	Range/Area	Duration	Resistance
3m Radius/5	30m/Shot	Instant	Half
Summary			Type
Shoots a ball of fire that envelops an area in rising flame.			Fire
Effect			
Deals Power 20 + Magic Power damage.			


6 Levitation			Cost
			6MP
Target	Range/Area	Duration	Resistance
Caster	Self/-	3 minutes (18 r)	N/A
Summary			
You float upon mana, hanging in midair.			
Effect			
<p>You float up to 10 meters in the air. While floating, you can move as if you were on the ground, but only taking short movement. In combat, you can use melee and ranged weapons as normal. If you are floating when the effect ends, you fall to the ground and take fall damage.</p> <p>If you attempt to escape from a battle using this spell, use the rules for leaving a battle.</p>			

# Spiritualism Spell List


<b>1</b>	<b>Enchant Weapon</b>			<b>Cost</b>
				2MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	30m/Target	3 minutes (18 r)	N/A	
<b>Summary</b>				
Infuses a blade or fist with mana, making it sharper or harder.				
<b>Effect</b>				
The target's melee and ranged weapon attacks deal damage as if they were magic and deal 1 extra point of physical damage.				

<b>1</b>	<b>Spark</b>			<b>Cost</b>
				6MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
3m Radius/5	30m/Target	Instant	Half	
<b>Summary</b>				<b>Type</b>
Attacks all characters in an area with tiny bolts of lightning.				Lightning
<b>Effect</b>				
Deals Power 0 + Magic Power damage.				

<b>1</b>	<b>Dark Mist</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
3m Radius/5	30m/Target	10 seconds (1 r)	Null	
<b>Summary</b>				
Creates a magical fog.				
<b>Effect</b>				
Creatures that fail to resist lose their sense of distance due to magical fog, taking a -2 penalty to their Evasion.				


	<b>Protection</b>			<b>Cost</b>
				1MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	3 minutes (18 r)	Null	
<b>Summary</b>				
Protects the target with a barrier of mana.				
<b>Effect</b>				
The target takes -1 damage from all physical and magical sources. Protection has no effect on Poison-, Disease-, or Curse-type damage.				

PART 1

	<b>Earth Heal</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	Instant	Null	
<b>Summary</b>				
Repairs a living body using the power of the earth.				
<b>Effect</b>				
Heals Power 0 + Magic Power HP. It even heals creatures of the Undead and Construct categories. This spell cannot critical.				


PART 2


PART 3


	<b>Counter Magic</b>			<b>Cost</b>
				1MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	30m/Target	3 minutes (18 r)	Null	
<b>Summary</b>				
Wraps the target in mana, boosting his resistance to attacks against his mind.				
<b>Effect</b>				
The target receives a +2 bonus to Willpower checks.				


PART 4


PART 5


 <b>Command Doll</b>			<b>Cost</b>
			4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Doll	Touch/-	One day or until a task is complete	N/A
<b>Summary</b>			
A doll acts as you command.			
<b>Effect</b>			
<p>You animate a doll or puppet and give it an order or task. The affected object will only carry out the order it is given. Once its task is complete or one day has passed, it reverts into an ordinary doll. The doll uses the statistics of the cat familiar and has no special properties. You can animate an object up to the size of a small animal. It has about the strength of a human child. You can only give simple orders, like following a specific path or performing one action over and over.</p>			


 <b>Fanaticism</b>			<b>Cost</b>
			3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Character	30m/Target	3 minutes (18 r)	Null
<b>Summary</b>			<b>Type</b>
You inflame your target's passions and push them to attack.			Psychic
<b>Effect</b>			
The target receives a +2 bonus to Accuracy, but a -2 penalty to Evasion.			


 <b>3</b> Create Golem	Cost		
		4/8MP	
Target	Range/Area	Duration	Resistance
1 Object	Touch/-	1 day	N/A
Summary			
Build and animate a golem.			
Effect			
<p>You create a golem out of ready materials. The golem will follow a single simple command until it is destroyed. Casting this spell takes one hour. If the golem is unable to follow its order, it will become inert wherever it is. It will reanimate if it becomes able to follow its order again. To create an oak golem, you need an enchanted oak branch. To create a loam puppet, you need a piece of enchanted clay. The amount of mana used depends on the type of golem created. Refer to the bestiary for the golem's game statistics.</p>			
Create Golem Mana Costs			
Golem Type	MP Cost	Ingredient	
Oak Golem	4	Enchanted Oak Branch	
Loam Puppet	8	Enchanted Clay	

 <b>3</b> Fire Weapon	Cost		
		4MP	
Target	Range/Area	Duration	Resistance
1 Character	30m/Target	3 minutes (18 r)	N/A
Summary			
Wraps a creature in flame, infusing its strikes with magical power.			
Effect			
The target's melee and ranged weapon attacks now deals Fire-type damage and increases their damage by +2.			

 <b>3</b> Raging Earth	Cost		
		7MP	
Target	Range/Area	Duration	Resistance
10m Radius	10m/Target	30 seconds (3 r)	N/A
Summary			
Accelerates natural healing using the power of the earth.			
Effect			
Each creature in the area regenerates 3 points of damage at the end of their turn. This even heals creatures of the Undead and Construct categories.			

 <b>4</b>	<b>Disguise</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	1 hour	N/A	
<b>Summary</b>				
Creates an illusion out of mana that changes the appearance of a character or a created golem or undead.				
<b>Effect</b>				
The target looks like a creature the caster knows. This only changes appearance, not size, weight, voice, sounds, or scents.				

 <b>4</b>	<b>Doll Sight</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Doll	Touch/-	1 hour	Null	
<b>Summary</b>				
Makes a bond to a doll or puppet that enables you to see what it sees.				
<b>Effect</b>				
You connect your senses to a doll or puppet, allowing you to see around it. You can use any of your special senses through the doll. For the duration of the effect, you may freely switch between your own sight and that of the doll. You may not see both at once.				

 <b>4</b>	<b>Forbid Magic</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	30 seconds (3 r)	Null	
<b>Summary</b>				<b>Type</b>
You curse the target, preventing it from casting magic.				Curse
<b>Effect</b>				
Select one class of magic. The target may not use spells from that class of level 3 or below. It may still speak and use any other action.				




<b>4</b>	<b>Poison Cloud</b>			<b>Cost</b>
				6MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
3m Radius/5	30m/Target	Instant	Null	
<b>Summary</b>				<b>Type</b>
Poisons the targets with a cloud of potent toxin.				Curse
<b>Effect</b>				
For one minute (6 rounds), creatures in the cloud that fail to resist take 3 points of poison magic damage. This effect can be ended by magic such as "Cure Poison" or "Dispel Magic".				


<b>5</b>	<b>Intense Control</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Object	30m/Target	3 minutes (18 r)	N/A	
<b>Summary</b>				
Strengthens a familiar, golem, or undead created by the caster.				
<b>Effect</b>				
If the target is a Construct or Undead created by the caster, it receives a +2 bonus to its Accuracy and Evasion, increases all damage it deals by +2, and reduces all physical and magical damage it receives by -2.				


<b>5 Create Undead</b>			<b>Cost</b>
			4/12MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Corpse	Touch/-	1 day	N/A
<b>Summary</b>			
Animate and command an Undead.			
<b>Effect</b>			
<p>You create an Undead. The Undead will follow a single simple command until it is destroyed. Casting this spell takes one hour. If the Undead is unable to follow its order, it will become inert wherever it is. It will reanimate if it becomes able to follow its order again. To create an Undead, you need the corpse of a humanoid or Barbaros. The amount of mana used depends on the power of the Undead created. Refer to the bestiary for the Undead's game statistics.</p>			
<b>Create Undead Mana Costs</b>			
Undead Type		MP Cost	
Skeleton		4	
Zombie		8	
Wight (data in Core Rulebook II)		12	

<b>5 Spell Enhance</b>			<b>Cost</b>
			3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Character	Touch/-	3 minutes (18 r)	Null
<b>Summary</b>			
Overloads the target's mana, briefly strengthening his spells.			
<b>Effect</b>			
The target receives a +1 bonus to his Magic Power.			

<b>6 Counter Sense</b>			<b>Cost</b>
			3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
Caster	Self/-	1 day	N/A
<b>Summary</b>			
Wraps the caster in an aura that reacts to mana.			
<b>Effect</b>			
<p>For the duration of the spell, whenever the caster is the target of the spell, he knows the name and effect of that spell and the location of that spell's caster. If the caster is ever hit by a spell, this spell ends.</p>			

 <b>6</b>	<b>Forbid Magic</b>			<b>Cost</b>
				6MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
5m Radius/15	30m/Target	Instant	Null	
<b>Summary</b>				<b>Type</b>
Numbs the target's body to slow his movements.				Poison
<b>Effect</b>				
For 30 seconds (3 rounds), creatures in the cloud that fail to resist cannot activate any Active Combat Feats.				

 <b>6</b>	<b>Mana Absorb</b>			<b>Cost</b>
				6MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
3m Radius/5	30m/Target	30 seconds (3 r)	Null	
<b>Summary</b>				
Creates a field that absorbs mana and converts it into vitality.				
<b>Effect</b>				
Any creature in the field who uses a spell or other ability that consumes MP spends twice as much MP instead. A creature whose MP consumption is doubled is then healed by 3 HP.				

 <b>6</b>	<b>Remote Doll</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Doll	Touch/-	One hour	N/A	
<b>Summary</b>				
You control a doll completely as if it were your own body.				
<b>Effect</b>				
You use your own senses through a doll and control it with the coordination of a child. You may speak and act through the doll, but you may not use any class abilities or Combat Feats. While you are acting as the doll, you may not take any other actions, nor can you use your own body's senses.				

## Basic Divine Spell List

Those are basic divine spells that can be used regardless of which god you believe in, as long as you have mastered Priest class.

<b>1</b>	<b>Sanity</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	Instant	Null	
<b>Summary</b>				
Restores the target to his normal state of mind.				
<b>Effect</b>				
Dispels all Psychic-type spells and abilities on the target. If the spell or ability you are trying to dispel had a roll, make a contested roll against it.				

<b>1</b>	<b>Banish</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
3m Radius/5	30m/Target	Instant	Null	
<b>Summary</b>				
Negatively affects Undead and Barbaros.				
<b>Effect</b>				
For each Undead or Barbaros in the area that fails to resist, roll 2d6 and consult the table below to determine Banish's effect.				
<b>Banish Effects</b>				
<b>Die</b>	<b>Effect</b>			
2-4	The target panics and goes berserk. For 30 seconds (3 rounds), it receives a +2 bonus to Accuracy and a -2 penalty to Evasion. If the target has an intelligence score, it cannot use any actions that require reason or cast any spells.			
5-9	The target is consumed by fear, slowing its movements. For 3 minutes (18 rounds), it receives a -1 penalty on all Accuracy, Evasion, and other action checks.			
10-12	The target flees. If it cannot flee, it covers in fear and cannot take any actions for ten seconds (1 round). After that round, it can act normally again.			

<b>1</b>	<b>Field Protection</b>			<b>Cost</b>
				2MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
3m Radius/5	Self/-	Instant	Null	
<b>Summary</b>				
A sparkling light surrounds the targets and protects them from harm.				
<b>Effect</b>				
The targets take -1 damage from all physical and magical sources. This effect lasts for 3 minutes (18 rounds). Field Protection has no effect on Poison-, Disease-, or Curse-type damage.				

<b>2</b>	<b>Awaken</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	Instant	N/A	
<b>Summary</b>				
Wakes a target up from being asleep or unconscious.				
<b>Effect</b>				
A sleeping or unconscious character wakes up. If his HP was below 0, it is set to 1. The affected character can take an action immediately. Prone characters wake up still prone.				

<b>2</b>	<b>Cure Wounds</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	Instant	Null	
<b>Summary</b>				
Uses mana to heal a creature's injuries.				
<b>Effect</b>				
Heals Power 10 + Magic Power damage. This spell has no effect on creatures of the Construct category. If the target is Undead, this spell deals Power 10 + Magic Power damage instead. This spell cannot critical.				

<b>2</b>	<b>Detect Faith</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	Instant	Null	
<b>Summary</b>				
Learns the name of the target's god.				
<b>Effect</b>				
This spell informs the caster of the target's Priest class level and what god he follows. If you don't know his god, you also learn the god's domain, symbol, and the names of his granted Specialized Divine spells. A target of this spell knows the spell has been used on him.				

<b>3</b>	<b>Cure Blindness</b>			<b>Cost</b>
				2MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	Instant	N/A	
<b>Summary</b>				
Restores sight to a creature who has been blinded.				
<b>Effect</b>				
Dispels all blindness-related penalties on the target.				

<b>3</b>	<b>Cure Poison</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	Instant	N/A	
<b>Summary</b>				
Purges poison from the target's body.				
<b>Effect</b>				
Dispels a Poison-type spell or effect on the target. If the poison effect has a roll result associated with it, only a successful contested roll will dispel it.				

<b>3</b>	<b>Field Resistance</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
5m Radius/15	Self/-	Instant	N/A	
<b>Summary</b>				
You bestow targets within the field with protection against one type of energy.				
<b>Effect</b>				
The targets take -3 damage from all physical and magical sources of a single damage type. Choose Wind, Fire, Water/Ice, Thunder, or Energy when you cast the spell. This effect lasts for 3 minutes (18 rounds).				

<b>3</b>	<b>Force</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Shot	Instant	Half	
<b>Summary</b>				<b>Type</b>
You shoot the target with a cannonball of spiritual force.				Bludgeoning
<b>Effect</b>				
Deals Power 10 + Magic Power damage.				

<b>4</b>	<b>Sacred Weapon</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	30m/Target	3 minutes (18 r)	N/A	
<b>Summary</b>				
Imbues the target's weapon with divine power that harms Barbaros.				
<b>Effect</b>				
The target's melee and ranged weapon attacks receive a +1 bonus to Accuracy and deals an additional +2 physical damage when attacking an Undead or Barbaros creature.				

<b>4</b>	<b>Sacred Shield</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	3 minutes (18 r)	Null	
<b>Summary</b>				
Invokes a divine shield on the target that wards off Barbaros attacks.				
<b>Effect</b>				
The target takes -3 physical damage from attacks by Barbaros and Undead creatures.				

<b>4</b>	<b>Affirmation of Faith</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
5m Radius/15	Self/-	3 minutes (18 r)	Null	
<b>Summary</b>				
You affirm your own faith and rebuke the magic of other gods.				
<b>Effect</b>				
All characters in the area that fail to resist cannot use Specialized Divine spells for the duration. Characters that share the same god as the caster are unaffected.				

<b>5</b>	<b>Cure Disease</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	Instant	N/A	
<b>Summary</b>				
Cleanses the target's body of poison and disease with mana.				
<b>Effect</b>				
Dispels all Poison- and Disease-type spells and effects on the target. If the poison or disease effect has a roll result associated with it, only a successful contested roll will dispel it.				



<b>5</b>	<b>Cure Heart</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	30m/Target	Instant	Null	
<b>Summary</b>				
A more powerful version of Cure Wounds. Uses mana and the grace of your deity to heal a creature's injuries.				
<b>Effect</b>				
Heals Power 30 + Magic Power damage. This spell has no effect on creatures of the Construct category. If the target is Undead, this spell deals Power 30 + Magic Power damage instead. This spell cannot critical.				

<b>5</b>	<b>Transfer Mana</b>			<b>Cost</b>
				(1+X)MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	Instant	Null	
<b>Summary</b>				
Gives the caster's MP to the target.				
<b>Effect</b>				
The cost of this spell is one point plus any extra number of points. The target gains as many MP as the extra points spent in casting. For example, if 10 MP were used to cast the spell, the target would gain 9 MP. The maximum number of MP that can be transferred with this spell is 20 (for a total MP cost of 21). The Combat Feat [MP Save] cannot be used to reduce the cost of this spell.				

<b>5</b>	<b>Holy Light</b>			<b>Cost</b>
				6MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
5m Radius/15	Self/-	Instant	Half	
<b>Summary</b>				
Unleashes a burst of divine radiance that harms Undead.				
<b>Effect</b>				
Deals Power 20 + Magic Power damage to Undead in the area.				

<b>6</b>	<b>Coercion</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	30m/Target	3 minutes (18 r)	Null	
<b>Summary</b>				
Fills the target with dread of the caster.				
<b>Effect</b>				
The target may not make any offensive actions against the caster. This includes any kind of attack and any spell or ability that deals damage. It may not include the caster in the area of any spell that deals damage. If the caster is in a battlefield, the target must use the [Guided Magic] Combat Feat to target any other creatures in that zone.				

<b>6</b>	<b>Bless</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	30m/Target	3 minutes (18 r)	Null	
<b>Summary</b>				
Boosts the target's body, increasing its power or grace.				
<b>Effect</b>				
The target receives a +6 bonus to his Dexterity, Agility, Strength or Vitality score, resulting in a +1 bonus to his modifier. This increase can raise base stats and maximum HP. You may use Bless on the same target again and raise a different score. If you use the Combat Feat [Metamagic/Targets] with this spell, each target increases the same ability score.				

<b>6</b>	<b>Holy Cradle</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
3m Radius/5	Self/-	3 hours	N/A	
<b>Summary</b>				
Places your allies in a deep sleep, accelerating their natural healing.				
<b>Effect</b>				
The targets fall into an unbreakable slumber. They cannot wake up unless the spell's effect ends, or they take HP or MP damage. If they remain asleep for three hours, they regain HP and MP as if they had slept for six. A character may only benefit from this spell twice per day.				

<b>6</b>	<b>Remove Curse</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	Instant	N/A	
<b>Summary</b>				
Uses divine power to completely restore a creature's body and mind.				
<b>Effect</b>				
Dispels all Curse-type negative effects on the target. If the effect is the result of an item, the curse ceases to take effect until it is triggered again (for example, if a piece of cursed equipment is reequipped).				

## Specialized Divine Spell List

Specialized divine spells are granted by faith in a specific god. A character may not use another god's advanced divine spells. See part 4 for more information about the gods.

### Specialized Divine Spells of Lyfos, God of Creation

<b>2</b>	<b>Search Barbaros</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
30m Radius	Self/-	Instant	N/A	
<b>Summary</b>				
A simple detection spell using a quick burst of mana.				
<b>Effect</b>				
You are aware of the presence of Barbaros in the area of the spell. You know only presence or absence, not their location or number. The targets are aware that this spell has been used on them.				

<b>4</b> <b>Mind Sending</b>			<b>Cost</b>
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Character	30m/Target	10 seconds (1 r)	Null
<b>Summary</b>			
Sends the caster's thoughts to the target.			
<b>Effect</b>			
For the duration of the spell, the caster can transfer his own thoughts into the mind of the target. You may only send what you could say in ten seconds or a broad impression of your intentions. You may only use languages you can speak, and whether the target understands your intentions or not depends on it.			
This spell only sends from the caster to the target, not the other way.			

## Specialized Divine Spells of Tidan, God of the Sun

<b>2</b> <b>Sunlight</b>			<b>Cost</b>
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
20m Radius	30m/Target	12 hours	N/A
<b>Summary</b>			
Creates a small light source to illuminate an area.			
<b>Effect</b>			
Removes penalties due to darkness within the area. The object can be carried and moved.			

<b>4</b> <b>Ray</b>			<b>Cost</b>
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
Any Point	30m/Line	Instant	Half
<b>Summary</b>			<b>Type</b>
Deals damage with a beam of light.			Energy
<b>Effect</b>			
Deals Power 10 + Magic Power damage. Undead creatures take +3 damage.			

## Specialized Divine Spells of Sien, God of the Moon

<b>2</b>	<b>Nightwalker</b>			<b>Cost</b>
				2MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	1 hour	Null	
<b>Summary</b>				
Enables the target to see in the dark.				
<b>Effect</b>				
The target gains the Darkvision ability. This allows them to see in darkness as if it was sunlight.				

<b>4</b>	<b>Blindness</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	3 minutes (18 r)	Null	
<b>Summary</b>				
Robs the target of sight.				
<b>Effect</b>				
If the target fails to resist, it is blinded. This has no effect on creatures with magical or mechanical senses.				

## Specialized Divine Spells of Lu Lode, God of

<b>2</b>	<b>Luck</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Caster	Self/-	1 day	N/A	
<b>Summary</b>				
You pray for luck and receive a blessing of success in your endeavors.				
<b>Effect</b>				

Once during the duration of the spell, you may reroll a die roll made as part of an action. You can decide to reroll or not after you see the result of the dice. You must use the second roll.  
If you cast this spell a second time during its effect, the second spell is lost. You may only benefit from this spell once per day.

<b>4</b>	<b>Unluck</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	1 day	Null	
<b>Summary</b>				
You pray for a creature's ill fortune and lay a curse on it that saps its luck.				
<b>Effect</b>				
If the target fails to resist, it must make two die rolls and use the worse on its first action after the spell is cast. If the target is a monster or other character using a static result (see monster section), it applies a -2 penalty to its result. The spell is cancelled at the end of its duration or once triggered.				

## Specialized Divine Spells of Zaiya, God of Knights

<b>2</b>	<b>Oath★</b>			<b>Cost</b>
				2MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Caster	Self/-	10 seconds (1 r)	N/A	
<b>Summary</b>				
You swear a vow to protect someone, and your faith bolsters your strength.				
<b>Effect</b>				
When you cast this spell, choose one PC or NPC within 10 meters of your position. You must uphold an oath to defend that character. The target's Adventurer Level or Monster Level must be within 2 of yours. Other oaths are subject to the GM's approval. All of your actions for the spell's duration receive a +2 bonus. Casting this spell is a minor action. You cannot swear to defend a Barbaros, Undead, Mythical Beast, or Demon.				

4 <b>Covering</b>			Cost
			3MP
Target	Range/Area	Duration	Resistance
Caster	Self/-	3 minutes (18 r)	N/A
Summary			
Enables you to defend those who fight around you.			
Effect			
You gain the use of one of the following Combat Feats: [Cover], [Iron Wall], [Armor Proficiency I/**] (one type), or [Armor Proficiency II/**] (one type). You must meet the prerequisites for that Feat. With multiple castings, you can emulate multiple feats.			

## Specialized Divine Spells of Kilhia, God of Wisdom

2 <b>Penetrate</b> ★			Cost
			2MP
Target	Range/Area	Duration	Resistance
Caster	Self/-	Instant	N/A
Summary			
You receive a sign from your god that shows you an enemy's weakness.			
Effect			
If you cast this spell before making a Monster Knowledge check, you receive a +2 bonus to the check.			
Casting this spell is a minor action.			

4 <b>Weak Point</b>			Cost
			4MP
Target	Range/Area	Duration	Resistance
1 Character	10m/Target	3 minutes (18 r)	Null
Summary			
You see through the eyes of a deity, detecting the enemy's weak points instantly.			
Effect			

If the target fails to resist, the critical threshold of any attack that hits it is reduced by 1 (criticals become more likely). This effect cannot reduce the critical threshold to 7 (minimum 8).

## Specialized Divine Spells of Luferia, God of Water

<b>2</b>	<b>Purification</b>			<b>Cost</b>
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Up to 100l of water	Touch/-	Instant	N/A	
<b>Summary</b>				
Purges water of impurities and solutes, making it pure and clean.				
<b>Effect</b>				
Up to 100 liters of water the caster is touching become pure water.				

<b>4</b>	<b>Water Walking</b>			<b>Cost</b>
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	1 hour	N/A	
<b>Summary</b>				
The target can walk on water as if it were solid ground.				
<b>Effect</b>				
For the duration, the target can move over water as if it were a solid surface.				



## Fairy Spell List

<b>1</b>	<b>Wind Voice</b>			<b>Cost</b>
				2MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
5m Radius/15	100m/Target	3 minutes (18 r)	N/A	
<b>Summary</b>				
The caster can hear sounds in the area and transmit his own sounds.				
<b>Effect</b>				
The caster can send sounds into and converse with creatures within the area. The area must be in line of sight and outdoors.				

<b>1</b>	<b>Healing Water</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Any Point	Touch/-	3 minutes (18 r)	N/A	
<b>Summary</b>				
Draws a small amount of healing water out of the air.				
<b>Effect</b>				
Creates water that can heal wounds. Creatures that drink the water are healed of Power 10 + Magic Power points of damage. The water may be drunk out of hands or containers. Drinking the water is a major action. The water disappears when the spell's duration expires.				

<b>1</b>	<b>Fairy Wish</b>			<b>Cost</b>
				1MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Caster	Self/-	1 hour	N/A	
<b>Summary</b>				
You make a request of the fairies, and they guide your own decisions.				
<b>Effect</b>				
At any point during the spell's duration, you may ask a fairy for aid and receive a +1 bonus on a roll. You must decide to ask for the fairy's help before you make the roll. When you cast this spell, choose a fairy you have contracted with. That fairy appears by your side and hovers near you until the spell is				

discharged. If you can speak the fairy's language, you can communicate your precise request to the fairy. However, you may not give it an order or force it to do anything.

When the spell's duration ends, or you ask the fairy for aid, or the spell is dispelled, the fairy leaves. You may not make a request of the fairy during combat.

<b>2</b> <b>Whisper Heal</b>			<b>Cost</b>
			4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
3m Radius/5	30m/Target	Instant	Null
<b>Summary</b>			
Heals shallow wounds with a fairy's breath.			
<b>Effect</b>			
This is a healing spell. It heals the target of Magic Power points of damage. It has no effect on characters of the Undead and Construct categories.			

<b>2</b> <b>Wind Guard</b>			<b>Cost</b>
			3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Character	30m/Target	3 minutes (18 r)	Null
<b>Summary</b>			
Turns aside or stops the wind with a tiny shield of air.			
<b>Effect</b>			
The target takes -3 damage from all wind-type attacks.			

<b>2</b> <b>Snare</b>			<b>Cost</b>
			3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Character	30m/Target	Instant	Null
<b>Summary</b>			
Earth fairies grab the enemy's legs and pull it to the ground.			
<b>Effect</b>			
The target is rendered prone. Creatures with multiple body sections or three or more legs are unaffected.			

<b>2</b>	<b>Fire Bolt</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Shot	Instant	Half	
<b>Summary</b>				<b>Type</b>
Attacks by firing a bolt of flame.				Fire
<b>Effect</b>				
Deals Power 10 + Magic Power damage.				

PART 1

<b>3</b>	<b>Wind Cutter</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	30m/Shot	Instant	Half	
<b>Summary</b>				<b>Type</b>
Slices the enemy with a blade of air pressure.				Wind
<b>Effect</b>				
Deals Power 10 + Magic Power damage.				

PART 2

PART 3

<b>3</b>	<b>Water Screen</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	3 minutes (18 r)	N/A	
<b>Summary</b>				
Protects the target with a curtain of water.				
<b>Effect</b>				
The target takes -3 damage from all fire-type attacks.				

PART 4

PART 5

<b>3 Stone Guard</b>			<b>Cost</b>
			4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Character	30m/Target	3 minutes (18 r)	N/A
<b>Summary</b>			
Stones orbit the target, warding off attacks.			
<b>Effect</b>			
Once when the target would take physical damage from a melee or ranged attack, he may take -5 damage. The affected creature chooses whether or not to use this effect. Once it has been used once, the spell ends.			

<b>3 Purification</b>			<b>Cost</b>
			2MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
Up to 100l of water	Touch/-	Instant	N/A
<b>Summary</b>			
Purges water of impurities and solutes, making it pure and clean.			
<b>Effect</b>			
Up to 100 liters of water the caster is touching become pure water.			

<b>4 Chaos Shot</b>			<b>Cost</b>
			5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
1 Character	10m/Shot	Instant	Half
<b>Summary</b>			<b>Type</b>
Attacks by firing a bolt of flame.			Energy
<b>Effect</b>			
Deals Power 20 + Magic Power damage.			

<b>4</b>	<b>Sanity</b>			<b>Cost</b>
				3MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	Instant	Null	
<b>Summary</b>				
Restores the target to his normal state of mind.				
<b>Effect</b>				
Dispels all Psychic-type spells and abilities on the target. If the spell or ability you are trying to dispel had a roll, make a contested roll against it.				

<b>4</b>	<b>Distraction</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	10 seconds (1 r)	Null	
<b>Summary</b>				
Stirs the target's mind with chaotic thoughts.				
<b>Effect</b>				
The target's concentration is broken. Furthermore, the target cannot cast spells for the duration (but may take any other action freely).				

<b>4</b>	<b>Basic Healing</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	Instant	N/A	
<b>Summary</b>				
Showers the target in a healing light.				
<b>Effect</b>				
This is a healing spell. It heals the target of Magic Power + 4 points of damage. It has no effect on characters of the Undead and Construct categories.				

<b>5</b>	<b>Ice Bolt</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Shot	Instant	Half	
<b>Summary</b>				<b>Type</b>
Shoots an arrow of ice at the target.				Water
<b>Effect</b>				
Deals Power 10 + Magic Power damage. If the target fails to resist, it also suffers a -2 penalty to its defense for 30 seconds (3 rounds).				

<b>5</b>	<b>Silent Move</b>			<b>Cost</b>
				6MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	Touch/-	1 hour	N/A	
<b>Summary</b>				
Target moves without making a sound.				
<b>Effect</b>				
All of targets movements become completely silent. Its footsteps and other such noises are inaudible, and even actions like opening and closing doors are silent. Stepping on a creaking floor would make no sound. This spell does not prevent sounds from things the target is not touching. For example, a flower pot knocked to the ground would be clearly audible.				
If the target says anything or deliberately makes a noise, that noise is audible, and the spell immediately ends.				

<b>5</b>	<b>Hovering</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Caster	Self/-	3 minutes (18 r)	N/A	
<b>Summary</b>				
Lifts you up on a column of wind, allowing you to float 10cm above the ground.				
<b>Effect</b>				
This is a healing spell. It heals the target of Magic Power + 4 points of damage. It has no effect on characters of the Undead and Construct categories.				

<b>6</b>	<b>Advanced Healing</b>			<b>Cost</b>
				7MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	Instant	N/A	
<b>Summary</b>				
Heals the target with the power of light fairies.				
<b>Effect</b>				
This is a healing spell. It heals the target of 8 points + Magic Power damage. It has no effect on characters of the Undead and Construct categories.				

<b>6</b>	<b>Shoot Arrow</b>			<b>Cost</b>
				6MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	30m/Shot	Instant	Can't	
<b>Summary</b>				
Imbues an arrow with magical power and fires it.				
<b>Effect</b>				
Deals Power 20 + Magic Power damage. This spell cannot be resisted for half damage, but the target's Defense is applied normally. To use this spell, you must be holding an arrow or heavy arrow, which is consumed by the spell. A bullet cannot be used for this purpose.				

<b>6</b>	<b>Virtual Toughness</b>			<b>Cost</b>
				4MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	3 minutes (18 r)	N/A	
<b>Summary</b>				
Weaves fairy magic through a creature's body, momentarily increasing its resistance.				
<b>Effect</b>				
Increase current and max HP of target equal to your Magic Power. These extra HP are lost first when the creature takes damage.				

<b>6</b>	<b>Brave Heart</b>			<b>Cost</b>
				5MP
<b>Target</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
1 Character	10m/Target	30 seconds (3 r)	N/A	
<b>Summary</b>				
Fairy's lift the target's spirits, momentarily strengthening its willpower.				
<b>Effect</b>				
The target becomes immune to all psychic and curse-type spells and effects. This has no effect on effects already on the target.				



## Magitech Spell List

<b>1</b> Solid Bullet ☆			Cost
			1MP
Item	Range/Area	Duration	Resistance
Small, 1 Shot	Touch/-	10 seconds (1 r)	N/A
Summary			
Infuses a mundane bullet with mana.			
Effect			
This spell creates a bullet that deals high damage. The bullet deals Power 20 + Magic Power damage if it hits. Casting this spell is a Minor Action.			


<b>1</b> Targeting Sight ☆			Cost
			3MP
Item	Range/Area	Duration	Resistance
Small	Self/-	10 seconds (1 r)	N/A
Summary			
You enhance your vision, helping you aim your attacks.			
Effect			
You gain a +1 bonus on Accuracy rolls. Casting this spell is a Minor Action.			


<b>1</b> Flashlight			Cost
			2MP
Item	Range/Area	Duration	Resistance
Small	10m/Shot	6 hours	N/A
Summary			
A bright white light emanates from the Magisphere.			
Effect			
Your magisphere emits a bright light. This light emanates in the half-circle ahead of the caster, out to a 10m radius. Within the light, all penalties from darkness are canceled.			

1 Mana Search			Cost
			3MP
Item	Range/Area	Duration	Resistance
Small/Medium /Large	30m/Target	Instant	N/A
Summary			
Scans for items imbued with magic.			
Effect			
<p>Your magisphere shows you the location of all magical items within the area of effect. It does not inform you of the strength or type of the magic.</p> <p>The area is a 10m radius if a small magisphere is used, 30m for a medium sphere, and 50m for a large sphere.</p>			

2 Critical Bullet ☆			Cost
			2MP
Item	Range/Area	Duration	Resistance
Small, 1 Shot	Touch/-	10 seconds (1 r)	N/A
Summary			
Crafts a penetrating bullet.			
Effect			
<p>This spell creates a bullet that deals high damage. The bullet deals Power 20 + Magic Power damage if it hits. In addition, the bullet's critical threshold is reduced by -1 (criticals become more likely).</p> <p>Casting this spell is a Minor Action.</p>			

2 Shadow Body			Cost
			3MP
Item	Range/Area	Duration	Resistance
Small	Self/-	1 minute (6 r)	N/A
Summary			
You wrap yourself in shadowy mana, blurring your outline.			
Effect			
You gain a +1 bonus on Evasion rolls.			

 <b>Knocker Bomb</b>			<b>Cost</b>
			3MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
Small	Touch/-	10 seconds (1 r)	N/A
<b>Summary</b>			
Creates a very small bomb for blowing up locks.			
<b>Effect</b>			
You cause an explosion about 3cm in radius that can break open normal and magical locks. If you attempt to destroy a lock closed by magic, make a contested roll. This spell makes a very loud sound. At the end of the spell's duration (10 seconds), the bomb explodes. The explosion is not large enough to damage creatures.			

 <b>Healing Bullet ☆</b>			<b>Cost</b>
			1MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
Small, 1 Shot	Touch/-	10 seconds (1 r)	N/A
<b>Summary</b>			
Crafts a special bullet that accelerates the healing of a creature it hits.			
<b>Effect</b>			
This spell creates a bullet that heals wounds. The bullet heals Power 0 + Magic Power damage if it hits. The bullet hits as long as you do not score an automatic failure on the roll. This spell has no effect on creatures of the Undead and Construct types. This spell cannot critical. Casting this spell is a Minor Action.			

<b>3</b> Effect Weapon			Cost
			2MP
Item	Range/Area	Duration	Resistance
Small, 1 Creature	10m/Target	3 minutes (18 r)	N/A
Summary			
Applies magical effects to a weapon and allows it to strike with an element.			
Effect			
The target's melee and ranged attacks deal damage as if magic and deal an additional point of physical damage. The affected attacks also deal elemental damage. You may choose Fire, Water, Wind, Earth, or Lightning as the elemental type.			

<b>3</b> Element Bullet ☆			Cost
			1MP
Item	Range/Area	Duration	Resistance
Small, 1 Shot	Touch/-	10 seconds (1 r)	N/A
Summary			
Infuses a bullet with mana and elemental power.			
Effect			
This spell creates a bullet that deals high damage. The bullet deals Power 20 + Magic Power damage if it hits. In addition, the bullet also deals elemental damage. You may choose Fire, Water, Wind, Earth, or Lightning as the elemental type. Casting this spell is a Minor Action.			

<b>3</b> Jump Boots			Cost
			3MP
Item	Range/Area	Duration	Resistance
Small/Medium /Large	Self/-	3 minutes (18 r)	N/A
Summary			
Using your magisphere, you create boots of great jumping and put them on.			
Effect			
For the duration of the spell, your jumping distance is increased. If you used a small magisphere, you jump twice as far, three times as far for a medium magisphere, and five times as far for a large. You take no falling damage from such distances.			

<b>3</b>	<b>Shock Bomb</b>			<b>Cost</b>
				3MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Medium	10m/Shot	Instant	Null	
<b>Summary</b>				
You create and throw a bomb that explodes in a burst of electricity.				
<b>Effect</b>				
The explosion affects a single creature in range. The creature resists the explosion with its Willpower. If it fails, it takes a -12 penalty to its Agility (or -2 to its Agility modifier). This effect cannot reduce a creature's Agility score to 0.				

<b>4</b>	<b>Analyze ☆</b>			<b>Cost</b>
				2MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Small	Self/-	Instant	Can't	
<b>Summary</b>				
You analyze a monster's body or a machine's structure.				
<b>Effect</b>				
You understand the construction and function of a machine. Alternatively, if you use this spell on a monster, you immediately know all of its data without having to make a Sage class roll against its Rarity. However, you cannot identify its weaknesses. Casting this spell is a Minor Action.				

<b>4</b>	<b>Automobile</b>			<b>Cost</b>
				10MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Large	Touch/-	1 hour	N/A	
<b>Summary</b>				
Crafts an automobile two-wheeled vehicle, or Manabike. You can then drive it.				
<b>Effect</b>				
A Manabike has excellent off-road handling and can be driven on any road that a horse can run on. A Manabike carries the caster and one other creature and moves with an Agility of 50. While riding the Manabike, you may not use the targeted large magisphere for any other spells. The spell ends at the caster's command or if the Manabike's rider is attacked.				

<b>4</b>	<b>Quick Loader ☆</b>			<b>Cost</b>
				4MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Small	Self/-	Instant	N/A	
<b>Summary</b>				
You connect your gun with your inventory, automatically loading it.				
<b>Effect</b>				
One gun is automatically loaded with as many bullets as it can hold from your gun belt. Casting this spell is a Minor Action.				

<b>4</b>	<b>Smoke Bomb</b>			<b>Cost</b>
				4MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Medium	10m/Shot	30 seconds (3 r)	Can't	
<b>Summary</b>				
You throw a bomb that releases burning fumes into an area.				
<b>Effect</b>				
A 5m radius area around the struck area fills with smoke. The smoke completely blocks all light and renders vision-based senses useless. Creatures with magical or mechanical senses take no penalty.				

<b>5</b>	<b>Grenade</b>			<b>Cost</b>
				6MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Medium	10m/Shot	Instant	Half	
<b>Summary</b>				
You create and throw a bomb that explodes and deals damage in a wide area.				
<b>Effect</b>				
An area of 5m radius/15 is consumed in a fiery explosion. Creatures in the area are entitled to Willpower checks. The attack deals Power 30 + Magic Power points of fire damage.				

5 <b>Shotgun Bullet</b> ☆			Cost
			2MP
Item	Range/Area	Duration	Resistance
Small, 1 Shot	Touch/-	10 seconds (1 r)	N/A
Summary			
Infuses a bullet with mana, converting it into a fragmenting missile.			
Effect			
This spell creates a bullet that deals damage. The bullet deals Power 20 + Magic Power damage if it hits. When making this attack, the range of the gun is halved, but the attack now targets an area as 3m radius/5. The Combat Feat [Guided Magic] can be used to select targets.			
Casting this spell is a Minor Action.			

5 <b>Wire Anchor</b>			Cost
			4MP
Item	Range/Area	Duration	Resistance
Medium	30m/Shot	3 minutes (18 r)	Null
Summary			
You can fire a wire with a hook attached, grappling onto targets.			
Effect			
The hooked wire is extremely strong and can support up to 200 kg of weight. It can be used to grapple up a wall or to lift or brace the caster. The wire can wind itself up slowly (10 meters per 10 seconds), so it can be used to carry a caster and his gear upwards.			
If used on a character, make a Spellcasting check. As with an attack, the target is entitled to an Evasion check. If this check fails, the target is entangled by the wire, suffering a -2 penalty to Evasion checks, and cannot move more than 30m away from the caster. You may also pull the target by winding the wire (up to 10m in 10 seconds) as a standard action.			
If the target is large enough to have two or more body sections, it takes no penalties and can pull the caster instead.			

<b>6 Create Weapon</b>			<b>Cost</b>
			7MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
Small	Touch/-	1 minute (6 r)	N/A
<b>Summary</b>			
Transforms your magisphere into a magical weapon.			
<b>Effect</b>			
You create a weapon chosen from the weapons list of A rank or less. The created weapon is magical in nature. You may not use the targeted magisphere for any other spells.			

<b>6 Disguise Set</b>			<b>Cost</b>
			3MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
Small	Self/-	1 hour	N/A
<b>Summary</b>			
You disguise yourself instantly, appearing to be another person entirely.			
<b>Effect</b>			
You appear to be another humanoid you know. You can change your face, features, and even your body type. At a glance, you are indistinguishable from the selected humanoid. Anyone trying to see through the disguise must make a contested roll using their Adventurer Level + Intelligence modifier against your Spellcasting check.			

<b>6 Burst Shot ☆</b>			<b>Cost</b>
			3MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>
Small, 3 Shots	Touch/-	10 seconds (1 r)	N/A
<b>Summary</b>			
Infuses 3 bullets with mana, converting them into a powerful shot			
<b>Effect</b>			
This spell merges 3 bullets into one that deals heavy damage. The bullet deals Power 30 + Magic Power damage if it hits. When making this attack, you receive a +2 bonus to damage. If you do not have 3 bullets loaded in your gun, this spell fails. Casting this spell is a Minor Action.			



<b>6</b>	<b>Resist Bomb</b>			<b>Cost</b>
				6MP
<b>Item</b>	<b>Range/Area</b>	<b>Duration</b>	<b>Resistance</b>	
Medium	10m/Shot	3 minutes (18 r)	Can't	
<b>Summary</b>				
You create and throw a bomb that disperses special dust through the area.				
<b>Effect</b>				
An area 5m radius/15 is filled with dust. Creatures in the area take 4 points less of damage from all physical and magical sources of the selected type. The caster chooses Fire, Water/Ice, Earth, Wind, or Lightning upon casting the spell.				

# Combat Feats

Combat Feats are special skills PCs acquire through intense training and represent the culmination of learning new techniques. At character creation, one Combat Feat is chosen. Then, at each odd Adventurer Level (so 3, 5, 7, etc.), an additional Combat Feat is added to the character's repertoire.

There are two kinds of Combat Feats, Passive and Active. Passive Combat Feats, like [Weapon Proficiency/\*\*], are Combat Feats that are always applied, and don't need to be activated in order to receive the benefit. Active Combat Feats, on the other hand, must be activated as a Minor Action during combat, and only apply their effect once before needing to be activated again.



## How to Read Combat Feats

The following is a list of Combat Feats, arranged first by Passive, then Active Combat Feats, then alphabetically within those listings. Listed below is the description of each term used.

### ① Name

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The name of the Combat Feat.

### ② Requirements

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The requirements needed in order to learn the Combat Feat. If a Combat Feat has multiple prerequisites, all of them must

be met in order to learn the Combat Feat. Typical prerequisites include:

**Adventurer Level \* or Higher:** The character's Adventurer Level needs to be at least \*, if not higher.

**\*\* Class Level \* or Higher:** The requisite Class Level, \*\*, needs to be at least \*, if not higher.

[\*\*]: The listed Combat Feats must be learned first.

### ③ Class

If the Combat Feat uses a Class Level in its calculation somewhere, the class required is listed here.

### ④ Summary

Provides a quick, one or two sentence blurb about the Combat Feat.

### ⑤ Effect

Provides the specific details of the Combat Feat.

Evasive Maneuvers ①			
Req.	Adventurer Level 3 ②	Class	- ③
Sum.	You evade attacks with nimble steps. ④		
Effect	Your Evasion increases by +1. ⑤		

## Passive Combat Feats List

The feats listed here are always in effect. They do not need to be activated. Passive Combat Feats include effects that improve on Active Combat Feats or allow you to take new actions.

Evasive Maneuvers			
<b>Req.</b>	Adventurer Level 3	<b>Class</b>	-
<b>Sum.</b>	You evade attacks with nimble steps.		
<b>Effect</b>	Your Evasion increases by +1.		

Tenacity			
<b>Req.</b>	Fighter or Grappler 5	<b>Class</b>	-
<b>Sum.</b>	You toughen your body so you can take more punishment.		
<b>Effect</b>	Your maximum HP increases by +15.		

Precise Shot			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You aim your shots carefully to make sure they strike true.		
<b>Effect</b>	You don't risk a misfire when you fire a ranged weapon into a battlefield.		

Twin Strike			
<b>Req.</b>	[Dual Wielding]	<b>Class</b>	-
<b>Sum.</b>	You can attack two enemies at once.		
<b>Effect</b>	<p>If you are wielding a weapon in each hand, you may roll Accuracy twice against two different targets. You may select the target for the second attack after the first has been resolved.</p> <p>If you use [Chain Attack] after [Twin Strike], you may choose either of Twin Strike's targets as the new target.</p>		

Aimed Shot			
Req.	None	Class	-
Sum.	You can shoot at an enemy's weak point for massive damage.		
Effect	<p>You can execute an aimed shot with a ranged weapon. You may only make an aimed shot on a character who has not moved or taken only Limited Moves over the past round. You may not target a character who is in melee. First, the target must not be aware of you, or you must hide using a Hide action. The target of the aimed shot may make a Danger Sense check to notice your presence. If the distance exceeds 10m, the character using Aimed Shot gets a +1 bonus on his Hide check.</p> <p>If the Hide check succeeds, the sniper can make an aimed shot. By taking ten seconds to aim, the sniper receives a +1 bonus to Accuracy, and his critical rate is reduced by one (criticals become more likely). The effect of aiming can be stacked up to three times, after which the bonus to Accuracy is +3 and the critical rate is reduced by 3 (to a minimum of 8).</p>		

Hawk Eye			
Req.	[Precise Shot] or [Guided Magic]	Class	-
Sum.	You track your enemies like a hawk hunting its prey.		
Effect	You can cast magic and make ranged attacks whenever an enemy is not fully shielded by cover such as forests, or through battlefields. You may also target enemies partially shielded by blocking items or cover such as brush.		

Chain Attack			
Req.	Gain a level in Grappler	Class	Grappler
Sum.	After making an attack, you strike the same enemy once more.		
Effect	<p>You automatically learn this feat when you gain your first Grappler level. You may not learn it any other way.</p> <p>When you attack while wielding a weapon of the Wrestling category in one hand, you can make another attack against the same enemy.</p> <p>Normally this will be a second attack, but you can use this skill with [Twin Strike] to make two attacks and then make [Chain Attack] your third. If you do, the attack from [Chain Attack] is not subject to the penalties from [Dual Wielding]. Furthermore, as long as you attack with a Wrestling weapon, you can use the same weapon or a different weapon.</p> <p>You cannot use [Chain Attack] with [Throw Attack].</p>		

Iron Wall			
Req.	[Cover]	Class	-
Sum.	You can defend more allies.		
Effect	<p>This feat enhances [Cover]. When you declare [Cover], you can choose to cover up to three allies. You may only cover for allies in the same battlefield as you.</p> <p>You may only cover for each ally once per round.</p>		

Improved Throw			
Req.	Adventurer Level 3, [Throw Attack]	Class	Grappler
Sum.	Your throw attack is more powerful.		
Effect	<p>This feat increases the power of [Throw Attack] and improves its effect. You can throw four-legged creatures and even creatures with up to eight legs and two body sections. The Power of the [Throw Attack] increases to 20.</p>		

Dual Technique			
Req.	Adventurer Level 5, [Dual Wielding]	Class	-
Sum.	You can fight perfectly with both your weapons.		
Effect	When you attack with both your weapons against a single target, you do not incur an Accuracy penalty. You can equip two weapons each with a Minimum Strength rating of up to 15.		

Weapon Proficiency/**			
Req.	None	Class	-
Sum.	You are more skilled and graceful with your chosen weapon.		
Effect	You must choose a weapon category for ** when you learn this feat, such as Swords or Axes. When you wield a weapon of that category, you deal +1 damage. In addition, you can wield A rank weapons of that category. You may take this feat multiple times for different weapon categories.		

Weapon Proficiency II/**			
Req.	Adventurer Level 5, [Weapon Proficiency/**] (same category)	Class	-
Sum.	You are even more skilled and graceful with your chosen weapon.		
Effect	When you wield a weapon of the ** category, you now deal an extra +2 damage (for a total of +3). In addition, you can wield S rank weapons of that category.		

Trample			
Req.	Adventurer Level 5, [Throw Attack]	Class	Grappler
Sum.	You attack with your feet after throwing an enemy.		
Effect	When you successfully hit with [Throw Attack], you may then make another attack against the same enemy. Use the Kick weapon or your equipped foot weapon to attack. If you attempt this attack and the target successfully dodges, you incur the -2 penalty due to being prone.		

<b>Block</b>			
<b>Req.</b>	Adventurer Level 3	<b>Class</b>	-
<b>Sum.</b>	You can engage several enemies, trapping them in a brawl.		
<b>Effect</b>	When the character is in a battlefield, he counts as twice his size when determining if characters are blocking movement through that battlefield. A PC would count as two characters, while monsters with two body segments count as four characters.		

<b>Armor Proficiency/**</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You are more skilled and graceful in your chosen armor.		
<b>Effect</b>	You must choose an armor category for ** when you learn this feat, either metal, nonmetal, or shields. When you wear armor of that category, your Defense increases by +1. In addition, you can wear A rank armor of that category. You may take this feat multiple times for different armor categories.		

<b>Armor Proficiency II/**</b>			
<b>Req.</b>	Adventurer Level 5, [Armor Proficiency/**] (same category)	<b>Class</b>	-
<b>Sum.</b>	You are even more skilled and graceful with your chosen armor.		
<b>Effect</b>	When you wear armor of the ** category, you now gain an extra +2 points of defense (for a total of +3). In addition, you can wear S rank armor of that category.		

<b>Magic Control</b>			
<b>Req.</b>	[Guided Magic], [Magic Convergence]	<b>Class</b>	-
<b>Sum.</b>	Your understanding of magic lets you affect only the targets you want.		
<b>Effect</b>	When you cast a spell with an area of effect, you may choose which allies and enemies in the area are affected by the spell. If you cast into a battlefield, you may choose any targets you want up to the maximum target limit of the spell.		



<b>Guided Magic</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You take aim with your spell to strike an enemy.		
<b>Effect</b>	You can target an aimed spell at any enemy who is behind incomplete cover or blocking. Also, you don't risk a misfire if you cast an aimed spell into a battlefield.		

<b>Dual Wielding</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You can wield a weapon in each hand.		
<b>Effect</b>	<p>When you make a melee or ranged attack, you can attack twice, once with a weapon in each hand. You cannot aim at two targets at once, so both attacks must be made at the same target. In addition, both attacks incur a -2 Accuracy penalty.</p> <p>You can only wield weapons with a combined Minimum Strength of up to 15.</p> <p>You may not wield two weapons at once without having [Dual Wielding].</p>		

<b>MP Save/**</b>			
<b>Req.</b>	Adventurer Level 5	<b>Class</b>	-
<b>Sum.</b>	You use mana more efficiently, reducing your consumption.		
<b>Effect</b>	<p>Choose one Wizard class for ** when you learn this feat. Any spell you use from that class consumes 1 less MP. This effect cannot reduce the cost of a spell to 0 MP (minimum 1 MP). When you learn new spells from the selected class, the new spells will also have reduced cost.</p>		

## Active Combat Feats List

These Combat Feats must be activated to take effect. Activating a Combat Feat is a Minor Action. You may only activate one Combat Feat per turn.

Penalties imposed by a Combat Feat last until the beginning of the user's next turn.

Cover			
Req.	None	Class	-
Sum.	You defend nearby allies by blocking attacks.		
Effect	<p>When you declare [Cover], select one creature in the same battlefield or that you can reach in a single move. Whenever that character is subject to a melee or ranged attack, you become the target of that attack instead. That attack hits you without a roll.</p> <p>[Cover] triggers automatically when the subject is targeted by an attack. It can only trigger once per round and will not trigger against magical attacks, other feats, or effects that hit an area. [Cover] can only be used on a willing creature.</p> <p>The effect of [Cover] lasts until the beginning of your next turn.</p>		

Aimed Attack			
Req.	None	Class	-
Sum.	You focus on accuracy over raw power as you attack.		
Effect	<p>Each of your Accuracy checks is made with a +1 bonus, but your critical threshold increases by +1 (criticals become less likely). If your critical threshold is already 13 or more, you cannot use [Aimed Attack].</p>		

<b>Aimed Attack II</b>			
<b>Req.</b>	[Aimed Attack]	<b>Class</b>	-
<b>Sum.</b>	You attack even more accurately, striking with surgical precision.		
<b>Effect</b>	Each of your Accuracy checks is made with a +2 bonus, but your critical threshold increases by +2 (criticals become less likely). If your critical threshold is already 12 or more, you cannot use [Aimed Attack II].		

<b>Power Strike</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You focus on offense and attack for high damage.		
<b>Effect</b>	Your melee attacks do +4 damage. When you use [Power Strike], you suffer a -2 penalty to Evasion until your next turn.		

<b>Taunting Strike</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	As you attack, you taunt the enemy and draw his attacks.		
<b>Effect</b>	You make a wide, flashy attack, drawing your target's attention to yourself. An attack made with [Taunting Strike] deals -2 damage. A target hit by a [Taunting Strike] must attack the user whenever possible, though the method of attack is up to the target. Taunting Strike has no effect on characters with over 18 Intelligence or monsters with a high intelligence rating. If the target cannot attack the user, Taunting Strike has no effect. If Taunting Strike is used through a ranged attack, it has no effect if the user is 10m or more from the target.		

Throw Attack			
Req.	Gain a level in Grappler	Class	Grappler
Sum.	You attack by hurling the enemy.		
Effect	<p>You automatically learn this feat when you gain your first Grappler level. You may not learn it any other way.</p> <p>You can use the two-handed Wrestling weapon "Throw". You can only use Throw on creatures with two legs and one body section. You cannot use [Throw Attack] with [Chain Attack].</p> <p>If you hit, the target takes damage and is knocked prone. Until the end of the turn when a prone enemy stands up, it takes a -2 penalty to all skill checks, except for Fortitude and Willpower checks.</p>		

Lethal Strike			
Req.	None	Class	-
Sum.	You attack an enemy's weak point for massive damage.		
Effect	<p>When determining Calculated Damage from a melee attack, the weapon's critical threshold is reduced by 1 (criticals become more likely). [Lethal Strike] cannot reduce the critical rate to 7 (minimum 8).</p> <p>When you use Lethal Strike, you suffer a -2 penalty to Evasion.</p>		

Metamagic/Accuracy			
Req.	None	Class	-
Sum.	You cast a spell at an enemy repeatedly, ensuring you hit.		
Effect	<p>You cast a spell repeatedly in one turn. You make a separate Spellcasting roll for each casting, then choose one to apply. You pay the MP cost for each attempt.</p> <p>If the spell has an effect based on Power Tables, roll for it only once.</p> <p>You can activate this feat on the same turn as any other [Metamagic] feat.</p>		

<b>Metamagic/Targets</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You infuse a spell with extra mana to make it affect more targets.		
<b>Effect</b>	<p>You increase the number of targets a spell can affect. Multiply the MP cost by the number of additional targets (2x for two more targets, 3x for three targets, etc.). You cannot use [Metamagic/Targets] on a spell with a range of Self or Touch. You can select the targets one by one, or all at the time of casting if you prefer.</p> <p>You can activate this feat on the same turn as any other [Metamagic] Combat Feat.</p>		

<b>Metamagic/Distance</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You infuse a spell with extra mana to extend its range.		
<b>Effect</b>	<p>You increase the range of a spell by two or three times. Multiply the MP cost by as much as the range was extended. You cannot use [Metamagic/Distance] on a spell with a range of Self or Touch.</p> <p>You can activate this feat on the same turn as any other [Metamagic] Combat Feat.</p>		

<b>Metamagic/Time</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You infuse a spell with extra mana to extend its duration.		
<b>Effect</b>	<p>You increase the duration of a spell effect by two or three times. Multiply the MP cost by as much as the duration was extended. You cannot use [Metamagic/Time] on a spell with a duration of Instant or Permanent.</p> <p>You can activate this feat on the same turn as any other [Metamagic] Combat Feat.</p>		

<b>Metamagic/Area</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You infuse a spell with extra mana to widen its area of effect.		
<b>Effect</b>	<p>You widen the effect of a spell whose area is a radius. The MP cost of the spell increases by one time over for each meter the radius is to be expanded (2x for 1m, 3x for 2m, etc.). The maximum number of affected targets also increases. The new target limit is equal to the number of characters who can be in the battlefield.</p> <p>You can activate this feat on the same turn as any other [Metamagic] Combat Feat.</p>		

<b>Magic Convergence</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You shrink the area of a spell to pinpoint only the target you want to affect.		
<b>Effect</b>	You can cast a spell whose area is a radius such that only a single target is affected.		

<b>Mana Strike</b>			
<b>Req.</b>	None	<b>Class</b>	-
<b>Sum.</b>	You infuse your attacks with mana to deal more damage.		
<b>Effect</b>	<p>You can add your Magic Power to your melee damage. You may choose any Wizard Class Level you have to determine your Magic Power.</p> <p>When you use [Mana Strike], you suffer a -1 penalty to Evasion, Fortitude, and Willpower checks.</p>		

# Items

In the world of Raxia, skills and magic will only get one so far. Even if a PC excels at their classes, there are times where it can be too dangerous to rely on skill alone. It is those times where the proper items and equipment can make a difference. The items introduced here are just some of those found in the world of Raxia.



## How to Read Item Data

The following is a list view of items, and explanations for each section.

### ✂Category

[Sword] and [Axe] are described as such. This also affects the 《Weapon Proficiency/\*\*》 Combat Feat.

### ✂Rank

For weapons and armor, there are four ranks: B, A, S, and SS. B-Rank equipment can be equipped by anyone. A-Rank equipment requires the appropriate 《Weapon Proficiency/\*\*》 or 《Armor Proficiency/\*\*》 Combat Feat. For S-Rank and SS-Rank equipment, please refer to rulebooks 2 and 3.

### ① Name

The name of the weapon, armor, etc.

1	2	3	4	5									6	13		
Name	Stance	Min STR	Accuracy	Power	3	4	5	6	7	8	9	10	11	12	Crit Rate	Price
Knife	1H*	1	-	1	0	0	0	1	2	3	3	3	4	4	10	30

1	2	3	4	5									6	7	13		
Name	Stance	Min STR	Accuracy	Power	3	4	5	6	7	8	9	10	11	12	Crit Rate	Add'l Dm	Price
Light Crossbow	2H	1	-	16	1	2	3	4	4	5	6	7	7	8	10	4	160

1	10	2	3	4	8	6	9	13
Name	Max Magazine	Stance	Min STR	Accuracy	Magic Power	Crit Rate	Range	Price
Matchlock	3	1H	1	-	-	11	10m	360

1	3	11	12	13
Name	Min STR	Evasion	Defense	Price
Cloth Armor ✕1	1	-	2	15

## ② Stance

The number of hands required to use the weapon effectively. Also notes whether or not the weapon can be thrown, as well as methods of usage. The notations are as follows.

**[1H]:** Requires one hand to wield.

**[2H]:** Requires both hands to wield.

**[1H†]:** Allows either one or two hands to wield. Data for 2-handed stance is included immediately below.

**[1H\*]:** Can be used as a throwing weapon. If thrown, counts as a [Thrown] missile weapon instead of its normal category.



**[1H#]:** Does not use the hands but is still treated as a 1-handed weapon.

**[2Hs]:** This weapon has multiple stances and deals slashing damage.

**[2Hp]:** This weapon has multiple stances, and deals piercing damage.

### ③ Min STR

---

Stands for Minimum Strength. A PC needs to have a Strength equal to or exceeding the listed Strength to equip that item. If they do not, their skills receive a penalty, and they do not receive the benefits of the item in question. This does not add together, so a character with multiple weapons and armor needs to have a minimum Strength equal to or greater than the highest Min STR of their equipment to gain benefits from all of them.

### ④ Accuracy

---

Shows how accurate each weapon is.

### ⑤ Power

---

The Power of the weapon. A results of a roll of 2d, when compared to the chart ranging from 3-12 for each weapon, determines the damage calculation.

### ⑥ Crit Rate

---

Shorthand for "Critical Threshold". When attacking, if the total of your dice alone meet or exceed the Crit Rate, your attack is critical.

## ⑦ Add'l Dmg

---

Stands for Additional Damage. When rolling damage for [Crossbows], add the number given to the roll.

## ⑧ Magic Power

---

Mainly used by [Guns]. When determining damage, add the number given to the roll.

## ⑨ Range

---

Unique to [Guns]. Represents the effective range of weapons that require aiming at the desired target.

## ⑩ Max Magazine

---

Represents a [Gun]'s maximum capacity for bullets.

## ⑪ Evasion

---

Certain armor and shields may modify a PC's evasion. This may be in addition to, or for some armors instead of, Defense.

## ⑫ Defense

---

Represents the defenses provided by armor and shields. This is often given in addition to Evasion, but there are exceptions.

## ⑬ Price

---

The price of weapons, armor, items, etc. Listed in Gamels (G). Unwanted equipment can be bought back for half the listed price.

## Melee Weapons

Most melee weapons tend to be inexpensive, and their use tends to earn favor with those who fight on the front lines. However, even a wizard may use melee weapons in self-defense, though not as proficiently. Even punches, kicks, and wrestling techniques will be examined here.

Each category is separated according to strength and ease of use, with more difficult weapons requiring a bit more training to use. Otherwise, there is naught but money stopping one from purchasing their weapon of choice.

### B-Rank Swords

Swords and knives. Relatively easily concealed, and just as easily drawn.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Knife	1H*	1	-	1	0	0	0	1	2	3	3	3	4	4	⑩	30
Dagger	1H*	3	-	3	0	0	1	1	2	3	4	4	4	5	⑩	50
Short Sword	1H	5	-	5	0	1	1	2	2	3	4	5	5	5	⑩	80
Rapier	1H	8	-	8	0	1	2	2	3	4	4	5	6	6	⑩	110
Saber	1H	10	-	10	1	1	2	3	3	4	5	5	6	7	⑩	190
Estoc	2H	11	-	21	1	2	3	4	6	6	7	8	9	10	⑩	370
Long Sword	1H†	13	-	13	1	2	3	3	4	4	5	6	7	7	⑩	440
	2H	13	-	23	2	2	3	5	6	7	7	8	9	10	⑩	
Broad Sword	1H	15	-	15	1	2	3	4	4	5	5	6	7	8	⑩	340

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Bastard Sword	1H+	17	-	17	1	2	3	4	5	5	6	7	7	8	⑩	560
	2H	17	-	27	2	3	4	6	6	8	8	9	9	10	⑩	
Falchion	2H	18	-	28	2	3	4	6	6	8	9	9	10	10	⑩	790
Zweihander	2H	20	-	30	2	4	6	6	7	8	9	10	10	10	⑩	860
Shamshir	2H	22	-	32	3	4	5	6	7	8	10	10	10	11	⑩	950
Great Sword	2H	24	-	34	3	4	5	6	8	9	10	10	11	11	⑩	1,020

## A-Rank Swords

Only those with 《Weapon Proficiency/Sword》 may equip the following weapons.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Flissa	1H	8	-	13	1	2	3	3	4	4	5	6	7	7	⑩	880
Flamberge	1H+	23	-	28	2	3	4	6	6	8	9	9	10	10	⑩	1,580
	2H	23	-	38	3	5	6	7	8	10	10	11	12	13	⑩	
Dragonslayer	2H	28	-	43	4	6	7	8	9	10	11	12	13	14	⑩	2,760

## B-Rank Axes

Whether single- or double-bladed, the defining feature of axes is their immense Power. This is balanced out by their increased difficulty to critically hit, however.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Hand Axe	1H*	7	-	12	1	2	2	3	4	4	5	6	6	7	⑪	90
Battle Axe	1H†	16	-	21	1	2	3	4	6	6	7	8	9	10	⑪	360
	2H	16	-	31	2	4	5	6	7	8	9	10	10	11	⑪	
Great Axe	2H	18	-	33	3	4	5	6	8	8	10	10	10	11	⑪	410
Heavy Axe	1H†	20	-	25	2	3	4	5	6	7	8	8	9	10	⑪	440
	2H	20	-	35	3	4	5	7	8	9	10	10	11	12	⑪	
Bulova	2H	22	-	37	3	5	6	7	8	9	10	11	12	12	⑪	490
Minotaur's Axe	2H	30	-	45	4	6	7	9	10	10	11	12	13	14	⑪	950

## A-Rank Axes

Only those with 《Weapon Proficiency/Axe》 may equip the following weapon.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Halberd	2Hs	20	-	40	4	5	6	7	9	10	11	11	12	13	⑪	1,080
	2Hp	20	-	35	3	4	5	7	8	9	10	10	11	12	⑩	

## B-Rank Spears

The spear. Characterized by the point at the end of its haft, it's increased Power comes at the loss of Accuracy.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Javelin	1H*	5	-1	10	1	1	2	3	3	4	5	5	6	7	⑩	65
Short Spear	1H*	10	-1	15	1	2	3	4	4	5	5	6	7	8	⑩	110
Spear	1H†	15	-1	20	1	2	3	4	5	6	7	8	9	10	⑩	170
	2H	15	-	25	2	3	4	5	6	7	8	8	9	10	⑩	
Long Spear	1H†	20	-1	25	2	3	4	5	6	7	8	8	9	10	⑩	220
	2H	20	-	30	2	4	4	6	7	8	9	10	10	10	⑩	

## A-Rank Spears

Only those with 《Weapon Proficiency/Spear》 may equip the following weapon.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Ahlspiess	1H†	15	-1	25	2	3	4	5	6	7	8	8	9	10	⑩	480
	2H	15	-	30	2	4	4	6	7	8	9	10	10	10	⑩	

## B-Rank Maces

With both high Power and higher accuracy, the mace is a dangerous weapon. Don't expect to critically hit all too often, however.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Light Mace	1H	5	+1	10	1	1	2	3	3	4	5	5	6	7	⑫	120
Heavy Mace	1H+	15	+1	20	1	2	3	4	5	6	7	8	9	10	⑫	330
	2H	15	+1	30	2	4	4	6	7	8	9	10	10	10	⑫	
Maul	2H	20	+1	35	3	4	5	7	8	9	10	10	11	12	⑫	440
Ogre Maul	2H	30	+1	45	4	6	7	9	10	10	11	12	13	14	⑫	640

## A-Rank Maces

Only those with 《Weapon Proficiency/Mace》 may equip the following weapon.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Biliong	1H	7	+1	17	1	2	3	4	5	5	6	7	7	8	⑫	460

## B-Rank Staves

A sturdy piece of carved wood, staves are reliable weapons, even for those of lower Strength. Spellcasters also use them as a channel for their magic, though typically Sorcerers are seen focusing their Truespeech Magic through one.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Mage Staff	2H	1	+1	11	1	2	2	3	3	4	5	6	6	7	⑫	110
Quarterstaff	2H	4	+1	14	1	2	3	4	4	4	5	6	7	8	⑫	140

## A-Rank Staves

Only those with 《Weapon Proficiency/Staff》 may equip the following weapon.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Mana Staff※	2H	3	+1	13	1	2	3	3	4	4	5	6	7	7	⑫	6,800

※Increases Magic Power by +1 and is considered a magical weapon.



## B-Rank Flails

A weight or iron ball attached with a chain to a handle, a flail is a simple weapon. However, while its swings carry a lot of Power, they lack the Accuracy of other weapons in exchange.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Light Flail	1H	7	-1	12	1	2	2	3	4	4	5	6	6	7	⑩	90
Flail	1H†	10	-1	15	1	2	3	4	4	5	5	6	7	8	⑩	240
	2H	10	-1	25	2	3	4	5	6	7	8	8	9	10	⑩	
Morningstar	1H	12	-1	17	1	2	3	4	5	5	6	7	7	8	⑩	280
Heavy Flail	1H†	15	-1	20	1	2	3	4	5	6	7	8	9	10	⑩	340
	2H	15	-1	30	2	4	4	6	7	8	9	10	10	10	⑩	

## A-Rank Flails

Only those with 《Weapon Proficiency/Flail》 may equip the following weapon.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Goedendag	1H†	18	-1	28	2	3	4	6	6	8	9	9	10	10	⑩	1,540
	2H	18	-1	38	3	5	6	7	8	10	10	11	12	13	⑩	

## B-Rank Warhammers

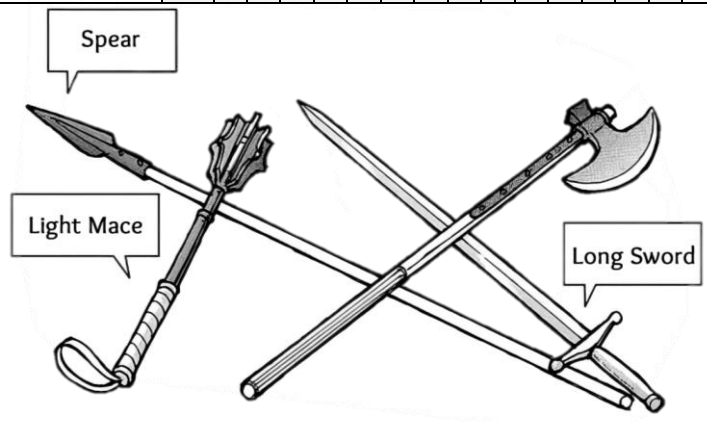
A weapon used by rank-and-file troops, warhammers are relatively inexpensive, but difficult to successfully attack with.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Pick	1H	2	-1	7	0	1	1	2	3	4	4	5	5	6	⑩	60
Warhammer	1H	11	-1	16	1	2	3	4	4	5	6	7	7	8	⑩	250
Mattock	2H	20	-2	40	4	5	6	7	9	10	11	11	12	13	⑩	440

## A-Rank Warhammers

Only those with 《Weapon Proficiency/Warhammer》 may equip the following weapon.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Bec-De-Corbin	2Hp	20	-1	40	4	5	6	7	9	10	11	11	12	13	⑩	1,800
	2Hs	20	-2	45	4	6	7	9	10	10	11	12	13	14	⑩	



## B-Rank Wrestling

Encompasses punching, kicking, Grappler techniques, and weapons that can be used with punches or kicks. It is important to know that the weapons listed here do not inhibit any sort of movement of the arms or legs.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Punch	1H	0	-	0	0	0	0	1	2	2	3	3	4	4	⑫	-
Kick	1H#	0	-1	5	0	1	1	2	2	3	4	5	5	5	⑫	-
Throw※	2H	0	-	0	0	0	0	1	2	2	3	3	4	4	⑫	-
Cestus※	1H	1	+1	1	0	0	0	1	2	3	3	3	4	4	⑩	40
Spiked Boots※	1H#	1	-1	11	1	2	2	3	3	4	5	6	6	7	⑩	160

※Grappler only. A Cestus increases punch damage, while Spiked Boots increase kick damage. A character can equip two of each, one in each hand/on each foot.

## A-Rank Wrestling

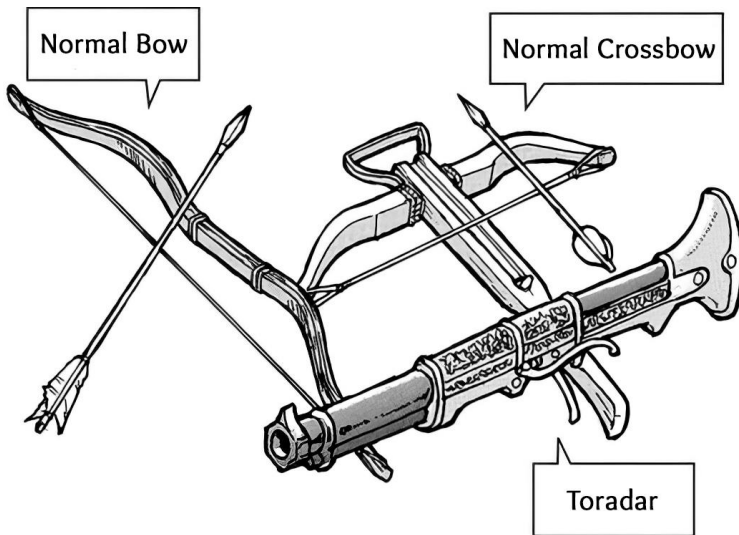
Only those with 《Weapon Proficiency/Wrestling》 may equip these weapons.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Hard Knuckle※	1H	5	+1	10	1	1	2	3	3	4	5	5	6	7	⑩	440
Stomper※	1H#	5	-1	20	1	2	3	4	5	6	7	8	9	10	⑩	520

※Grappler only. Hard Knuckles increases punch damage, while Stompers increase kick damage. A character can equip two of each, one in each hand/on each foot.

## Ranged Weapons

Only skilled Marksmen are able to handle all ranged weapons. [Bows], [Crossbows], [Guns], and [Thrown Weapons] each have their own characteristics, so choose wisely. In addition, it is a good idea to keep track of the range and number of ammunition remaining.



## B-Rank Thrown Weapons

Includes a variety of thrown weapons, often with irregular trajectories. Thrown weapons can usually be recovered after being thrown, but not always. Any thrown weapon has a range of 10m, and additional damage is calculated by adding a PC's Marksman class level (if any) and their Strength modifier.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Stone	1H*	1	-	6	0	1	1	2	3	3	4	5	5	5	⑫	0
Knife	1H*	1	-	1	0	0	0	1	2	3	3	3	4	5	⑩	30
Dagger	1H*	3	-	3	0	0	1	1	2	3	4	4	4	5	⑩	50
Hand Axe	1H*	7	-	12	1	2	2	3	4	4	5	6	6	7	⑩	90
Javelin	1H*	5	-1	10	1	1	2	3	3	4	5	5	6	7	⑩	65
Short Spear	1H*	10	-1	15	1	2	3	4	4	5	5	6	7	8	⑩	110

## A-Rank Thrown Weapons

Only those with 《Weapon Proficiency/Thrown Weapons》 may equip these weapons.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Chakram	1H*	1	-	6	0	1	1	2	3	3	4	5	5	5	⑩	100

## B-Rank Bows

For those who wish to stay farther from combat than a thrown weapon allows, there is the bow. They are easy enough to fire each round, but it's just as easy to lose track of how many arrows are left. Arrows have a range of 20m, and additional damage is calculated by adding a PC's Marksman class level (if any) and their Strength modifier.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Short Bow	2H	2	-	12	1	2	2	3	4	4	5	6	6	7	⑩	60
Normal Bow	2H	7	-	17	1	2	3	4	5	5	6	7	7	8	⑩	120
Long Bow	2H	12	-	22	1	2	3	5	6	6	7	8	9	10	⑩	170
Heavy Bow	2H	17	-	27	2	3	4	6	6	8	8	9	9	10	⑩	220

## A-Rank Bows

Only those with 《Weapon Proficiency/Bows》 may equip these weapons.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Wrapped Bow	2H	13	-	28	2	3	4	6	6	8	9	9	10	10	⑩	780

## B-Rank Crossbows

More than just the combination of a bow and a gun stock, a crossbow is a dangerous weapon. It can fire a quarrel each round with little difficulty. Compared to [Bows], [Crossbows] require less Strength to use for a much longer range and higher damage output. However, additional damage is fixed for each crossbow, regardless of class level. B-Rank Crossbows have a range of 30m.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Add'l Dmg	Price
Light Crossbow	2H	1	-	16	1	2	3	4	4	5	6	7	7	8	⑩	4	160
Normal Crossbow	2H	5	-	20	1	2	3	4	5	6	7	8	9	10	⑩	4	260
Heavy Crossbow	2H	10	-	25	2	3	4	5	6	7	8	8	9	10	⑩	4	530

## A-Rank Crossbows

Only those with 《Weapon Proficiency/Crossbows》 may equip these weapons. A-Rank Crossbows have a range of 50m.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Add'l Dmg	Price
Tham i	2 H	18	-	38	3	5	6	7	8	10	10	11	12	13	⑩	7	1,480

## B-Rank Guns

Guns are a unique type of weapon in Raxia, dealing pure magical damage instead of physical damage. Artificer Class is required to fire bullets and use guns. Being a ranged weapon, a Marksman still adds their class level to Accuracy, but the damage dealt keys off of the user's Artificer Magic Power. Each gun has its own critical value and Strength requirement, as each gun is different. Finally, while every gun comes with a holster to carry it, changing weapons from or to a one-handed gun is a Minor Action.

Name	Max Magazine	Stance	Min STR	Accuracy	Magic Power	Crit Rate	Range	Price
Matchlock	3	1H	1	-	-	11	10m	360
Toradar	3	2H	5	-	-	10	30m	800
Jezail	3	2H	10	-	+1	10	50m	1,200

## A-Rank Guns

Only those with 《Weapon Proficiency/Guns》 may equip these weapons.

Name	Max Magazine	Stance	Min STR	Accuracy	Magic Power	Crit Rate	Range	Price
Derringer	2	1H	1	+1	-	10	10m	600
Tempest	6	2H	10	-	+1	11	30m	2,000
Longbarrel	1	2H	15	+1	+2	10	50m	3,500



## Ammunition

Each category of ranged weapons, aside from [Thrown Weapons], has their own type of ammunition, whether it's arrows, quarrels, or bullets. Quivers and gun belts can be worn at the hip, slung across the back, etc.

Name	Price
Arrow (1)	1
Arrow (12)	10
Silver Arrow (1)	50
Quarrel (1)	2
Quarrel (12)	20
Silver Quarrel (1)	100
Quiver (holds 12 arrows/quarrels)	20
Bullet (1)	5
Bullets (12)	50
Silver Bullet (1)	250
Gun Belt (holds 12 bullets)	20



## Armor

Armor is typically worn over the body to provide Defense to those that wear it. Shields provide similar protection, though in a handheld form. Do be aware that, while there is less armor than there are weapons, the armor listed here can be more expensive.

### B-Rank Nonmetallic Armor

Name	Min STR	Evasion	Defense	Price
Cloth Armor ※1	1	-	2	15
Point Guard ※2	1	+1	0	100
Soft Leather	7	-	3	150
Hard Leather	13	-	4	340

※1: Grapplers may equip

※2: Grappler only

### A-Rank Nonmetallic Armor

Only those with 《Armor Proficiency/ Nonmetallic Armor》 may wear the following armor.

Name	Min STR	Evasion	Defense	Price
Aramid Coat※	5	+1	2	750
Breast Armor	10	-	5	1,000

※Grapplers may equip

## B-Rank Metal Armor

It requires more strength to wear, but it is providing higher degree of defense. However, wearing metal armor interferes with the use of sorcerer magic, conjurer magic, and fairy magic.

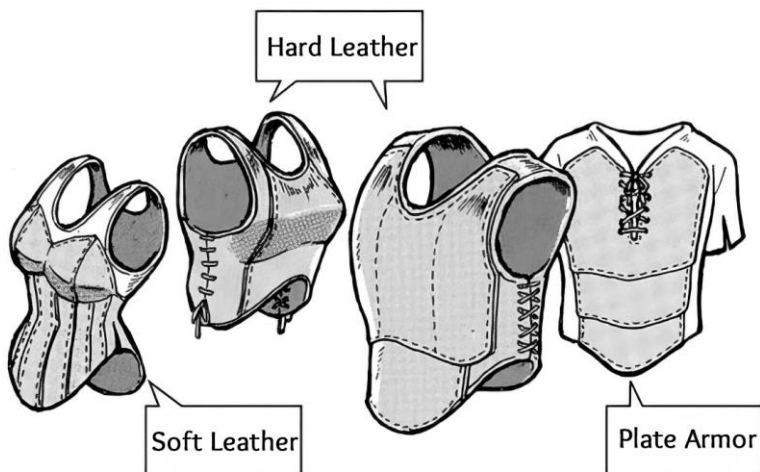
Name	Min STR	Evasion	Defense	Price
Splint Armor	15	-	5	520
Chainmail	18	-1	6	760
Plate Armor	21	-2	7	1,200
Suit Armor※	24	-3	8	2,500

※: Unsuitable for long-distance travel. Dexterity -6.

## A-Rank Metal Armor

Only those with 《Armor Proficiency/Metal Armor》 may wear the following armor.

Name	Min STR	Evasion	Defense	Price
Brigandine	18	-1	7	3,800
Fortress	27	-3	9	8,200



## B-Rank Shields

All shields are held in one hand. They give bonuses to evasion and defense. If you equip two or more shields, the effects will not overlap.

Name	Min STR	Evasion	Defense	Price
Buckler	1	+1	-	60
Round Shield	8	-	+1	100
Kite Shield	13	+1	+1	500
Tower Shield	17	-	+2	600

## A-Rank Shields

Only those with 《Armor Proficiency/Shield》 may wear the following armor.

Name	Min STR	Evasion	Defense	Price
Spiked Shield※	13	+1	+2	1,800

※: Can be used as a weapon (see below), but do not gain benefit of Defense that turn.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Price
Spiked Shield	1H	13	-	13	1	2	3	3	4	4	5	6	7	7	⑩	1,800

## General Equipment

This is a list of items that adventurers need, items and daily necessities that are convenient to have. When you're on an adventure, you'll need a variety of items. If you buy weapons and armor and you have enough money, you may want to buy these items as well.

### Items/Gadgets

Name	Price	Notes
Adventurer Set	100	Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

### Containers

Name	Price	Notes
Bag	8	Fabric
Belt Pouch	15	Leather
Waterskin	20	Leather
Backpack	50	Leather

### Camping Equipment

Name	Price	Notes
Tableware Set	12	Cup, Plate, Bowl
Blanket	40	
Cooking Utensil Set	50	Frypan, Pan, Cooking Spoon
Tent	250~350	250 for 4 people, 300 for 5 people, 350 for 6 people

## Lighting Equipment

Name	Price	Notes
Torch	5	Set of 6. Lasts 2 hours each, even if dropped.
Tinderbox	20	Box of flint and kindling. Ignites in 10 minutes.
Oil	20	Lantern oil. Burns 12 hours.
Hu Lamp	100	Small pot containing flint and a mechanical spark. Ignites in 1 minute.
Lantern	40	Shattered lantern. Destroyed when dropped.

## Adventurer's Tools

Name	Price	Notes
Rope	10	10m long, 1G for each additional 1m.
Blanket	40	
Small Hammer	10	Set of 10. 2G for each additional piton.
Grappling Hook	10	Cannot be used as a weapon.
Piton	20	Set of 10. 2G for each additional piton.
Small Knife	20	Cannot be used as a weapon.
Hand Mirror	50+	Small: 50G, Cosmetic: 100G, Full-length: 150G

## Clothing

Name	Price	Notes
Change of Clothes	10+	One week's worth of clothes.
Underwear	3+	
Casual Wear	6~8	Shirt 6G, Skirt 7G, Pants 8G
Swimwear	20+	
Snowsuit	80+	Top and bottom included.
Maid/Butler Outfit	90+	Top and bottom included.
Riding Outfit	100+	Top and bottom included.
Robe/Dress	100+	

## Miscellaneous

Name	Price	Notes
Writing Quill	2	
Ink	3	
Cloth	4~10	Handkerchief size: 4G, Wrapping size: 10G
Parchment	5	Bundle of 5 sheets.
Blank Book	30+	20 pages.
Stuffed Toy	30~75	Small: 30G, Medium: 50G, Large: 75
Scout's Tools	100	Set of wire, skeleton keys, and other such tools. If you do not have tools, Scout class skills receive a fixed -4 penalty.
Key of Unlocking	100	Allows an attempt at opening a magically closed door. Regardless of success, it will break after one use.
Instrument	100+	Portable instrument, such as a lute or harp.

## Food/Drink

Name	Price	Notes
Ale	1+	Price is for 1 cup. Barrel: 300G
Wine	2+	Price is for 1 cup. Bottle: 20G
Meal (1 person)	3+	Snack: 3G, Lunch Set: 8G, Dinner 15G
Preserved food (1 day)	10+	Dried meat and fruits.
Preserved food (1 week)	50+	Value pack.
Nutrition Capsule	100+	Runefolk only. Only 1 is needed per week.

## Work Animals

Name	Price
Donkey	800
Mule	1,000
Packhorse	1,500
Camel	2,000
Riding Horse	5,000
War Horse	10,000

## Lodging

Name	Price	Notes
1 Day (excluding meals)	15+	Stable Corner: 15G, Standard Room: 30G, Suite: 100G
1 Week (excluding meals)	150+	Only available by reservation.

## Cost of Living

Name	Price	Notes
Lifestyle Expenses	10+	Frugal Living: 10G, Decent Living: 30G



## Chemicals/Herbs

## Herbs

Chemicals used to recover depleted HP and MP. The Ranger Class increases the amount recovered.

Name	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Price
Lifegrass※1	10	1	1	2	3	3	4	5	5	6	7	30
Magic Herb※2	0	0	0	0	1	2	2	3	3	4	4	100

※1: Restores HP. Cannot be used in combat. 10 min. to take effect.

※2: Restores MP. Cannot be used in combat. 10 min. to take effect.

## Potions

Name	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Price
Healing Potion ※1	20	1	2	3	4	5	6	7	8	9	10	100
Awake Potion ※2												100

※1: Instantly recovers HP. Can be used in combat.

※2: Same effect as Awaken spell, except Range is Touch.

## Wizards' Items

Required to use magic, or tools designed to help with casting magic. Sense Magic will show these items as being magical.

Name	Price
Magical Implement	100, can be made as a weapon for 200
Holy Symbol	100
Enchanted Oak Branch	50
Enchanted Clay	200
Fairy Gem	50
Magisphere	Small: 200, Medium: 500, Large: 1,000
Mako Stone (1-5 pts.)	100 per point
Mako Stone (6-10 pts.)	200 per point
Mako Stone (11-15 pts.)	300 per point
Mako Stone (16-20 pts.)	400 per point



### Items for Wizard-type Classes!

You cannot use magic unless you equip Wizards' Items! Magical Implement should be equipped at right or left hand, Holy Symbol, Gems and Magisphere (Small) can be equipped anywhere, Magisphere (Medium) should be equipped at waist or back, and Magisphere (Large) should be equipped at back.



## Accessories

Accessories are items (other than clothes) that can be worn. Each accessory has a certain area where it can be worn, which is shown on your character sheet. In addition, accessories listed as [Other] can be worn as though it were another area (for example, both the [Fake Moustache] and [Glasses] are worn on the face, so you could wear the [Fake Moustache] on the [Face] slot and write [Glasses] in the [Other] slot).

The prices listed are the minimum market value, with many items having higher-quality versions (with a higher price tag). It is assumed that a character can start with some common accessories at character creation, as well as items like clothes and underwear.

Some accessories are magical, so refer to the appropriate page for more information.

### Head Accessories

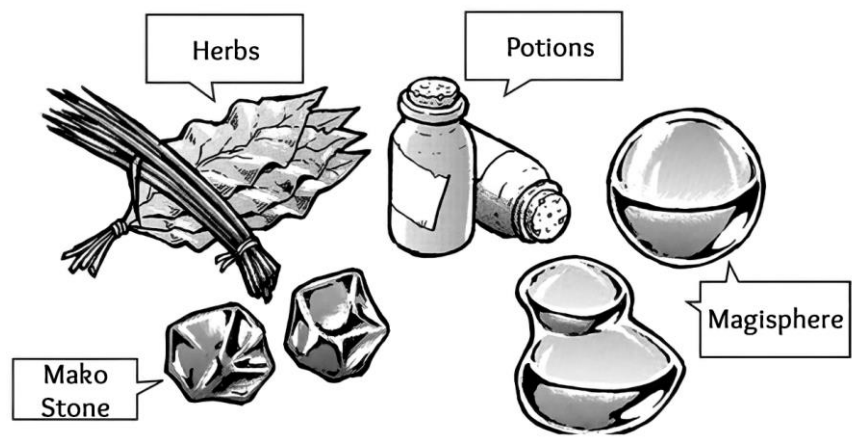
Name	Price	Notes
Hairpins	3	Beads: 3, Gemstones: 6, Silver: 100
Hat	7	Knitted Fabric: 7, Leather: 15, Silk: 100
Circlet	20	
Veil	40	Made of fine lace
Toupee	300	Able to hide baldness
Crown/Tiara	10,000+	Decorated with plenty of jewelry, custom orders only
Salamander Hairpin	1,500	[Magic] When thrown, deals Power 20 + 5 pts. Fire damage
Pointed Hat	3,000	[Magic] Monster Knowledge checks +1
Angel Ring	5,000	[Magic] Forces the wearer to sleep deeply.

## Face Accessories

Name	Price	Notes
Mask	2	Only covers the mouth and nose
Disguise	10~100	Wooden: 10, Party: 60, Metal: 100
Fake Moustache	20	Causes inappropriate laughter and loss of dignity
Glasses	150	
Monocle	200	Similar to glasses, requires special order
Sunglasses	1,000	Special glasses made of ancient materials

## Ear Accessories

Name	Price	Notes
Earrings	2~100	Beads: 2, Gemstones: 5, Silver: 100
Ring Earring	8+	Made of metal. Silver: 100
Earmuffs	10+	Protects ears from cold weather
Rabbit Earrings	4,000	[Magic] Listen checks +1



## Neck Accessories

Name	Price	Notes
Necklace	5+	Beads: 5, Gemstones: 8, Silver: 100
Choker	10+	For loyal servants
Muffler	15+	Protects neck from cold weather
Rose Choker	1,000	[Magic] Break to reduce damage by -2.
Lucky Charm	2,000	[Magic] Loot Determination rolls +1
Amulet of Light	3,000	[Magic] +1 Fortitude, Willpower and Evasion vs. Undead attacks
Amulet of Prayer	3,000	[Magic] Healing effects +1

## Back Accessories

Name	Price	Notes
Half Mantle	30+	Waist-length cloak. 40 with hood
Long Mantle	40+	Knee-length cloak. 50 with hood
Poncho	50~55	Square fabric with central hole for head. 55 with hood.
Little Wing	3,000	[Magic] Falling damage -20 pts.

## Hand Accessories

Name	Price	Notes
Ring	5~100	Beads: 5, Gemstones: 8, Silver: 100
Wristband	7	
Bracelet	9~100	Leather: 9, Gemmed: 12, Silver: 100
Gloves	10~18	Knitted Fabric: 10, Leather: 18

Name	Price	Notes
Ability-Enhancing Ring※	500	[Magic] +1 to any ability score. Break to increase bonus to +13 once.
Ability-Enhancing Bracelet※	1,000	[Magic] +2 to any ability score. Break to increase bonus to +14 once.
Sunshine Band	1,000	[Magic] Break to receive +2 bonus to Vitality.
Moonlight Band	1,000	[Magic] Break to receive +2 bonus to Spirit.
Droplet Bracelet	5,000	[Magic] Made with spring water. Ice damage -1.
Ring of the Mind	5,000	[Magic] +1 Resistance bonus to Willpower

※The bonuses provided by these items do not stack with each other (for example, one cannot equip both items for a +3 bonus to an ability score).

### Waist Accessories

Name	Price	Notes
Belt	10~15	Thin leather. 15 for a design on belt
Garterbelt	50+	
Corset	80+	Rather stylish, though less so on men
Champion's Buckle	5,000	[Magic] May cast Lightning with 6 Magic Power, Cost: 10MP
Black Belt	3,000	[Magic] +1 Defense

### Foot Accessories

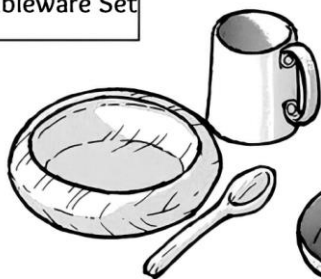
Name	Price	Notes
Toe Ring	5~100	Beads: 5, Gemstones: 8, Silver: 100
Trendy Shoes	15+	

Name	Price	Notes
Boots	20~25	Ankle-length leather boots. 25 for knee-length
Anklet	20~100	Metal. Silver: 100
Skanda Boots	2,000	[Magic] Movement speed +5m
Angel Shoes	8,000	[Magic] While worn, always float 10cm above the ground

### Other Accessories

Name	Price	Notes
Braid	1~3	Simple hair braid. White: 1, Other color: 3 each
Ribbon	1~3	White: 1, Other color: 3
Bandanna	5	
Scarf	7	
Piercing	8~100	Gemstone: 8, Silver: 100
Chain	30~35	Cannot be a weapon. Colored chain: 35
Gem Case	100~200	Leather case holds up to 4 Fairy Gems. Silver: 200.
Chandelle Products	-	Luxury brands available in Zalts region. Price +50% (min. +300)

Tableware Set



Cooking Utensil Set



## Magic Items

### How to Read Magic Items

**Skanda Boots** ①

② Base Price: 2,000

Popularity ③	10	App.	Boots made of blue and white leather straps ④	Equip	Feet ⑤
Summary	Travel Distance increased ⑥		Era ⑦	Al Menas	
Effect ⑧	<p>The boots have wind magic woven into them, allowing the wearer to walk more lightly than usual.</p> <p>Characters taking a Full Move increase their speed by 15m, while those taking a Normal Move increase their speed by 5m.</p>				

#### ① Name

The name of the magic item. If a character equips multiple items with the same name, the effect is only applied once.

#### ② Base Price

The basic price to buy, listed in Gamels (G). Fluctuates from region to region, depending upon a variety of factors (exchange rates and so on).

#### ③ Popularity

Shows how well-known the magic item is, the lower the better. Roll against this number on an Appraise check.

#### ④ App. (Appearance)

How the magic item looks.



**⑤ Equip**

Shows where on the body the magic item can be worn to gain its effect.

**⑥ Summary**

A quick sentence describing the effect of the magic item.

**⑦ Era**

Shows the era in which the magic item was created.

**⑧ Effect**

The effect of the magic item, described in detail.

## Magic Item List

**Skanda Boots**

**Base Price:** 2,000

<b>Popularity</b>	10	<b>App.</b>	Boots made of blue and white leather straps	<b>Equip</b>	Feet
<b>Summary</b>	Travel Distance increased			<b>Era</b>	Al Menas
<b>Effect</b>	The boots have wind magic woven into them, allowing the wearer to walk more lightly than usual. Characters taking a Full Move increase their speed by 15m, while those taking a Normal Move increase their speed by 5m.				

**Amulet of Prayer**

**Base Price:** 10,000

<b>Popularity</b>	12	<b>App.</b>	Silver necklace with a pendant	<b>Equip</b>	Neck
<b>Summary</b>	Increases the effect of HP-restoring magic			<b>Era</b>	Al Menas
<b>Effect</b>	When a magic effect that restores HP is used by the person wearing this amulet, add 1 additional point to the healing done.				

**Ifrit's Whisker****Base Price:** Remaining uses x 500G

<b>Popularity</b>	17	<b>App.</b>	Twisted, crimson-tipped quarterstaff (Min STR 4)	<b>Equip</b>	Weapon
<b>Summary</b>	Shoots Fireballs (Magic Power 6)			<b>Era</b>	Al Menas
<b>Effect</b>	This staff comes with 2d charges of Fireball. When the command word is spoken, a fireball will shoot from the tip. You may not use this ability and attack with the staff in the same round.				

PART 1

**Rabbit Earrings****Base Price:** 4,000

<b>Popularity</b>	10	<b>App.</b>	Earrings with pink gemstones	<b>Equip</b>	Ear
<b>Summary</b>	Hearing is sharpened, like a rabbit's			<b>Era</b>	Al Menas
<b>Effect</b>	While wearing these earrings, you gain a +2 bonus to Listen checks.				

PART 2

PART 3

**Angel Ring****Base Price:** 5,000

<b>Popularity</b>	12	<b>App.</b>	Gold circlet engraved with Al Menas words	<b>Equip</b>	Head
<b>Summary</b>	Forces the wearer to sleep deeply			<b>Era</b>	Al Menas
<b>Effect</b>	When placed on the head, the wearer falls into a magically induced deep sleep, and remains sleeping for as long as the circlet is worn. While sleeping, the wearer is unaffected by time, as though it had stopped only for them.				

PART 4

PART 5

**Northern Needles****Base Price:** 1,000

<b>Popularity</b>	13	<b>App.</b>	A set of red-tipped needles and a small box	<b>Equip</b>	-
<b>Summary</b>	Needle in box always points north			<b>Era</b>	Al Menas
<b>Effect</b>	A small wooden box and a set of small magic needles. When a needle is placed in the box, the red tip will always point north, no matter where you are.				

**Moonlight Band****Base Price:** 1,000

<b>Popularity</b>	12	<b>App.</b>	Stylized silver bracelet inlaid with a black gemstone	<b>Equip</b>	Hand
<b>Summary</b>	Break the stone to increase Spirit			<b>Era</b>	Al Menas
<b>Effect</b>	When wearing this bracelet, you may activate this effect. After any die roll, you may declare you are destroying the stone. If you do, receive a +2 bonus to Spirit.				

**Lucky Charm****Base Price:** 2,000

<b>Popularity</b>	10	<b>App.</b>	A pendant with a picture of a bluebird	<b>Equip</b>	Neck
<b>Summary</b>	Wearer is more likely to be lucky			<b>Era</b>	Al Menas
<b>Effect</b>	When wearing this pendant, all rolls for monsters Loot table receive a +1 bonus.				

**Droplet Bracelet****Base Price:** 5,000

<b>Popularity</b>	12	<b>App.</b>	A bracelet set with a blue jewel	<b>Equip</b>	Hand
<b>Summary</b>	Creates water and absorbs ice and water damage			<b>Era</b>	Al Menas
<b>Effect</b>	The wearer of the bracelet can speak a command word and cause water to issue forth from the inset gem. This ability can only be activated three times per day, and each activation produces one liter of water. Also, the wearer takes -1 Water/Ice damage while wearing the bracelet.				

**Ring of the Mind****Base Price:** 5,000

<b>Popularity</b>	12	<b>App.</b>	A thin, silver ring	<b>Equip</b>	Hand
<b>Summary</b>	Increases willpower			<b>Era</b>	Al Menas
<b>Effect</b>	The wearer of the ring gets a +1 bonus on Willpower checks. This is a lesser version of a ring said to have been favored by Imperial mages in ancient times.				

**Angel Shoes****Base Price:** 8,000

<b>Popularity</b>	12	<b>App.</b>	White shoes	<b>Equip</b>	Foot
<b>Summary</b>	Always floating			<b>Era</b>	Al Menas
<b>Effect</b>	The person wearing these shoes will act as though they are Hovering (as the Fairy spell).				

**Pointed Hat****Base Price:** 3,000

<b>Popularity</b>	10	<b>App.</b>	Tall conical hat	<b>Equip</b>	Head
<b>Summary</b>	Remembering monster knowledge becomes easier			<b>Era</b>	Al Menas
<b>Effect</b>	The person wearing the hat will receive a +1 bonus to all Monster Knowledge checks.				

**Ability-Enhancing Bracelet****Base Price:** 1,000

<b>Popularity</b>	8	<b>App.</b>	Stylized silver bracelets with gems of various colors	<b>Equip</b>	Hand
<b>Summary</b>	Increases an ability, with more drastic effects when broken			<b>Era</b>	Al Menas
<b>Effect</b>	<p>Those who wear these bracelets increase the appropriate ability (except Vitality and Spirit) by +2 points. At any time after making a roll, the wearer may choose to break the gem. If they do, the ability increase for that roll is increased by 14 points instead.</p> <p>The bracelets are called as follows:  <b>“Master’s Bracelet”</b> - Green. Increases Dexterity.  <b>“Super Strong Bracelet”</b> - Red. Increases Strength.  <b>“Gale Bracelet”</b> - Purple. Increases Agility.  <b>“Wisdom Bracelet”</b> - Blue. Increases Intelligence.</p>				

PART 1

PART 2

PART 3

**Ability-Enhancing Ring****Base Price:** 500

<b>Popularity</b>	8	<b>App.</b>	Stylized silver rings with gems of various colors	<b>Equip</b>	Hand
<b>Summary</b>	Increases an ability, with more drastic effects when broken			<b>Era</b>	Al Menas
<b>Effect</b>	<p>Those who wear these rings increase the appropriate ability (except Vitality and Spirit) by +1 point. At any time after making a roll, the wearer may choose to break the gem. If they do, the ability increase for that roll is increased by 13 points instead.</p> <p>The rings are called as follows:  <b>“Ring of Skill”</b> - Green. Increases Dexterity.  <b>“Herculean Ring”</b> - Red. Increases Strength.  <b>“Ring of the Fleet-footed”</b> - Purple. Increases Agility.  <b>“Ring of Intelligence”</b> - Blue. Increases Intelligence.</p>				

PART 4

PART 5

## Champion's Buckle

Base Price: 5,000

Popularity	10	App.	Buckle molded in hero's likeness	Equip	Waist
Summary	Shoots Lightning (Magic Power 6)			Era	Al Menas
Effect	When the wearer speaks the command word, lightning fires out of the hero's mouth. This effect costs 10 MP to use. You may not use this ability and attack in the same round.				

## Rose Choker

Base Price: 1,000

Popularity	10	App.	Silver choker engraved with roses	Equip	Neck
Summary	Reduces damage once			Era	Al Menas
Effect	When the wearer speaks a command word, they are surrounded by a pink light, causing the next damage to the wearer to be reduced by -2 points. You can choose how to defend after reducing the damage. This item has one use and will break afterwards.				

## Amulet of Light

Base Price: 3,000

Popularity	10	App.	Low-hanging necklace with white jewels	Equip	Neck
Summary	Protects wearer from Undead			Era	Al Menas
Effect	The wearer receives a +1 bonus to Evasion, Fortitude and Willpower when attacked by Undead monsters.				

**Salamander Hairpin****Base Price:** 1,500

<b>Popularity</b>	7	<b>App.</b>	Salamander-shaped hair pin	<b>Equip</b>	Head
<b>Summary</b>	Thrown hairpin becomes flaming arrow (Range 10m)			<b>Era</b>	Al Menas
<b>Effect</b>	<p>When thrown, this hairpin transforms into a flaming arrow, never missing the target it is thrown at. The target struck with this hairpin will receive Power 20 + 5 points of fire damage, with the Power roll treated as a 12. A successful Willpower check halves this damage. You cannot use this item and attack in the same round. This item has one use and will break afterwards.</p>				

**Black Belt****Base Price:** 3,000

<b>Popularity</b>	8	<b>App.</b>	Black leather belt	<b>Equip</b>	Waist
<b>Summary</b>	Increases Defense			<b>Era</b>	Al Menas
<b>Effect</b>	<p>The wearer of this belt has +1 Defense. It is said this belt is made from tanning a special leather.</p>				

**Magic Weapon +1****Base Price:** Weapon price +5,000 / +10,000

<b>Popularity</b>	10	<b>App.</b>	Varies	<b>Equip</b>	Weapon
<b>Summary</b>	Weapon enhanced by magic			<b>Era</b>	Al Menas
<b>Effect</b>	<p>A magic weapon receives +1 additional damage and accuracy. As there are a variety of weapons, so too are there a variety of magic weapons. To find the price for B-Rank magic weapons, add 5,000G to the base price of the weapon. A-Rank magic weapons add 10,000G instead. An already-made weapon can be made magical by the Institute of Magitechnology, but enchanting a weapon takes one month.</p>				

## Sunshine Band

Base Price: 1,000

<b>Popularity</b>	8	<b>App.</b>	Stylized silver bracelet inlaid with a white gemstone	<b>Equip</b>	Hand
<b>Summary</b>	Break the stone to increase Vitality			<b>Era</b>	Al Menas
<b>Effect</b>	When wearing this bracelet, you may activate this effect. After any die roll, you may declare you are destroying the stone. If you do, receive a +2 bonus to Vitality.				

## Little Wing

Base Price: 3,000

<b>Popularity</b>	12	<b>App.</b>	Ornament of small white wings	<b>Equip</b>	Back
<b>Summary</b>	Reduces damage from a fall			<b>Era</b>	Al Menas
<b>Effect</b>	This item is attached to the wearer's back. Whenever the wearer falls a great distance, a gentle breeze buffers him and blunts the impact of his fall. All falling damage taken by the wearer is reduced by -20.				





# PART 4 WORLD

Here you can find various things about Raxia, world of SW 2.0. In this part players can read how fascinating this world is, and GMs can find helpful information about Raxia that can help them to create different scenarios for sessions.

Part 4 is about the world, not the rules. The information here is not enforceable and there are no rules to remember. What is written here is can be applied to your own worlds. You can take Raxia only as an example.

You can add new locations or parts of the world that aren't listed here and make them relevant to your current setting.

# Sword World of Raxia



## The Swords of Creation

Raxia, a world produced by swords.

When the world was formed, three swords were used to carve existence out of nothing. These three swords – Lumiere, Ignis, and Cardia – became known as the Swords of Creation. The very act of creating the world infused each of these blades with near-limitless magic.

The origins of the Swords themselves is shrouded in mystery, as no one knows where they came from or by whose hand they were forged. When magic was used to try and divine their origins, it was revealed that the Swords were discovered when the world was naught but wilderness and were scattered over the ages.

The Swords wanted to be used. They got their wish and scattered the seeds of life throughout the lands. However, as the plants and animals grew from nothing and prospered, the Swords of Creation were left unused, unable to exert their will the fledgling lifeforms. So, the Swords began to search, seeking a spirit of life with which to craft a soul. It is from this first soul that arose the first sentient being.

In short, from the Swords was born the first human.

These souls give humans their own personal hearts and minds. By becoming individual personalities, humans break away from the lesser animals.

## Birth of the Divine Ancestor

It is unknown how long the Swords languished, until one day one person noticed the sword, they held was Lumiere, the First Sword.

Lumiere believed this person to be a worthy holder, and thus empowered the wielder immensely. The power to move the heavens and the earth, to make the sea roil and jump; these powers increased greatly when in the hands of one chosen by the Sword.

As is natural of people, they looked upon Lumiere and its wielder with awe and worshiped the Sword. After a time, the wielder of the Sword, the "Divine Ancestor" took the name Lyfos, the God of Creation, and the people of his land were called the "Little People".

Lyfos was known for his mild temperament and chose to use the Sword to carve a better place for him and his people. With the power to change the world, Lyfos took to a pilgrimage, teaching his people the basics of culture.

However, Lyfos could not teach all of his people by himself, and so took a close group of followers and gave them some of Lumiere's power to aid in his mission. Thus was the extend of Lyfos' desire to see harmony in the world.

It was from this splitting of Lyfos' power that many other gods were born. The "Little People" also divided, as the different environments began to spawn different races. The Elves and

Dwarves arose from this split, each with their own separate cultures and habits.

However, with the gods' divine insight, the races turned not to war, but to harmony and co-operation.

It was a very happy time.

## Divine Conflict

Such peace was not to last, however. After a short time, another man came forward with the Second Sword of Creation, Ignis. He, like Lyfos, was chosen by the Sword and received incredible power from it.

However, this man did not share Lyfos' temper or attitude, and selfishly kept the Sword. He used it to meet his own needs before those of another's and formulated a plan to conquer Raxia.

The first of the malevolent gods, the man introduced himself as Dalkhrem, the God of War. He also revealed that he was building an army to overthrow the forces of Lyfos.

Dalkhrem began to experiment, to try and create the perfect warrior for his army. By corrupting the soul of a creature, he found that the resulting monster did not restrain itself on the field of battle. Using this technique to create different monstrous races, Dalkhrem corrupted the creatures of the land and successfully created an army of evil.

With this army, Dalkhrem challenged Lyfos' right to rule.

The War of the Gods had begun.

At the onset of the battle, those who fought under Dalkhrem had the advantage, as Lyfos' people did not initially possess the means to fight back.

However, Dalkhrem's forces began to weaken, due to a couple of factors. The first sign of Dalkhrem's eventual downfall was the cooperation of the Little People against the forces of evil. In addition, some of Dalkhrem's subordinates were just as selfish as their commander, and the Second Sword Ignis was stolen from him.

The Second Sword was passed around to many of the high-ranking subordinates, and their corrupt forms gave birth to new malevolent gods. With his power base destabilized, Dalkhrem began to lose control over his forces.

In this moment of weakness, Lyfos and Lumiere seized the opportunity to attack the forces of evil. Dalkhrem's forces, while they were in disarray, now had not only Dalkhrem but the new gods born from Ignis' power to lead them.

What was thought to be a relatively short battle became a long war, with no foreseeable end in sight. Victory would not be so easily won by either side.

### Sword of Grief

This stalemate lasted for quite some time, with each side looking for something that would tip the balance in their favor. That something would end up being the final Sword of Creation, the Third Sword, Cardia.

However, Cardia did not wish to be used in battle against another Sword of Creation. Thus, the third sword chose to shatter into pieces rather than be used for good or ill.

As a result, the shards of Cardia, now seen as crystals of incredible magical power, scattered to the ends of the earth. With the Third Sword now unable to aid one or the other, the Swords Lumiere and Ignis were again at a stalemate.

This was soon remedied, as both the First Sword Lumiere and the Second Sword Ignis were lost in a long and arduous battle. Little by little, the battles end, and an uneasy ceasefire hangs over the battlefield.

With this, the gods fell into a long sleep to heal their wounds.....

## From Myths to Modern Times

Thus, the Little People were left alone in the world.

With the gods who built the current civilizations either lost or sleeping from the incredible battles they fought, the Little People are embarking on a new journey, starting an adventure in this new era.

However, the concepts of "Harmony", espoused by the humanoids who followed Lyfos and the First Sword Lumiere, and "Freedom", carried on by the barbaros who were born of Dalkhrem and the Second Sword Ignis, still come into conflict with one another to this day.

The hours have turned into days, which became months, becoming years, then hundreds and soon thousands of years. Both sides have developed cultures, cultures that have fought, fallen into decline and are reborn again. Entire civilizations have come and gone, lost to the sands of time.

And now.

The world begins to enter the fourth era of civilization.

The fate of the world remains blank, awaiting the hand and will of one strong enough to write it.

Not even the gods themselves can foresee the future...



## Swords of Creation

These three swords were said to be present at the beginning of the world, known as the Swords of Creation.

The First Sword, "The Sword of Harmony" - Lumiere

The Second Sword, "The Sword of Freedom" - Ignis

The Third Sword, "The Source of Mana" - Cardia

These names began with the Little People, and future generations have continued to refer to the Swords as such.

The legends held that the powers of any one of the Three Swords is equal to that of the others; however, their real intentions were lost in time and could not be discerned.

Therefore, legends told of Cardia being the Sword that had the best intentions, as it did not wish to be used against the others. It's also thought that when Cardia shattered, the followers of Lumiere and Ignis blamed each other and flung themselves back into conflict.

Even after the age of mythology, there were still a great many gods, some of which boldly set out to find the remaining two Swords and claim their power. Yet Lumiere and Ignis still sleep, hidden away to wait for a suitable wielder.

## Swords of Creation

In Raxia, a great many magical swords have been made since the War of the Gods.

Lyfos allowed his people to use the Sword of Creation to create replicas for their own use, copies that are not nearly as powerful as the original yet retain a little of Lumiere's magic. One useful thing about these copy swords was that normal humans were able to wield them without needing a divine spark.

However, those replicas that were forged within the first three generations of replication hold much greater power, and those who wield such swords feel as though they hold some of Lyfos' power as well.

### Sword Labyrinths

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Replicated Swords of Creation that were closer to the original seem to carry some unusual powers within them.

This power reflects the consciousness of the first owners, forcing its reality into a nearby labyrinth. It is said that the original owners were hateful and delusional and did not want their copies to fall into others' hands with ease. It is thus that these swords were confined to a labyrinth. Since such distorted thoughts were behind the creation of the labyrinths, traps and monsters that would find the place rather inhospitable may be found inside anyway.

Yet, those who are able to conquer a sword evil enough to create a labyrinth are said to have a great power within themselves. Adventurers who delve into these depths hope that they are the one, and yet such labyrinths are not uncommon even today.



Of course, such dungeons are dangerous and complex places, in order to hide these magical artifacts. Demons are often summoned to protect it, tailor-made to be dangerous guards. Also, if the intent to find one of these swords is strong, great treasures may be conjured up to distract and waylay would-be hunters. It is thus that a sword will allow one it finds worthy to wield it, even among a full adventuring party. There are those who would sell information about various swords and their purposes, but they are quite expensive even for adventurers. Most of these labyrinths are also trapped, but adventure and death often go hand-in-hand.

A person who travels to the deepest part of the labyrinth and claims the sword becomes its Lord. In many cases, a sword will not accept one who is just beginning but will seek out those with experience. Young adventurers who try and use these weapons will often find the sword falling out of its sheath, strangely becoming heavy, or not even there at all!

There are many cases in which a labyrinth exists, and the sword interred inside has gone missing. In these cases, barbaros and mythical beasts tend to make their way into such labyrinths and settle there.

Among labyrinths, one of the largest is an underground mega dungeon, and boasts more than 50 floors. It is said that over 100 adventurers have attempted to brave the depths, and not one has made it to the final floor. Around such large labyrinths, towns and cities often spring up, serving those who come to attempt the labyrinth's depths.

## **Swords of Protection**

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A Sword of Protection holds a power that can prevent one's soul from being scarred and tainted.

These swords were originally forged as replicas of the original Lumiere, and it is thought that the Al Menas were the first and largest producer of these reproductions. It is thought that the sheer number of replica Lumieres helped to drive the barbaros away from civilized lands and into the underground.

Those who approach one of these swords and have some amount of soulscarring (typically through resurrection) begin to feel increasingly uneasy, to the point of painfulness. The more scarred one's spirit is, the greater pain and discomfort the sword inflicts, so even powerful barbaros are not immune. This effect combined with the effects of soulscar manifestations has led to the creation of undead, those unfortunate souls who were too impure to wield a sword but also could not leave its presence.

Conversely, if a person has only a few soulscars, they are not affected as harshly. Also, the swords will not react to the natural soulscars of Nightmares, though any accumulated-on top of that does count. In mechanical terms, a character starts to feel pain and discomfort if they have the third stage (or higher) of soulscar manifestations. While the Great Catastrophe caused a great many of these swords to be lost, there were some swords that had cities and castles built around their power. These swords still maintain their power to drive away the barbaros, and numerous stories exist of a sword's power saving one town or another.

In order to maintain this power, however, those swords still active need to absorb Sword Shards, which are more often than not found in the hands of one barbaros or another.

## Sword Shards

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While their true identity is unknown, these small pieces of sharp metal have become known as Sword Shards due to their appearance.

A Sword Shard is an interesting piece of magic, able to be absorbed into one's body. It tends to be readily apparent if a creature is in possession of a Sword Shard, as it tends to be visible on the skin (often around the forehead and chest, if applicable). Occasionally, Shards will not break the skin while the creature is alive, but death will show the presence of any Shards the creature may have absorbed.

Sword Shards are often found among humanoids and Barbaros, though reports exist of animals, mythical beasts, and even plants having absorbed a Shard or two. Shards are typically attracted to creatures with superior abilities and powers, so Barbaros leaders tend to absorb quite a few Sword Shards over their lifetime.

When it comes to absorbing Sword Shards, Barbaros tend to have the highest concentration of Shards per member out of any group, while plants rarely get in contact with a Shard. Humanoids, animals, and mythical beasts also have high frequencies of Sword Shards as well, but not nearly in the numbers that the Barbaros do.

For humanoids, however, these Sword Shards have a special importance, as mentioned earlier. A Sword of Protection, used to repel Barbaros from civilized areas, requires Sword Shards to maintain its power. Therefore, many kings, temples, and even the Adventurer's Stores have taken to offering rewards for the recovery of Sword Shards. There are also cases of adventurers for recovering Sword Shards receiving lavish

and extravagant gifts, including famous draft, racing and war horses being offered up to the heroes.

Sword Shards collected to power the Swords of Protection are further shattered into a fine powder, and their power is transferred via numerous rituals. This power can be maintained for quite a while, given enough Shards, and can repel Barbaros and undead rather easily. Thus, Shards are always being hunted for in order to preserve the various wards.

Sword Shards can also be sold to the Adventurer's Guild for 200G per Shard, though most adventurers have taken to donating the Shards free of cost to the Guild.

### Presence of a Fourth Sword

For the most part, the Legend of Creation was said to have three Swords of Creation.

However, there have been some heretical rumors that there was at least four Swords of Creation.

The fourth Sword is said to be the legendary sword Fortune, with the nicknames "Sword of Destiny" or the "Broken Sword of the Gods".

While ancient relics and books have not been found that can confirm its existence, the story is famous throughout the world.

According to the stories, it is said that as the Battle of the Gods passed into legend and their last rites were spoken, this Sword will convey those words as its purpose. And as its own name is spoken, it is said to be able to slay the Gods. Because it is still said to be sleeping in Raxia, those who seek its power and believe the stories are far too numerous to count.

One who is said to wield Fortune, the "Broken Sword of the Gods", is said to be able to fulfill any desire. Many heroes and brave men fought through the War of the Gods to find this Sword, and the one who wields it is said to be without equal on the battlefield.

Tradition also says that it will grant one's wish, but in doing so will not only turn the wielder to stone, but the sword will disappear again, to be found by another it deems worthy.



## Inhabitants of Raxia

### Humanoids

A generic term, oft used to describe the whole of humans, elves, and dwarves. Produced from the Sword of Creation Lumiere and followers of Lyfos and the rest of the gods of Harmony.

In recent years, tabbits and runefolk have been associated with this term as well.

These races are often of mild temperament, though more and more have become aggressive due to long-running conflicts with the barbaros.

### Barbaros

Ogre, Boggart, and Drake. The power of the Second Sword of Creation, Ignis, and the gods of Freedom gave rough form to these tribes of beasts.

Generally fierce, violent, and warlike, their souls have been deeply scarred and they revel in destruction and slaughter.

Although, there are a few barbaros who have been able to control their primal instincts and take on a more peaceful nature.

In addition, while humanoids may refer to the various bestial races as barbaros, the beastmen do not often use this term themselves.

## Mana

When Cardia, the Third Sword of Creation, shattered into pieces, it is said that this sundering released mana into the world. Mana in an invisible force, permeating everything in the world, and one can create magic by manipulating this mana to realize phenomena that would seem otherwise impossible.

Crystallized mana also exists underground and can be mined in the form of Mako Stones. Mako Stones are deep purple jewels, glowing with an inner light that pulses a few centimeters below the surface of the gem. An interesting side note is that this inner light winks out when the Mako Stone is out of mana.

Because of the existence of Mako Stones, there is a theory that the Swords of Creation are not mere steel, but blades of crystallized mana. As none alive have seen the true Swords of Creation, this remains a myth, albeit a popular one.

## Fairies

It is said that fairies are the result of mana infused into natural phenomena such as wind and earth. For this reason, they can be found nearly everywhere in the world, though they tend to prefer natural settings over man-made ones. Even simple forces, such as fire and water, can be sources of fairies.

A fairy's appearance can vary wildly, due to the chaotic nature of mana, but oftentimes they appear as tiny humanoids with shimmering wings growing out of their backs.

Fairies do possess a good amount of intelligence and are able to speak their own language. However, a fairy can often remember only the most recent conversation, and their vocabulary is not too extensive either. While fairies may be able to perform some tasks, complex missions such as information gathering is far beyond the extent of what one can do. Even if they were asked to understand, they would quickly forget what they agreed to do.

Runefolk, due to being artificial lifeforms, are actually unable to see fairies, and cannot perform Fairy magic. Fairies are also averse to dealing with nightmares, as it is theorized that a fairy can sense the scars in the soul. A GM may decide to penalize a nightmare Fairy Tamer due to this.

## Runefolk and Generators

Runefolk are products of the Al Menas civilization, artificial lifeforms produced by machines called Generators. A generator is a complex mechanical capsule that is designed to fit a human adult. While there are many different-looking generators, each one has the same machinery inside. Runefolk villages are often built around a generator, with one who knows how to use and repair it being considered the leader of the village.

Runefolk "children" are made according to the whims of their "parents". Several donors supply a variety of bodily materials (nails, skin, blood, hair, etc.) which is then combined in the culture tank of the generator. Appearance and gender can be

freely chosen from among the possible donor types, though it is possible for a child to receive dysfunctional genetic material.

Due to the significant loss of technology and compatible donors, generators cannot mass-produce genetic material as quickly. Thus, it takes a perfectly working generator a year to regenerate enough culture to build a body, and another three months to actually build a new runefolk. New runefolk often journey for several years, educating and training themselves, so that way they can find a place in the world for themselves.

## The Soul and Soulscars

It is often said that each living creature has a soul, and that the Gods dwell in each soul. It is also believed that when one dies, this soul is pulled to the Gods to serve as a soldier in the upcoming divine battles.

However, it is also believed that weak souls are sent back to reincarnate, in order to gain experiences and grow strong by dealing with a variety of different lives. In addition, it is said that the soul is like a new bed of roses, seeded by the Gods to this day to be harvested when the time is right.

By planting and replanting the same seed, it will eventually take root and blossom. So too will a soul, and this planting and replanting is the cycle of reincarnation. If this cycle is broken, for example through resurrections, the soul will become tainted and scarred. In order to be cleansed of these scars, a tainted soul must transmigrate several times to be purified of a mild taint, while severe scarring requires significantly more transmigration cycles to be purified. In addition, if someone manages to scar their soul completely, it will not join with the Gods, but become an Undead.



A barbaros' soul is also scarred, a gift from malevolent Gods to give strength to their followers. Thus, barbaros do not usually resurrect their own kind, and those that do rise are often scarred enough to become undead.

A humanoid who has some soulscars is often shunned among civilized areas. This is often seen through interactions with nightmares and other humanoids, as the nightmares are tolerated at best among more enlightened areas and reviled and feared in rural communities.

Outside of adventurers, it is rare to find someone who is willing to be resurrected. Oftentimes, only highly respected members of the community are able to afford the cost of the services, and even then, they often decline resurrection.

## Undead

Born of a dead soul defiled, the undead find no final sleep.

Those who have died violently, those who were improperly buried, or those whose deaths have gone not mourned have a high chance of coming back from the dead. Skeletons and zombies are the most common forms of undead because of this.

Careless resurrections and reviving barbaros will also change one into an undead. Revenants and other powerful undead are fearsome enough to give the reckless barbaros pause.

There are also incorporeal undead, such as ghosts, as well as powerful and mysterious undead, like the Dullahan.

## Cycle of the Heavenly Bodies

The size of the World of Swords, Raxia, is about equivalent to that of our own Earth. Even the environments are quite similar. Each year has 12 months, and each month is 30 days. Days are also divided into 24 hours, with 60 minutes per hour and 60 seconds per minute.

It is believed that Raxia is the only planet, and beyond is naught but the sun, moon, stars, and emptiness.

The truth, uncovered long ago by sages of the Al Menas civilization, has been long forgotten by but a few sages. In fact, Raxia is only one of a number of planets that circle the sun, and there may be life on these other planets. All remaining records, however, do not say if there were attempts to explore the emptiness of space.



### History of Raxia

## Divine Civilization - Schnell Period

Records dating back 10,000 years and more, while rare, show that the Gods and so-called "Little People" living in peace and harmony with one another. It is thought that this was the first actual civilization to be found on Raxia. During this time, many buildings were built with a simple design, though this simplicity was in and of itself beautiful decorations.

Many powerful artifacts were made at this time as well, and still hold their magic to the present day. Unfortunately, very few of these artifacts have been found, and so while they contain

tremendous power, any artifacts from this period are also incredibly valuable, if not priceless.

Civilization flourished as they borrowed on the powers of the Gods and faltered as Dalkhrem led his forces in the War of the Gods.

## Magic Civilization - Durandal Period

This civilization grew to power after the War of the Gods and vanished about 3,000 years ago. Borne from the fruits of man's labor alone, this civilization promoted the creation, use and research of magic. During this time, Raxia was much fuller of magic and mana, and the studies of various forms of magic was done in earnest. This research has directly led to the magic systems currently in use today. Even the monarchs of the time saw the usefulness of this, and thus wrote down a lot of the work and research to pass it down to later generations.

In this era, buildings became much more complex, and decorations and ornamentation became much more aggressive. Magic item production increased as well, and it was during this era that a great many magical swords were forged to help fight back the forces of darkness. A good number of items from this period are also considered to be artifacts, as many fine magical items still survive from this period. However, while artifacts from this time are as irreplaceable as those from the Schnell period, they typically aren't considered to be as powerful.

What exactly caused this civilization to vanish is still unknown. Literature from the period that has been excavated sheds no light, and scholars have yet to find a reasonable explanation as to what caused this civilization to end.

## Magitech Civilization - Al Menas Period

After the Durandal civilization vanished, there was a period of about 1,000 years before another civilization took its place. The Al Menas era, lasting nearly 1,700 years, was a time of peace and prosperity borne on the back of devices powered by magical technology, or magitech for short. Nearly all of the various barbaros tribes were driven underground during this time as well, leaving the surface for the various humanoids.

The construction of the times was different as well, with huge stone multiplexes and countless ornate stone carvings being the norm. Sculpture and art was advancing as well, with many works of art coming from this time period.

The biggest societal change was the mass production of magitech. Magitech was designed to take magic use from being solely the realm of the learned and talented and make it available to the general public. Many devices, including Magispheres, come from this time and often allow untrained magicians to tap into its powers. In fact, there were many magitech devices designed for use by the public and produced en masse to make life easier.

Unfortunately, this productive time came to an end when the barbaros rose up, an event called the Great Catastrophe.

## Great Catastrophe - Diabolic Triumph

The Great Catastrophe, as it came to be known in history, was a massive global uprising of the barbaros 300 years ago.

The Al Menas, complacent after driving the barbaros underground, were quickly overwhelmed and destroyed. The barbaros had spent hundreds of years living in obscurity and

plotting revenge, until they seized the moment to attempt to bring Raxia under their control.

Lurking beneath the earth, the barbaros focused their anger and honed it to a razor's edge, then used it to cause a horrific calamity the likes of which had not been seen before or since. The seas raged at this power, and the earth itself was sundered as the continents themselves were split. It is said that the Second Sword, Ignis, was in the hands of the Beast King of the Barbaros (though some sages question the validity of such a claim).

The vast army of the barbaros quickly crushed any resistance to their attempt on the surface world, and large tracts of land were brought under the rule of the Beast King. Whole nations were lost to the onslaught, and the world began to slip into darkness.

However, due to unknown circumstances, the Beast King of the Barbaros fell in battle. Whether this feat was a miracle or simply the work of a dedicated assassin is still a mystery. A common tale (however true or not) is that the Beast King was felled by a lone hero from a nation he had attempted to conquer, as the main forces launched a blitzkrieg counterattack on the forces besieging their country. It is also rumored that this hero held in his possession a Sword of Creation, though it is not known whether it was the First Sword, Lumiere, or the Broken Sword, Fortune.

## Present Times

The Great Catastrophe is 300 years past.

The barbaros' influence is still felt, as those nations that survived the onslaught are still recovering. Much of the

transportation infrastructure remains in tatters, destroyed by the barbaros.

However, humanoids were spared from complete annihilation in the nick of time, and those left have begun restoration efforts.

Searching and recovering the remains of the past is a viable career in this day and age, as ancient relics, treasure, and literature can not only help with reconstruction, but are valuable in their own right.

In addition, there are still barbaros to be dealt with, borderlands to be cleared, and Sword Shards to be found and claimed from the beastmen.

Therefore, the presence of an adventurer, one who has no regard for danger, challenges, or sleep, is reassuring for many who live in the cities. Those who have the power to fight the barbaros head on, who have a nose for treasure and a knack for traps, and who see life not as a hardship, but as a challenge...

For these folk, this is truly an age of prosperity.



## Divine Hierarchy

In Raxia, Gods are those souls who were chosen by the Swords of Creation. It is known that Gods were born by feeling the divine power of the Swords of Creation (though this is not the only way). However, there are divisions of power, as those who first felt the spark of divinity have had more time to develop their powers and portfolios. As such, the Gods are divided by which sword gave them their divinity, as well as being further subdivided into "Ancient Gods," "Major Gods," and "Minor Gods."

In addition, such creatures exist that contain some of the same divine power granted by the Swords of Creation without having come into contact with a Sword.

Below are the two types of Gods, classified by which Sword gave them strength.

### **The First Sword, "The Sword of Harmony", Lumiere**

This describes those who have felt Lumiere's divine touch. Lyfos was the first to seek power and guidance from Lumiere, and it was from this first contact that Lumiere grew to find those who have a similar personality. These people were sought out and granted divinity, in the hopes that they may spread peace and harmony throughout the world.

For this reason, followers of the various Gods of Light ascribe to Lumiere the virtues of Harmony, Creation, Fertility, Peace, Knowledge, and Imagination.

## **The Second Sword, "The Sword of Freedom", Ignis**

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Those who followed in the footsteps of Dalkhrem draw their power from Ignis. These Malevolent Gods share a number of character traits with the God of War and have found themselves corrupted by the dark influence of his power. It is said that concepts such as love are never found among those who follow this dark path.

Those who worship the Malevolent Gods often say they rule over such ideas as Freedom, Destruction, Reincarnation, Liberation, Strength, and the Arts.

## **The Power of the Gods and Faith**

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Common knowledge among the many faithful is that the gods receive power from their followers.

A god who has many followers is able to influence a larger area than one who has but a handful of believers. It is also said that there are dead gods, abandoned for one reason or another by their believers and thus have lost any influence they may have had on Raxia.

Therefore, some minor gods (who may have a small amount of followers) will appear before the faithful and perform minor miracles, in the hopes that such acts will attract more disciples to their cause. Conversely, major gods and ancient gods tend to avoid such ostentatious displays of their power.

### **Ancient Gods and Religions**

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It is said that these, the most ancient of deities, were born before the Schnell period and had personally held one of the Swords of Creation.



These gods are widely known throughout Raxia and appear often in the creation myths. There's also often long histories of the various religions, and there are few larger cities that do not have at least one temple.

The following describe the most famous of the ancient deities, as well as the tenets of their faith.

## **"The Divine Ancestor", Lyfos**

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The first of the Gods to be born into the world.

Harmony is revered, and friendship is cherished and preached.

Lyfos personally wishes for harmony with the barbaros as well, but the current religious hierarchy will not entertain such ideas. In fact, they have gone so far as to refute the existence of barbaros in the church. The conflict with the barbaros is still ongoing, so Lyfosian priests deny those with impure souls.

Also known as the **King of the Gods**, Lyfos has many followers who believe he is the supreme God of the Earth. There are those who would argue that, however.

## **"God of the Sun", Tidan**

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Also hailing from the Schnell period, Tidan was said to be the confidant of Lyfos.

By manipulating the weather, he can bring prosperity, abundant harvests, and light to Raxia.

Tidan is said to have different aspects, depending upon the region. To those in rural areas and long winters, he is a god of fertility; in arid areas he's venerated as a god to be feared and cursed. Regardless of what facet of his is followed, it is said he

has the most influence and followers among the Raxian pantheon.

Tidan is a virtuous god and strives for non-violence, as well as spreading wealth equally. It is also said that he can count among his apostles not only many farmers and merchants, but revolutionaries struggling against corrupt governments.

In addition, Tidan has shown a great disdain for undead creatures through various visions and communications, and believers are urged to actively rid Raxia of the thread of undead.

## **"God of War", Dalkhrem**

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An ancient deity who took his power from the Second Sword, Ignis.

Myth holds that by raising his sword against the "Divine Ancestor" Lyfos, Dalkhrem singlehandedly started the War of the Gods.

By advocating the destruction of the ruling class and removing the fetters of bondage, one can find their true self. For this reason, it is recommended that impurity is deliberately introduced into one's soul, in order to unlock the power in one's self.

Many of Dalkhrem's followers tend to be the barbaros, though there are a few humanoid believers. These heretics are often the black sheep of their family, and often either find impure rituals or just simply destroy anything they can find in accordance with Dalkhrem's teachings. It is not uncommon for these heretics to be found and punished by authorities and adventurers.

## "God of Wisdom", Kilhia

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A neutral god, Kilhia is said to have gained their powers by holding the Third Sword, Cardia. Naturally, there are conflicting opinions as to the validity of this story.

The quest for knowledge and the study of magic is sacrosanct, and the faith is upheld by magicians and scholars. Although outsiders tend to see this faith as a part of themselves, there has been no proof one way or the other.

It is thought that these virtues, tightened by the collection of knowledge, has opened the door to study by non-believers as well. To discern the truth, adventurers are often sent out to explore aggressively on behalf of the church.

## Other Ancient Gods

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There are other gods that hold significant power, in addition to those listed above. One is the progenitor of the elven race and the God of Spirits, Asteria. The other, worshiped by both the dwarves and the barbaros as a deity of rebirth and destruction respectively, is the Blazing Emperor, Grendal.

## Major Gods

Major gods are those deities said to have been guided and trained by those who came before them. While they may not have directly held one of the Swords of Creation, they have received their divinity from those who have.

Most of these major divinities took power during the Schnell era, though more than a few have fallen out of power and into dormancy. However, since the War of the Gods, there have been a couple who awoke due to another's apotheosis and reclaimed their portfolio.

Major gods, despite their nomenclature, are not as well-known throughout Raxia and may not always have congregations in smaller cities. Regardless, there are often mentions in literature of both the gods as well as various treasures sacred to each god.

## **"God of Knights", Zaiya**

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Originally a volunteer to work under Lyfos during the War of the Gods, Zaiya quickly became one of the most valorous of Lyfos' soldiers.

Zaiya's doctrines promote order, harmony and love, but uphold valor and protection of the weak as the pinnacle of their beliefs. It is also known that Zaiyan Priests will fight openly and fairly, avoiding cowardly behavior.

The foundation of combat for followers of Zaiya is a passive defense, though obvious threats are taken out as quickly as possible. Many knights are often seen as trustworthy, obedient, and subservient to local rulers, but there are those who dislike those same knights, seeing them as inflexible and hardheaded.

## **"Goddess of the Moon", Sien**

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Back before Tidan attained godhood, back when he was still a human being, there are rumors that he had a wife.

It is said that during the day, he spend time working, and at night she spent time watching the moon. This eventually gave her the nickname "Moon Goddess." There was a great love there, which turned to a greater loss as Tidan mourned his wife. In death, however, Sien also rose to godhood and took her place by her husband's side again.

During the night, it is believed that Sien fights against bad dreams and provides a good night's sleep. Followers of Sien are often female and tend to work night jobs to bring money into their households. Sien is also seen as the guardian patron of both thieves and brothels, due to both typically working during the night.

## "God of Wanderers", Lu Lode

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To deliberately stay in one place. Such a thought is anathema to Lu Lode. Seen as a prankster in the various myths and children's stories, Lu Lode often appears as a clown.

However, many stories also show Lu Lode as a pair of young identical twins, a boy and girl, to symbolize its favor towards orphans.

It is as yet unknown who sponsored Lu Lode's apotheosis, nor is it clear as to what exactly caused it. One theory is that it grew out of the hopes and beliefs of those orphaned during the War of the Gods and became a significant figure among the Gods of the First Sword, Lumiere. However, since Lu Lode all but embodies the concepts of freedom and liberty, concepts touted as being of utmost importance among the Gods of the Second Sword, Ignis, there are those who believe this theory is nothing more than nonsense.

Throughout the various myths, Lu Lode is often seen as a trickster who acts on a whim and doesn't listen to anyone. Acting freely and without abandon, even the barbaros give service to Lu Lode, who appreciates worship regardless of where it comes from.

Gamblers and thieves also number among Lu Lode's followers, as it is considered the deity of good luck. Its priests teach that there is nothing taboo, and fate will give nothing

that you do not take for yourself. These teachings are popular among adventurers, and even those devoted to other gods will pay service to Lu Lode for luck and favor.

## Minor Gods

The term "minor god" refers to those who have only become divinities recently and are still acquiring followers. While these gods may not always directly come into contact with one of the Swords of Creation, as the Ancient and Major Gods did, they will at the very least feel the direct touch of a divine being.

A Minor God may not be known too well outside of one particular area, but within that area they are held in high regard. Often, such divinities may be completely unknown even to bordering countries. However, just because they may not be known by name does not mean a Minor God is unknown. In fact, as they often appear directly to their followers as a display of power, it can be said that Minor Gods are perhaps some of the most well-known gods among their disciples.

### "Goddess of Water", Luferia

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Responsible for standing water, the goddess Luferia, worshipped in the Feidan region, is still but a Minor God.

When the Great Catastrophe washed over Raxia, she began to beat back the barbaros alone. Her followers thought to offer her as a sacrifice to the barbaros, until she was raised to her current position by the Knight God, Zaiya.

The southern part of the Terastieran Continent is thought of as the Lake Kingdom of Luferia. Surrounded by mountains and isolated from much of Raxia, it is only recently that trade

has opened up. In fact, not since the Great Catastrophe has Luferia seen an influx of merchants, due to the guardian deity of Luferia keeping out all foreigners, whether barbaros or otherwise, for the past 250 years. Now that commerce has opened up, the faith of the goddess, who takes the name Luferia from the kingdom she protects, has begun to spread throughout the world.

To give credit to the momentum of the faith movement, there have been rumors the Great Catastrophe was started by the old pantheon to give rise to new gods. Luferia's ascension gives some credence to these rumors, though nothing concrete can be proven.



# Adventurers

On the continent of Terastier, there are many who call themselves "adventurers".

They are a people of freedom, often working with little regard to law and those who uphold it. On the contrary, these "adventurers" believe they can carve out their own destiny through the strength of their sword. For these adventurers, there always seems to be work available for the taking.

Escorting a person of interest, transporting goods through dangerous territory, exterminating a group of barbaros, or clearing ancient ruins; all of these and more are expected out of hardy adventurer-types. Adventurers have even been hired for other menial tasks, such as contracted mining, civil engineering, and even disaster relief.

For those jobs that require a delicate touch, a modicum of discretion, some degree of anonymity, or all of the above, there exists a way to get in touch with someone who can fit your need. This is where the Adventurer's Guild comes in.

The Adventurer's Guild receives a variety of requests for help and posts them for available adventurers to see. In addition, the Guild will also buy and sell many different items of use to adventurers, though familiar faces tend to receive preferential treatment on jobs and purchases compared to adventurers foreign to the area. However, there are those who don't mind whether or not they receive such preferential treatment and continue to wander anyway.





## The Origin of Adventuring

The current idea of wandering adventurers in Terastier is a relic in and of itself, a remnant from the era of volunteer soldiers.

After the Great Catastrophe, much of the knowledge and technology from the previous civilizations were lost. Bands of volunteer recruits were established to try and find various literature, relics, and magical texts from razed and ransacked cities in order to maintain some sense of society. Successful as they were, these volunteers thought of themselves as protectors of knowledge and technology, and trained successors in the hopes they would be able to find and protect more lost treasures and ancient magics.

After driving many of the barbaros back underground from villages scattered across the continent, there was a period of reconstruction and rebuilding. The volunteer soldiers who went on the barbaros hunts came home to assume the role of protector again, keeping safe and maintaining the Terastieran way of life.

Eventually, the volunteers who went out into ancient ruins, dark caves, and other unsavory places to hunt for the barbaros and find relics of the past picked up the name “adventurer”. Those with talent, whether it be martial, magical, or mental, were recruited to aid in the effort, and so adventuring became a viable occupation in Terastier.



## Becoming an Adventurer

In Raxia, more and more youths are attracted to the adventuring way of life.

Choosing to become an adventurer is easy. Simply saying “I am an adventurer now”, though, doesn't quite cut it. A popular method is to associate with a local Adventurer's Guild (free of charge) and take jobs from prospective patrons. Oftentimes, the guild will give each adventurer an emblem, colloquially referred to as a “venture crest”, as a symbol that the person in question is a member of that particular Guild.

Adventurers themselves can best be described as “armed for war, yet neither a knight or soldier”, and often have a unique air of carefree disregard for laws and unrestrained freedom hanging around them. In a time where ordinary citizens tend to avoid leaving their towns for fear of the barbaros, the armed adventurer is a welcome sight.



## Organizations Affiliated with Adventurers

### Adventurer's Guild

The Adventurer's Guild is often seen as a hangout for adventurers, whether local or foreign.

When dealing with jobs, most prospective clients use the Guild as a middleman between themselves and the adventurers they hire. The Guild does take a small amount of money as a commission, but the value of the art, literature and other relics brought to the Guild more than make up for

it. A quick way to tell the worth of any particular Guild branch is to see how many relics have been brought back from adventures. Those branches with few relics tend to be fairly new, with few members, while other branches may have a lot of veteran members with the relics to back that up.

The Guild also provides adventurers with a way to purchase a list of items, weapons, and armor all at one shop.

Sometimes, the Guild will be the lowest price in the area, while other times they will compete with local artisans over one thing or another. Information is also readily exchanged at the Guild, as wandering adventurers will bring in stories of far-away lands. Training, too, is offered, as there are often former adventurers running the Guild. For example, training one's skills as a scout requires a competent teacher, which the Guild will provide (even if they need to have one come in from another branch). The Adventurer's Guild even provides food and rest for an adventurer on a job, without any need for recompense.

If work is slow or a job didn't bring in as much money as needed, the Guild offers interest-free money lending to guild members, up to a maximum of 300 Gamels. This money is typically recouped by docking the adventurer's next job by the amount loaned.

Similar to a give-and-take relationship, the Adventurer's Guild and adventurers are practically inseparable. Additionally, since there are so many different branches of the Guild, there are suits of armor and clothes with each guild branch's venture crest designed right into them. Naturally, it is up to the individual adventurer whether to wear such items.

Frontier villages may also post jobs at the local Guild branch, even if they do not have any money or reward for the adventurers taking the job. If an adventuring party takes a free job like this, that guild branch will give them higher priority on any paying jobs coming in.

Reputation, too, is an important thing in the Guild as well. Higher reputation within the Guild will lead to bigger and better things, as well as having citizens recognize you on sight (sometimes even before, if your reputation is high enough!).

The Adventurer's Guild offers so much to so many people, and many adventurers think of it as a second home.

## Synergistic Relationship

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Both adventurers and the Adventurer's Guild have a nearly symbiotic relationship with each other, most notably when the Guild uses adventurers as information couriers. Specifically, the Guild has a widespread information network built on the backs of wandering adventurers. If an adventurer has had remarkable success with a job, a massive ruin had been discovered, even if there is a large-scale movement of the barbaros; all of these and more are shared between guild branches via adventurers.

There is an unwritten law between adventurers that they should help each other to the best of their own ability. However, that is not always the reality of the situation at hand.

## Magician's Guild

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The Mages Guild exists in most of the major cities on the Terastieran continent. A fairly secretive group, their members include both sorcerers and conjurers, though often

both are simply called magicians. Generally, townsfolk tend to keep a safe distance from magicians; while they recognize their power and usefulness, there is still some fear of the unknown yet to be overcome.

The Mages Guild has existed since before the Great Catastrophe, though unsurprisingly kept to itself even then. Similar to the Adventurer's Guild, the Mages Guild has established a network by which they can keep in contact with other branches. However, this network is used more for the collection and preservation of knowledge, understanding, and finding new talent than anything else.

### Divine Temples

With the presence of the gods directly felt in Raxia, it is little surprise that temples are to be found nearly everywhere. Temples of Lyfos and Tidan, being the Divine Ancestor and Sun God respectively, are found in most towns. Streets of temples to multiple gods are also not uncommon in most major cities. While there are often rivalries between various temples and priesthoods, it is almost unheard of for even the most devout follower to deny the existence of their rival deity.

Barbaros also worship divine beings, though these Malevolent Gods exploit their followers to their own ends. Unlike the Gods of Light, the Malevolent Gods have a hostile relationship with their followers. Because of this, quite a few temples have been encouraging the extermination of the barbaros, as a method of weakening the power base of the Malevolent Gods.

## Fairy Tamers


Sensitivity and talent are important for those who wish to become Fairy Tamers. Unlike sorcerers and conjurers, Fairy Tamers do not study excessively to learn their art, but simply have a natural ability to speak to and coax favors from fairies. Often, Fairy Tamers are simply self-taught, though there are occasionally those who learned from another tamer.

Due to their closer bond with nature, people from the countryside and frontier towns are far more likely to become Fairy Tamers than those in cities. That is not to say urban Fairy Tamers don't exist but are far fewer in number than their less civilized counterparts.

## Institute of Magitechnology

The Institute of Magitechnology, founded after the Great Catastrophe, works towards the conservation of ancient magitech relics and the revival of magitech construction. Aiming to save the heritage of the old Al Menas period, the Institute hires quite a few adventurers to search through ruins to try and find relics from the past.

Since the Institute works so closely with adventurers and trains many new artificers, there is a branch of the Adventurer's Guild built into the Institute for the benefit of those attending. Currently, the Institute is found in the capitol of the Lukythra Empire, but there are plans to expand throughout the continent.



## Typical Jobs of Adventurers

This section describes the typical jobs an adventurer may receive.

### Exploring Ancient Ruins

Perhaps the most common job, exploring ruins and dungeons are the bread and butter of any veteran adventurer.

Diving into ruins of a lost civilization in search of relics is often a very lucrative venture, assuming one can sell the relics they find.

When it comes to found treasure, oftentimes the Adventurer's Guild is more than happy to buy most relics. However, magical arms and items tend to be more readily bought by active adventurers than by the Guild.

Treasure hunting as it is currently known is mainly the purview of adventurers, as no one else would risk themselves for undiscovered treasure. Outside of humanoid realms, there is nothing stopping someone from claiming ownership of a particular tract of land, especially if it has unexplored ruins. Such a find is incredible, as the owner's name is associated with that site forever.

Any news of unexplored ruins inevitable attracts adventurers like moths to a flame. Occasionally, the Guild will catch wind of a possible ruin site and give general notice to those who want to take the risk.

When an adventurer asks about the new ruin site, the Adventurer's Guild will refer them to the "Seeking Shop" (as it's colloquially known), who deals exclusively with various forms of information. They make a living by finding

information of new, undiscovered ruins and sell that information to the Guild (directions cost extra and are not always available). Naturally, many of these sites are dangerous, and to go in unassisted would be dangerously foolhardy.

The "Seeking Shop" only provides information with advance payment, though the amount of treasure one brings back tends to cover this advance and then some. While the Shop claims not to sell the same maps and information to multiple adventurers, many believe this to be the case.

For most ruin information, 100G is enough to cover the cost. However, with rarer and more valuable (and more dangerous) ruins comes higher prices. Information on ruins from the Durandal period runs at 1,000G, while any information on the extremely rare Schnell ruin is 10,000G at the minimum (and often much more)!

### Driving Off the Barbaros

While a good amount of adventurers make their living off of dungeon exploration, others take it upon themselves to remove the remaining threat of the barbaros.

The unrelenting efforts of 300 years have driven them off of the majority of the Terastieran continent. However, there are still active settlements, the home of tribes who raid and pillage Terastieran citizens. Discovery and annihilation of these villages, while dangerous, is the job of adventurers.

Lucky villages and cities may have a "Sword of Protection" active, creating a protective barrier to hamper the efforts of the barbaros. While the more powerful barbaros tribes are affected by this significantly, lesser barbaros, such as goblins



and boggarts, aren't as strongly affected and can slip through the barrier with some difficulty. Therefore, even with an active "Sword of Protection", there remains the need to have able-bodied fighters.

Powerful barbaros can also hold Sword Shards, which can be used to power a "Sword of Protection". By defeating these leaders, adventurers can kill two birds with one stone: exterminating the barbaros and providing Sword Shards to the nearby village or city. Such jobs are far more dangerous than normal extermination jobs but are proportionally more lucrative as well.



For those adventurers who will travel Raxia, we set the stage for adventure.

### "The Sundered Land" - The Continent of Terastier

Terastier is the largest and most culturally prominent continent on Raxia. To put it into comparable terms, it is similar in size to the continent of Africa.

On this old continent, much culture from both humanoids and the barbaros has come and gone. From the Schnell period to modern times, there have been countries rising and falling in an endless cycle. Such has been the struggle of Terastier.

However, the Great Catastrophe changed everything.

300 Years. That is how long it took to regain a semblance of society after driving away the barbaros. With "Swords of

Protection" and the barriers they create, new countries are able to rise and flourish without worrying about barbaros counterattacks.

Civilization on Terastier is still recovering from the destruction of the Great Catastrophe. Comparatively, Terastieran technology is on par with 17th century Earth, though science has not developed much due to the presence of magic. Feudalism is rampant, with hereditary monarchs. However, there are those who harken back to the Al Menas period and have developed a republic, to inherit and nurture the skills and knowledge of the Magitech Civilization.

Currently, humanoids have taken to expanding into territory lost to the barbaros in the Great Catastrophe. There are often still barbaros to contend with in those lands, as well as beasts both mundane and mythic. Many areas in this frontier have been so devastated by war that peace is all but forgotten.

Terastier is only beginning to walk the road of reconstruction...

## **Politics and Nations on the Terastieran Continent**

After the Great Catastrophe, those from the ruined Magitech Civilization who survived began to gather under a strong leader. These circumstances laid the foundations for the current feudal system found throughout Terastier.

For the most part, countries have feudal tiers set up underneath one King. However, many free cities have allied together, ruled by a parliament of elected officials. Each city-state, as they are now known, often has their own individual method of governance besides the parliament, and the variations are as numerous as the city-states themselves.

Still, there are spaces between the various nations that are less safe to travel through, and international interactions are often less than friendly. Despite these differences, neighboring countries often loosely band together as a region for protection against larger threats.

Development of rural highways since the Great Catastrophe has been slow, and traveling these unfinished roads is extremely dangerous. Often, people grow up and grow old without leaving the safety of the city where they are born, as to do so is extremely dangerous for the average person.

The traveling merchants rely upon adventurers and local knights of the territory to protect their caravans while on the road. For a knight to follow a trade caravan and protect workers across a border is incredibly rare and may be seen as an act of aggression by hostile nations.

## **Terrain and Climate of the Terastieran Continent**

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The Terastieran continent is a temperate continent, with colder temperatures in the south and warmer climates in the north. Because of the wide variety of terrain, there are four seasons in most areas, and mild weather in the east and west. Terastier is lush with greenery and fresh water, adding color to much of the continent.

With the Great Catastrophe, the barbaros were able to alter weather patterns in certain areas. Whether through a form of magic or some sort of curse, there are areas in Terastier that have decades-long storms and others where temperate forest gives way to desert wilderness.

## Ancient Ruins

In Terastier, there are a great many ruins from the years of conflict.

The most common ruins are those from the Al Menas period, which ended 300 years ago. Popular at the time were multi-story stone structures, which can occasionally lead to vast underground cities or even sunken city ruins far underwater. Because of their proliferation, the "Seeking Shops" offer information on Al Menas ruins relatively cheaply, making them popular among fledgling adventurers.

Thanks in part to the mass-production of magical items during the period, the Al Menas left behind a number of items that still function to this day. These magical items are far easier to use than older magic and can be sold for a decent amount of money because of their ease of use.

Fewer in number yet still numerous are ruins from the Durandal period, 3,000 years ago and older. These ruins are often deep underground, some of which have been unearthed because of earth magic used during the Great Catastrophe. It is said the probability of finding a Durandal ruin is significantly lower, though quite a few have been found in the vicinity of one country in particular.

Flourishing in this era, advanced magic permeated every aspect of life. As would be thought, there are a good number of power magic items and armaments to be found in old Durandal ruins. The problem lies with secrecy, in that mages in those times were very secretive and built complex labyrinths underground to hide their secrets and treasure. Significant effort would thus be required, and even veteran

adventurers do not find it an easy task to explore Durandal ruins.

The oldest and rarest ruins to be found are those dating at least 10,000 years back to the Schnell period. The rare few Schnell ruins to be found have been either in deep underground caves or in highlands once lost to time. Even now people believe them to have some sort of sacred connotation to them, considering them consecrated ground.

Relics from a time when the gods themselves were present... Saying such things are rare is an understatement. These sacred treasures and ritual implements have names beyond human understanding and have slept for time immemorial.

While there are many rumors of Schnell ruins, less than a handful of these myths turn out to be anything more than legend.

## The Zalts Region

The center of civilization on the Terastieran continent, the Zalts region is located in the warmer northern area of Terastier. It's clear as to why people tend to spend time in the region, as it's mild weather and four seasons are easy to deal with.

However, across the northern sea on the continent of Razeldawn, lies a large settlement of barbaros. The west, as well, holds quite a few barbaros colonies, which leaves the Zalts region in a near-constant state of war. Peace is but a short-lived dream here.

In addition to the common trade tongue, the local Zalts dialect can be found throughout the region.

## "The Fortress of Zalts" - The Lukythra Empire

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The Lukythra Empire, led by Emperor Julius Krause (age 28), is the largest province of the Zalts region. The capitol, also named Lukythra, boasts a population of approximately 80,000 people.

Before the Great Catastrophe, the capitol city was but a village, defended by a single hero. Now, thanks to the surge of laborers and artisans, the country maintains quite a few walled cities to defend against invasion.

To prepare for any invasion, whether barbaros or otherwise, the proud Knights of the Blue Eagle patrol the Lukythra lands. The Knights of the Blue Eagle are one of the most famous knightly orders in Terastier, and many young men and women aspire to join their ranks. Other orders of knights also call Lukythra their home, giving the Empire significant national power.

Adventurers are also often found in Lukythra lands, as quite a few ruins from the Al Menas period have been found in the Empire. Fairly recently, a nuclear airship was excavated at great expense, and plans to reverse engineer the ship and mass-produce it have started.

In addition, the Lukythra Empire leads the charge against the barbaros, being the head of the alliance of the entire Zalts region. The Great Catastrophe played a large part in forming this alliance, as previous emperors had tried and failed to ally themselves with their neighbors before. It was only after the Lukythra Empire lent their aid to repel a large barbaros invasion that other countries allied themselves with the Empire.

Once part of the Empire, the countries of Fendil and Durlesburg broke free from Imperial rule about 100 years ago. Civil war left the throne weakened, and the two countries took the chance to become independent from the throne. While still wary of Emperor Krause, both Fendil and Durlesburg are currently allies with the Empire. Although Emperor Julian took the throne at a young age, his ambition was strong. After restoring power and quelling civil war, he plans to re-annex Durlesburg, with Fendil and lands beyond not too far behind.

The Lukythra Empire is seen as both a benevolent protector and ruthless conqueror; reliable, and yet to be feared.

### **"The State Bridge" - The Country of Durlesburg**

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The northernmost country of Terastier, Durlesburg is located one week's walk north of the Lukythra Empire. The current ruler is King Alfred III (age 66), and he counts 40,000 citizens under his rule. The capitol city is a massive walled fortress, spanning most of the length of the northern bridge to Razeldawn. The symbol of the nation is the Durlesburg "Sword of Protection", Falandalus, enshrined in the royal castle.

Originally, the city was a military powerhouse that spanned the entire bridge and onto Razeldawn, but the Great Catastrophe brought waves of barbaros to tear down the northern walls. It was with the help of the Lukythra Empire that the barbaros were only able to take the northern half of the city and no more. However, the Empire took it upon themselves to annex Durlesburg afterwards, claiming reasons of protection and safety. Only 100 years ago was Durlesburg able to break free from the Empire and reclaim independence.

The gate to the northern bridge was sealed after the Great Catastrophe for national security, though King Alfred opened it 20 years ago in the hopes of attracting adventurers (and their money). Once cleared, the King plans to move north again and reclaim his former lands and rebuild, which would relieve the problem of a burgeoning population with nowhere to go.

The politics of the country is divided over this. Some people think that the barbaros are still a threat, and even the combined might of adventurers and Durlesburg knights is not enough to stop them should they attack again. As such, they believe the bridge gate should remain closed, so Durlesburg remains safe.

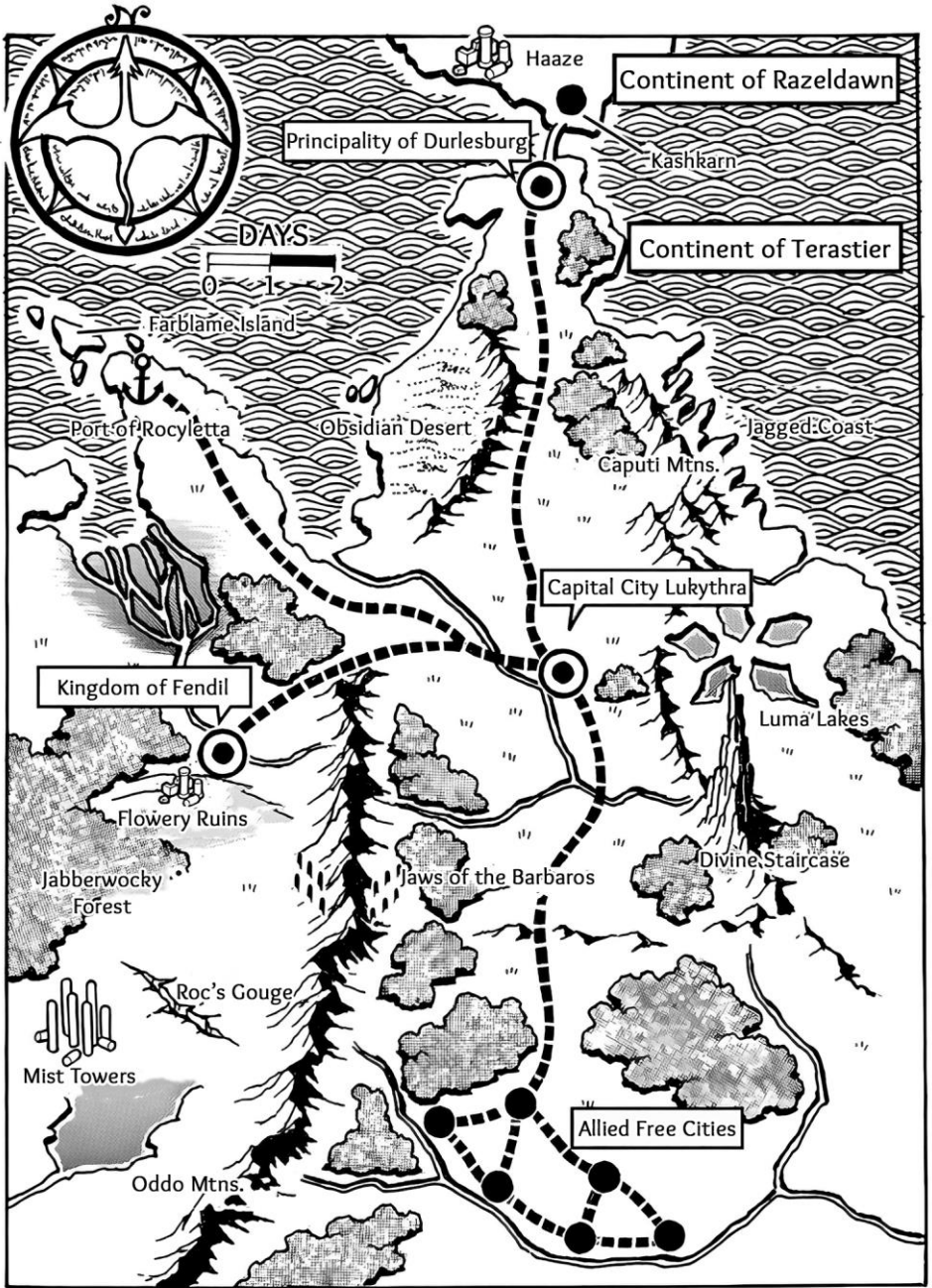
Others believe the city cannot bear too many more people as it is now, and the gate must be opened so the north can be reclaimed and rebuilt. The barbaros will remain a threat, they say, whether the gate is open or not, so Durlesburg should push north and develop. As of yet, neither faction has made headway in the King's court, but secret plans are already in motion to rebuild to the north.

## **"The Land of Flowers" - The Kingdom of Fendil**

Said to be the oldest country in the Zalts region, Fendil is five days' walk to the west from the Lukythra Empire. Once a magical superpower, it is currently on the decline, with the capitol Dilcour counting only 30,000 citizens living there.

A variety of factors have led to the decline of the country, from the fall of the great wizards to the invasion of the barbaros. However, Fendil remains famous still, in part to the many remnants of the former glory of the Magic Civilization.





Map of the Zalts Region

For example, one of the most famous landmarks is a huge hill that has grown above a colony of ruins. Perhaps in part from the magic in the ruins, the flowers on the hill remain in bloom year-round, even if transplanted to other countries. As these flowers were once Fendil's primary export, the country earned the nickname "Country of Flowers", which is still in use today.

Fendil also holds quite a bit of knowledge still from the Durandal, and even in their art can this knowledge be found. Of course, such craftsmanship brings a high price, though Fendil has no shortage of rich tourists willing to pay for unique art.

One curiosity of Fendil is the abundance of runefolk compared to other countries. While a runefolk in other countries may be seen as a strange foreigner, villages in Fendil often have many runefolk living in the outskirts, so it is far less of an ordeal when one enters a Fendil village.

## **"The Colorful Port" - Rocyletta**

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Located on the coast about ten days' walk northwest of Lukythra, Rocyletta is the smallest country in the Zalts region. The flourishing port city holds around 15,000 people, though Rocyletta is rare in that humans, elves, and dwarves live in relatively equal numbers.

There was once countries of both elves and dwarves established nearby, but the Great Catastrophe brought ruin to both countries. After a time, Rocyletta grew out of the gathered survivors, and developed its own culture.

Being naturally skilled with the forge, dwarves were the go-to smiths for weapons and armor. Elves, given their disposition for the sea, were excellent shipwrights. Humans, having

neither the forge skill of dwarves nor the ship building knowledge of elves, became liaisons, diplomats and merchants between Rocyletta and other countries. Rocyletta's main trade partner, Lendrift, is located in the western region of the continent, and trade ships sail on a daily basis.

However, not everything is so easily dealt with. Rocyletta's parliament, with representatives of each of the three races, can often find itself divisive over even simple matters. Unfortunately, one race often attempts to push blame onto the other two for the country's problems, whether deserved or not. Therefore, it is common for Rocyletta to ask adventurers to come in and solve the problems of the country.

### Allied Free Cities

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The Allied City-States are a collection of six cities in close proximity to each other in the southern Zalts region. The leaders of each city allied with each other to repel attacks from the barbaros. All said and done, there are nearly 40,000 citizens in the collective alliance, led by the current chairman Kurtz Helman (age 45).

Under normal circumstances, the Lukythra Empire wouldn't tolerate these cities breaking from the Empire. However, the City-States hold onto a colossal granary called the Zalts Food Storage. This granary holds enough food to feed the Empire for quite some time, and Emperor Krause cannot afford to lose it to the barbaros. So, when the City-States moved to declare independence, Emperor Krause had no choice but to acquiesce.

Currently, the alliance is on shaky ground. The barbaros have ceased their attacks on the granary, and without a

common enemy the City-States have begun to quarrel between themselves. Emperor Krause is also turning his eye south, keeping tabs on the alliance...

## **"The Forest of Magical Power" - Jabberwocky Forest**

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The Jabberwocky Forest is a large forest to the west of Fendil.

Intensely magical, the forest has existed since the Durandal period. Created by powerful mages of the time, even the world-changing magics thrown around during the Great Catastrophe could not alter the forest. It is a mystery as to exactly what purpose the forest serves, or why such powerful magic was needed to create it. One theory is that the forest is meant to contain failed magical experiments, which would explain almost tangible mana in the atmosphere while in the forest.

Regardless of the reason for the abundant mana, the fruit, vegetation, and abundance of Mako Stones gives reasons to brave the forest. Of course, one has to compete with the various magical beasts and animated plants, which doesn't make harvesting such items easy.

There are also whispers of a Jabber Castle, deep in the forest. Supposedly, it contains unimaginable treasure, but to even sneak a glance at this treasure would surely kill you. Of course, this is just a rumor...

## **Large Caverns - "The Jaws of the Barbaros"**

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Between Fendil and Lukythra lies a mountain range full of caverns. This cave system is the end of the underpass used by the barbaros when they attacked during the Great

Catastrophe. To this day, some barbaros still linger in the area, and adventurers are often drawn to the area to exterminate those who have begun to raid and pillage again.

Explorers are also drawn to the cave complex, as the barbaros brought many magical items with them during their attacks. However, as to be expected, there are not only barbaros in the caves but also various animals, magical beasts, and even dragons have been sighted in the lowest reaches. Undead barbaros, often merely shadows of their former selves, populate the shadows of the caves as well, using arms and armor of the past to attack any unwary being, barbaros or otherwise.

Because of the dangers, no one has been able or willing to fully explore the caves. As such, it is still unknown as to where else the caves lead...

## **"The Island of Burning Water" - Farblame Island**

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Farblame Island was once the peak of a volcanic mountain chain. However, with the Great Catastrophe and the world-changing magics unleashed at the time, much of the mountain range sank into the sea, leaving only the peak above water as Farblame Island.

The island would be fairly forgettable if not for its rare minerals. Prior to the Great Catastrophe, a kingdom of dwarves lived in the mountains and mined these minerals. Currently, barbaros and mythical beasts live on the island, proving it difficult to recover either the minerals or the lost dwarven relics.

If one wishes, there is a ferry from Rocyletta to Farblame, though leaving the island is not as easy...

## The Continent of Razeldawn

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The continent of Razeldawn, north of Terastier. Still the dominion of barbaros tribes, it has nicknames such as "the Twilight Continent" and "Continent of Mist". Little is known about the continent, outside of the former lands of Durlesburg.

Recently, the legendary Durlesburg hero General Otfried Yates led a secret mission to the continent to drive out the barbaros still hanging around the ruins of northern Durlesburg.

General Yates perished in this mission, and those who were wounded returned to Durlesburg. Those who remain are rebuilding the city and reclaiming land from the barbaros, waiting for the word to bring their families north and start a new life.



# PART 5

# GAME MASTERY

Here you can find information on how to be a game master (GM), who plays an important role in SW 2.0. Also you can find here sample scenario and monster data (bestiary).

# GMing

The Gamemaster creates the story, keeps the game flowing, adjudicates the rules, and controls all the NPCs and monsters.

The gamemaster takes on a great deal of responsibility, so the role can be daunting. GMing is by no means easy. However, the pride and joy of crafting your own adventure and letting your friends enjoy it is characteristic of TRPGs. GMing is a good role for aspiring novelists, comic artists, or game designers.

GMing is the act of running a game. The GM is responsible for keeping the game moving and all the players having fun. This section contains advice and critical information for a GM.



## Preparing the Scenario

The GM must prepare the scenario that will take place during the session. See sample scenario for a detailed description of what scenario could look like. If GM playing SW 2.0 for the first time it could be good idea to look for ready scenarios. In that case GM must read scenario fully and understand it. However, once you get used you should try to craft your own scenarios.



## Understanding the World and Rules

If the GM has a firm grasp of the SW2.0 rules, the world of Raxia, and the place where the PCs will be adventuring, the task of running a session becomes much easier.

Understanding the world will also help figure out the movements and reactions of NPCs, and to set the stage and atmosphere for the PCs. You will also gradually learn how to create and run more lifelike NPCs.

The GM can also create his own world with its own properties, characters, and scenarios.

## Answering Player Questions

Over the course of the session, the players will have many different questions for the GM. These questions can be anything from rules interpretations to details about their surroundings, to the abilities and preferences of NPCs.

As the GM, you should answer these questions to the best of your abilities. If the players don't have any information, they'll find it difficult to decide what their PCs do, and the session will grind to a halt. Or, if the session continues but the players don't understand what's going on, they may feel like they didn't have any input into the story's events and won't really feel like they're playing a game. You can explain that you can't answer questions about enemy abilities or story details that you feel would spoil the fun of the game, but endeavor to answer other questions as well as you can.

## Painting a Picture

Because TRPGs are played by talking, the action takes place in the players' imaginations. As the GM sets the scene and

runs the game, he should also create a strong image in the players' mind of what's really happening in the story. He should strive to communicate the image in his own mind to his players to make sure they can picture the scene and grasp the situation completely. In addition to simply describing, the GM can show pictures and use music to set the mood of the game.



### What is a GM?

The GM can be described as a guide for the players. A GM must help the players understand the rules, adjudicate the effects of their decisions, and control the NPCs to progress the plot to ensure a successful play session. He must juggle all of these jobs during play, but that can be a uniquely fun aspect of running your own game.

It may seem much more difficult to GM than to play, but you don't have to do it alone. Keep the rulebook with you as you run and feel free to consult it if you feel you need a ruling. Creating your very own story and letting the PCs play their part in it is a kind of enjoyment you can't get as a player. Don't be afraid to stop stressing and leap straight into your role as a GM, and you'll see how much fun it can be. With TPRGs, you don't have to get it right the first time. If you mess up, it'll make the next session that much better.

## Keeping the Table Focused

Players will inevitably start talking about things unrelated to the game as a session runs on. A certain amount of this is acceptable if the game is to be fun for everyone.

However, if players chat too much, argue about irrelevant rules, or even read or watch TV while playing, they are not focused on the game at hand, which can spoil the fun for everyone.

The GM should cut off excessive chatter and keep everyone on task so the game can continue smoothly.



## Gaming Sessions

A 'session' of Sword World 2.0 consists of one instance of a group sitting down and playing through the GM's planned storyline. When you sit down to play a session, you as players agree to play your characters from the start of a scenario to the end under the guidance of the GM.

In this section, the rules, and procedures in establishing and running a session are laid out clearly, with recommendations for good starting and stopping points for multiple sessions. Good sessions will be able to start and stop without breaking the suspension of disbelief needed to keep the world fresh in the players' imagination.

However, the GM should read this section carefully before planning the actual session. A good GM should be aware of what not to do as much as what is required, so everyone can enjoy themselves without being alienated.

### Preparing a Session

Players need not be involved in this step unless they are creating their characters and require GM assistance. The GM should be able to prepare the gaming area and scenario in

relative peace but shouldn't ignore player questions if they need help.

For the most part, characters should be created before the first session of play actually begins, to give the GM an idea to what to plan their sessions for. If this is not possible for one reason or another, the player should be informed as to what kind of session is planned and build their character accordingly. In this case, the GM may require the character to conform to the planned session to some extent.

If the same characters meet over the course of many sessions, this is what is typically called a 'campaign'. This style of play is better for longer scenarios and groups that can meet on more than one occasion. That is not to say that the GM is required to run campaigns; *Sword World 2.0* also supports one-shot games (such as those at a convention) as well.

## Running a Session

### 1. Starting the Session

The GM typically gives each player a time and place to meet for the game. After a brief introduction, the PCs should typically introduce each other, and the GM will begin to describe the current situation as the PCs see things. It is a good idea for the GM to get a little note card from each player quickly describing their character, including skills, stats, items, HP, and MP, etc. This information can greatly reduce stress on the GM when running the game.

### 2. Introducing the Scenario

Once the players have been introduced to each other and the world around them, it is up to the GM to add plot into the

game. Simple scenes like "You are at the entrance of the ruins outside of town", "a girl is being chased by thugs through the market", and "you have received an invitation to work for a powerful patron" are all easy to narrate and get players into the game.

The GM should describe the scenario briefly, as it is merely a taste of things to come. You want to speak clearly and communicate the purpose of the scenario, to avoid problems with meandering and dilly-dallying.

### 3. Advancing the Story

At the end of this chapter, there is an original scenario provided for the GM to run his players through. In this situation, players will be free to speak and act as they will, with the GM listening carefully and providing ways to advance the scenario.

However, if a player blatantly goes against the spirit of the scenario, the GM should politely but firmly guide and advise the player to follow the scene. Even though each player has some independence as to how their character acts, they shouldn't actively bring the level of excitement down for everyone else.

Some players may feel excitement and tension from working together, and that is fine. On the other hand, a certain enthusiasm may come from working individually, and may be more interesting for everyone playing. In that case, while it is a little more work for the GM to change the contents of the scenario, changes should be made to keep everyone involved and excited for what may happen next.

In either case, if the **GM** leads the scenario with confidence, players will tend to act in a more dignified manner.

#### 4. Directing the Climax

The climax of a session should be a thrilling scene, keeping everyone involved and energized. For example, a climax of one scenario may be the final battle with a rival group in a dungeon; another would be discovering that abandoned ancient ruins still hold a platoon of security robots, and the party goofball just accidentally set off the alarm. The **GM** should provide a scene that will be tense and exciting, but not overwhelming, in order to liven up the scenario.

A fine way to provide a sense of tension and desperation is to have a battle that the **PCs** can just barely win if they work together. Squeaking out a win against a deadly opponent (or opponents) by the skin of your teeth is a great way to ramp up everyone's energy. However, constantly reusing battles like this quickly grow boring, so don't overuse this idea. It helps to throw a mock battle or miniboss at the players as well, to keep them on their toes.

#### 5. Ending the Scenario

When all is said and done with the adventure, it may be time to wrap up any loose ends. Typically, there will be some sort of objective to the scenario itself, and if this goal is met, then the **GM** may end the session at that point. As the **GM**, you may also take some time to have an ending and/or epilogue, if this is to be the last session in the story arc.

After the session has ended, the **GM** should provide experience points to the **PCs**, which the players require in

order to advance the PCs, purchase new equipment, and otherwise maintain the PC.

After everything is finished, it may not be a bad idea for the GM to listen to any requests, suggestions, or complaints from the players. Knowing what the players liked, disliked, and want to see more of in a game is very useful knowledge, and a GM should take the players' opinions into consideration and use it to improve their game mastering. This information could easily be used to alter a scenario mid-game, and able GMs can design a game around one idea or another. GMs of ongoing campaigns have a much easier time changing scenarios and details halfway through and may often have tips for new and upcoming GMs whether they want to run a one-shot or campaign.



The term NPC, or Non-Player Character, describes those characters and monsters controlled by the GM throughout gameplay. From the old adventurer-turned-shopkeeper with a family to feed, to the king offering the hand of his daughter in marriage, weak monsters like goblins and wolves, even the stalwart Barbaros boss at the end of the dungeons; all of these are NPCs.

If this were a movie, NPCs fill both background roles and that of the main antagonists, where the PCs are the protagonists. While an NPC should be able to take care of himself, they should not be able to outshine the PCs at their own game. If an NPC accompanies the PCs and overpowers any opposition with little effort, the players will get bored quickly and feel like they've lost control of their characters.

The protagonists of the game should always be characters controlled by players, so the NPCs should have strength scaled but not equal to the PCs.

There will be those supporting NPCs who leave a lasting impression on the PCs (and players by association). An NPC that players talk about long after the game is over is typically thought of as a good NPC, as it evoked feeling from the players without overshadowing them.

### NPC Data

For those NPCs that with to follow the PCs and assist in combat, that NPC should have a similar sheet to those of the PCs. However, for someone like a father who runs the Adventurer's Shop, there is no need to create combat stats for his young daughter, who should not be expected to see combat.

Another issue that arises is that NPCs often come across as vague blobs of stats. In order to make an NPC feel like another living person, the GM should try to come up with goals, dreams, and personalities for the NPCs players are likely to deal with on a regular basis.

### Portraying an NPC

When a GM is looking to create an NPC, whether it is a planned encounter or something on-the-fly, it helps to have some sort of distinguishing characteristic or personality quirk the players can remember easily. Something such as "a pretty little girl, full of energy, with silver hair bangles" or "the dwarf with a pink ribbon braided into his beard" tend to impress upon players more easily than "a hyperactive young girl" or "a gruff dwarf". People in general tend to remember things out



of the ordinary, so they would be more likely to remember an NPC if the GM adds some obscure accessory or personality quirk to that character.



### Skill Check Advice

When a PC makes an attempt at a Skill, it is up to the GM to interpret the result of the Skill Check. If there is no appropriate skill, you may allow them to make a Check using their Adventurer Level and an Ability that you feel fits the Skill attempted.

In addition, it is a good idea to refer to Deciding the Target Number, as it will assist in determining the level of challenge appropriate for the attempted Skill. A GM is also allowed to use the development of the sessions to freely modify the Skill Check and Target Number (for example, if a PC used a Skill Check to jury-rig a rope ladder earlier in the session, it might be easier to do it later on. Unless, of course, they are under attack and need to lug a couple of heavy Runefolk as well...)

### Skill Checks With Hidden Target Values

When you (as a GM) roll for an NPC's Skill Check, you must show the players the result of the roll to quell any thoughts of impropriety. However, if you do not wish to have a player know if his PC was successful in attempting a Skill, it is entirely within your right to not allow the player to know the Target Value. In that case, the player should give you the Success Value, and you will inform them as to the consequences of that Action (for good or ill).

## Concealed Skill Checks

For the most part, Skill Checks are requested by the GM and carried out by the PCs, with results known to all. However, sometimes asking for checks may give away some detail or another, and ruin suspense for everyone. For example, a GM asking for a Danger Sense check out of the blue may indicate the PC is being followed or is soon to be in danger.

If you do not wish for the result of a check to be known, it is possible to act on behalf of the PC. If the GM knows the PC's Standard Value, it is easy for the GM to make a concealed Skill Check for that PC and give him the result of that without the PC knowing everything about the situation. To continue the example above, the GM rolls Player A's Danger Sense for him, and succeeds. The GM then lets Player A know that his PC feels like he's being watched, though from where and by whom is still unknown.

In the case of a failed check, there is no need to alert the PCs that anything is out of the ordinary, or even that you made a concealed check for them in the first place.

Not every Skill Check needs to be hidden from view. Typical Skill Checks that should be concealed are ones that a PC may use passively, such as Danger Sense or Find Trap (note that these skills can be actively used as well). Also, don't overuse concealed checks. Players want to have an active role in the game, and too many hidden checks takes that away, and leaves players feeling like they're watching instead of playing. It is recommended that you use concealed checks only, when necessary, to minimize this perceived helplessness from occurring.



how each situation will be handled, and to make sure everyone is satisfied with the end results.

## Monsters as Obstacles

If you wish to have a monster appear during a session as well as be that session's "boss monster", don't fret. There are ways to change monsters so they can appear as both normal enemies and as serious opponents.

There are simple ways to have a monster appear weaker than the players; numbers often gives the illusion of weakness, as monsters tend to attack in groups numbering that of the PCs (or more). It also helps if the monster really is weak, such as one that is of lower level than the PCs.

When placed into the session as a "boss," a monster should be a level or two higher than the PCs and should have a Sword Shard or two as well, to give the PCs something to strive for. With a Sword Shard or two, the monster will be strengthened (as below). Whether the monster appears as both mook and boss during the session, or even simultaneously, there should be some difference in how each acts.

### **Enhancement by means of 'Sword Shards'**

If you wish to have a monster appear as a "boss," the best way to do it is through Sword Shards. Often, a boss monster should hold a number of Sword Shards equal to its Monster Level. If you wish to make the monster easier, reduce the amount of Sword Shards available; on the same note, a monster holding more Shards will be stronger. A living being holding a Sword Shard is enhanced as below:

- +5 Maximum HP for each Sword Shard held
- +1 Maximum MP for each Sword Shard held

Monsters with multiple body parts should have the additional HP and MP allocated evenly between all parts.

Upon defeat, the monsters relinquish any held Sword Shards, which a PC may use to trade in for Gamels or Reputation. For more information, see Sword Shards and Reputation.

### Monsters' Standard and Success Values

To find the standard and success values for any given monster, please check its data entry. The number listed is added to a roll of 2d, where the number in parentheses is the average check value (no need to roll dice). If you wish to roll for Accuracy, Evasion, even Willpower, that is up to each GM whether to individually control every monster or not. If you do not wish to roll (or to speed the game up), use the value given in parentheses, so that way no rolling is needed. Regardless of which method you choose, it is wise to stick with one method and not waffle back and forth during gameplay.

However, here are a couple of tips that may help a new GM. Large numbers of monsters are tedious to roll everything for time and again, so it will be faster to use the value in parentheses. On the other hand, it is sort of thrilling to leave things up to chance and may turn a boring battle into a tense one. It may not be a bad idea to have to roll for certain monsters while using the average values for others.

An interesting point to note is that monsters avoid Automatic Failure by using the average values, so sometimes it might be

a good thing to roll for a monster when you wouldn't otherwise.

## Multiple Body Sections

If a monster possesses multiple body sections, or is comprised of many sections, it will be noted in that monster's Bestiary entry, typically by having multiple columns for **HP**. A notation (such as "Wing x2" or something similar) means that there are multiple sections with the same statistics (in this case, two wings).

A monster with multiple body sections takes one **Action** with each body section and makes those actions simultaneously. The order in which each separate body section does not make a difference. When dealing with battlefields, a monster with multiple body sections is treated as that many characters (unless otherwise noted in that monster's Bestiary entry).

Each important body section will have its own **HP** and loses any abilities upon reaching 0 **HP**. Continuing the above example, if a wing is reduced to 0 **HP**, the monster will not be able to fly or attack with that wing. In order to completely defeat a monster with multiple body sections, either all body sections must be reduced to 0 **HP**, or the **Main Body Section** (listed in the monster's Bestiary entry, if any) must be reduced to 0 **HP**.

## Bonus Experience Points When Defeating Monsters

At the end of a session, the **GM** may award additional **Experience Points** for each monster defeated. A general rule of thumb is awarding **Experience Points** to each player equal to the **Level** of the monster x 10.

For example, if four 1st Level monsters and one 3rd Level monster was defeated over the course of the session, each PC would receive a bonus of 70 EXP ( $([1 \times 4] + [3 \times 1]) \times 10$ ).

In addition, it is not a bad idea to award bonus Experience Points if the players managed to negotiate their way out of a combat situation. Not every conflict needs to come to blows and having a positive reward of Experience Points will foster this in the players' minds.



### Scenario Results, Goals

It is up to the GM to determine if the goals of each session was met.

Basically, one of the first things done each session is setting the goal for the session. Players should strive to meet this goal, even if it ends up being met in an unexpected manner. On the other hand, if there are still even minor tasks to be met, the goal should be considered unfulfilled.

Also, it is possible for the current goal of the scenario (as it is understood) can change in the middle of a session.

While the final decision is up to the GM, please try to keep everything fun and exciting for the players as well.

### End-Of-Session Experience Points

As determined by the GM, if the players achieve the goal or goals of the current scenario, each PC receives 1,000 Experience Points. This does not include bonus experience,

whether it's from defeating monsters, from Automatic Failures, or just good roleplaying, so be sure to add that extra bit in!

On the other hand, if the GM feels that the scenario's goal/goals were not met, each PC only receives 500 Experience Points. Again, though, this does not include any extra bonuses, so add those in as well.

## Sword Shards and Reputation

On occasion, the GM may decide to use various "boss monsters", who use the power of Sword Shards to increase their power. If the PCs manage to kill this boss, the GM should make available the Sword Shards used by the monster. Sword Shards can also be found in treasure chests, and some high-ranking nobility may also offer them as rewards for one quest or another.

A PC may choose to sell the Sword Shards to the local branch of the Adventurer's Store, receiving 200 Gamels per Shard. They may also choose to convert a Shard into Reputation, rolling a die for each Shard so converted. The result is added to each current party member's total Reputation.

If the PCs choose to sell some Shards and exchange others for Reputation, that is perfectly fine. It will help if you finish exchanging, say, Shards for Gamels before moving on to Shards for Reputation (or vice versa).

When exchanging Sword Shards, the Adventurer's Store gives a constant rate, while Reputation is variable. Don't be surprised if your PCs choose to end up mysterious millionaires, or wind up well-known and broke.



## Estimated Total Remuneration

At the end of an adventure, the PCs should be rewarded by the NPC who commissioned their help. They may also find treasure in chests, and some of the monsters they kill may carry money as well. Below is a chart to determine the average reward for a given quest, though these values are not set in stone. If the GM determines the goals of the scenario aren't met, half the listed value is acceptable compensation.

### Estimated Total Compensation Per Character

Adventurer Level	Mission Reward (G)
First Adventure	500
1~3	1,000
3~4	2,000
4~5	3,000
5~6	4,000



### Preparing for the Next Session

Once the session is over, players should be rewarded with experience points, and be encouraged to advance their character accordingly. By doing so while everyone is still around, with the events of the session still fresh in everyone's minds, it's much easier to direct the character's growth than doing so at a later date.

A single successful session is nice, but don't be afraid to keep going with a whole campaign. Players want to see their characters grow and succeed, as well as resolve any unfinished stories. Besides, ending a session on a cliffhanger only builds excitement for the next session.

## Scenario

Scenarios are the basis of many stories, almost like scripts that outline the plot and give detail to characters the players may come across. The following is an example scenario for *Sword World 2.0*, a quick story to play out over the course of a session. This scenario may be a one-shot, run once to get players interested in the system, or it could be the beginning of a whole campaign. After the example scenario, there will be rules and guidelines that will explain the various types of scenarios a GM may come up with, as well as tips for taking other scenarios and adjusting it to different campaigns.



### Reading the Sample Scenario



The following scenario is written and designed for actual use, and so players should not continue reading on. Doing so will spoil the plot and will ruin the excitement that comes from playing the game and solving the mystery set before the players.

Before using this scenario, the GM should read through the scenario in its entirety. This will allow them to understand the plot, figure out what knowledge certain NPCs will have, determine the general flow of combat should it arise, etc. Reading through the whole scenario presented is a good way to figure out what the next session may have in store for both the players and the GM and allows for the GM to tweak and change the scenario as they see fit without ruining the whole story.

Scenarios tend to be written in the following manner:

Basic Scenario Overview → Scenario Setting → The Main Story → End and Subsequent Developments

## Sample Scenario: "Bartou's Mansion"

### Scenario Overview

This scenario is designed to give players that first taste of diving into the ruins of older civilizations in search of hidden or lost treasures. Designed for 4-5 starting PCs but can be adjusted for differences in PC level or numbers by adjusting the number of monsters.

As the PCs are sitting at their local Adventurer's Store (perhaps having a meal, or just having a few drinks), they get approached by a person who has profitable information. This information, they say, leads to some treasure lost in some ruins from the Al Menas era that haven't been explored yet. However, getting the details will require a small payment to get all of the information, and this person will also insist on coming with the PCs as they go to check out this area.

The ruins are old magical research buildings from the Al Menas period and were the homes of scholars and other intellectuals. Research materials and experimental tools were left behind over the years, and some may even remain useful to scholars today. However, not only were there magical creatures left behind to protect the treasures, but a small band of Barbaros have moved into the ruins as well.

### Scenario Setting

The adventure begins in the Imperial Capital Lukythra, located in the Zalts region of northern Terastier. There are

many ruins from earlier eras that are scattered across the Zalts region, and adventurers will often delve into these ruins in search of various items and treasure in the hopes of getting rich. It is one of these numerous ruins that will be the setting of the adventure.

## The Main Story

Some sentences are written in italics, as they are meant to be said out loud.

### Scene Guide

The PCs are in the Imperial Capital Lukythra, seat of the Lukythra Empire. While each of them may have their own reasons for becoming an adventurer, such as searching for treasures or getting revenge on the Barbaros, it is assumed that the players have come up with a reason for their PCs to be in the same party. At the start of this adventure, they are sitting around in the famous shop "Blue Thunder Swords", one of the most popular adventurer shops in the city. It is fairly early in the morning, perhaps during or just after breakfast has been finished.

Run by Luther Ellerden, a 50-year-old human, who took up the mantle of shopkeeper after a storied life as an adventurer himself. His large sword hangs in the shop, and there are a number of tales of him defeating a Basilisk in one-on-one combat. Currently, he uses his experience as an adventurer to make sure that new adventurers, such as the party, are adequately prepared to venture into the wilderness. He also arranges for a number of jobs to be done throughout the Zalts region and beyond, and clients know that Ellerden will make sure their issues are taken care of appropriately.

While the PCs are enjoying themselves at the store, a young voice calls out. *"Hey! I found a good ruin, and I need some adventurers to help me out!"*

### **"Mayael of the Leaves"**

Mayael is a young elf hunter, only 34 years old, and is still fairly new to the whole adventuring lifestyle. She is passionate about finding ruins and is considered by some to be a bit of a weirdo as she is more interested in the ruins themselves rather than the treasures they may have inside. While she does make a little money from the information of ruin locations, she is prouder that she was able to find the ruins in the first place and has a bit of an aloof honesty about her.

Her nickname comes from the first time she came into "Blue Thunder Swords" after finding a ruin. In her excitement to share her find, a number of leaves and branches got tangled in her hair without Mayael noticing. Another adventurer remarked that she must have come from the leaves, and the moniker has stuck so far.

Noticing the party as new faces in the store, she will come up to them and ask if they would be willing to buy the information on these new ruins. The information will cost the party 100 Gamels, though if they are short Luther will notice and help pay the rest of the cost, interest-free. When paid, Mayael will share the following information over the course of the conversation.

*"The ruins are relatively close, only a half-a-day's walk from here."*

*"It was an old building, but not ancient. If I had to guess, it was from the Al Menas period. I only checked the entrance, but*

*there were definitely two stone statues there that were popular during that time."*

*"The entrance was all dusty, so I don't think there's been anything going in and out recently. It's actually pretty likely that it's entirely unexplored, even! There's probably some treasure in there too, I guess."*

*"The building was small, but there were a couple of floors to it. I didn't run into any really nasty traps or anything, so if that's the way exploring it is going to be, I'll bet we could get done looking around in a day."*

*"I've even got proof I went inside. There were some letters carved into the foot of one of the statues, so I thought it was a good idea to copy that down."*

With that last sentence, Mayael pulls out a small sheet of paper, with the words "Bartou's Mansion" written in the Magitech language. If no one in the party is capable of reading Magitech, Luther will pipe up and translate. After translating the words Mayael wrote down, Luther will ask the party of a certain favor.

*"If that really is Bartou's Mansion and it's as unexplored as Mayael says it is, there should still be a Magical Creature Encyclopedia in there. If you find that and bring it back, I have a buyer who'd be very interested."*

After preparations are made, Mayael will lead the party out to the site.

### **If the PCs are Reluctant to Buy Information**

As mentioned above, money is not an issue if the PCs do not happen to have the fee Mayael asks for. However, the PCs

may be reluctant to buy in for a different reason, thinking this information is false, or that they may be ambushed for their equipment. In such situations, Luther will speak up, saying that "While young, Mayael is a reliable source of information" and that "There's been quite a few adventurers who've gone with Mayael and come back richer for it." If there is still reluctance, have a couple of NPC adventurers in the store also add words of encouragement. If the PCs wish to look for other work, Luther speaks again, saying that he doesn't have any other affordable work, at least not for newbie adventurers.

## Information on Bartou

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If the players wish, they can head to the National Library in Lukythra in order to find out more about who Bartou was.

The Empire of Lukythra has expanded its borders and power through numerous adventurers returning to the Empire with a number of magical relics, and so the Empire is quite tolerant of adventurers. The National Library of Lukythra, therefore, will allow the players to search for the information they desire, so long as they are registered with the Adventurer's Guild. Looking for information requires a Literature check (TN 10). If successful, the players receive the following information:

- Bartou was a real human scholar, who lived during the Al Menas period.
- He was a researcher of magical creatures, specifically those that could be used as sentries and guards and lived in the Zalts region.

Little else is known of Bartou directly, though there are a few mentions in various memoirs of other scholars. However, from what can be found, Bartou is not considered to have

been malicious in his research and was thought to be looking for a way to help those around him.

## Heading to the Ruins

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As mentioned, the ruins are but a half-days walk, approximately four hours through the forest east of Lukythra. The forest is fairly dark, with only a small amount of sunshine breaking through the trees, but Mayael is confident enough in her abilities that she will lead the party directly to the ruins. Having her lead, the party will avoid any wandering monsters that may be in the forest and will prevent the party from getting lost. However, she will only lead the party to the ruins, getting back out of the forest is up to them.

## Exterior of the Ruins

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After walking for around 4 hours or so, a break in the trees reveals a fairly tall cliff, and as the party gets close, they can see there is a house built into the side of the cliff. Mayael proudly points to the building as the ruin that she found, and the GM should read the following description.

*The ruins in front of you are that of a typical, if not well-to-do, stone building from the Al Menas period. The front of the building is around 15m wide and 10m tall, and there appears to be two floors to the building. Two window shutters can be seen on the second floor.*

The front of the first floor has been worn away by time, but you can still see some remnants of the grand carvings that used to be here. There is a large door in front, made of a hard material that glows black, that opens on both sides. One of these doors has been pulled towards you, opening into the darkness inside the ruin.



The cliff is nearly vertical, and almost 17m high, making it fairly difficult to climb to the top under ideal circumstances. However, the cliff is dry and weathered, making it treacherous to climb even with the proper equipment, making any sort of attempt to enter the second floor impossible.

When asked about the open door, Mayael responds, "I have no idea. I know I definitely closed the door when I left. Strange..." A successful Track check (TN 10) reveals fresh footprints of Barbaros leading in, but not out.

## Ruins

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This site is the remains of the home of the scholar Bartou and is a three-story building. Two of the floors are above ground, and were used for daily life, while the basement was used as a research laboratory. The inside of the building is pitch-black and requires some sort of light in order to see.

Fortunately for the PCs, the Barbaros have not really explored the building terribly well, and so there are some treasures for the players to find. In addition to the Barbaros, though, there are some magical creatures that were used to protect the research lab that are still active, and these creatures may impede the players' progress through the ruins.

### **a: Entrance**

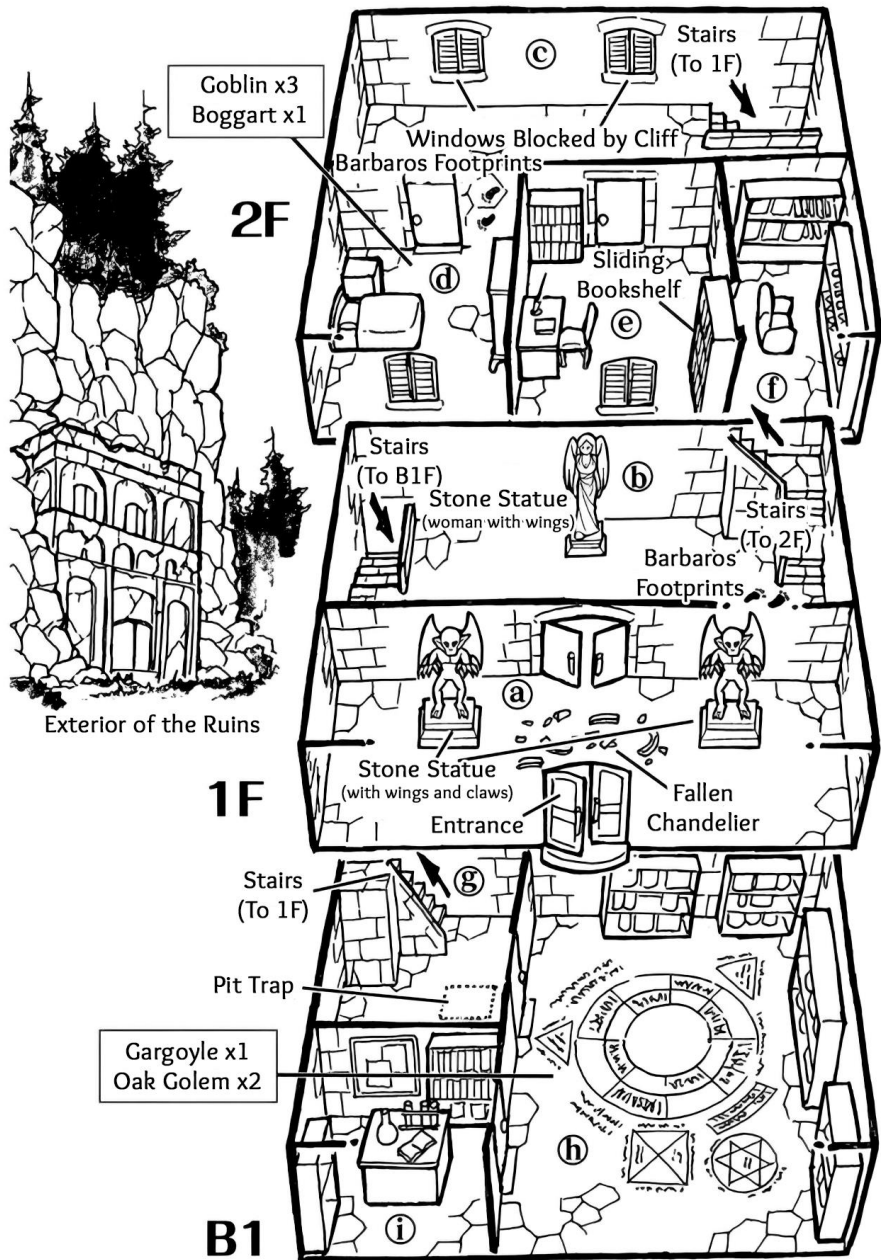
**Room Size: 9m x 15m**

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This entrance hall is the first room players come across when entering the mansion. The GM should read the following passage aloud.

*There is no light inside, and the room smells heavily of dust. The light coming from the open door reflects off of the broken glass and debris from a fallen chandelier, and sparkles can be seen throughout the room.*

# Map of Bartou's Mansion (Ruins)



There is one door on the north wall, opposite the entranceway. In the middle of the room are two stone statues, flanking the walkway into the mansion. These statues are on 1m square pedestals and appear to be fearsome winged demons.

Mayael enters the room along with the PCs, and points to the letters engraved on the right statue's pedestal. These were the letters transcribes and will match the parchment if the PCs press the issue. After making sure the party found their way to the ruins, Mayael will take her leave, and will not help to explore nor wait for the players to finish.

A successful Track check (TN 10) will reveal Barbaros footprints in the dust, heading towards the north door. The door itself is half open, and the doorknob has traces of mud on it.

There is nothing else in the room.

## **b: 1st Floor Hallway**

**Room Size: 6m x 15m**

*A short corridor that stretches the length of the mansion. Stairs going to the upper level are in the eastern corner, while stairs going down into the basement are on the western side.*

On the back wall, facing the doorway, is another stone statue. This statue is still on a 1m square pedestal, but appears to be a modestly dressed young woman, with wings coming from her back.

A successful Track check (TN 10) allows the PC to find Barbaros footprints leading from the door to the upper level.

The eyes of the statue are small jewels set into the stone. They can be pried out of the setting using careful knife work, taking 10 minutes per eye. Each gem removed will fetch 80G when sold.

The eastern staircase leads to "**c: 2nd Floor Hallway**", while the western staircase leads to "**g: Basement**".

### Time and Encounters

If the PCs choose to take the full 20 minutes to extract the jewels from the eyes, the Barbaros in the upper floor will be on the move, running into the PCs at some point. If the PCs choose to head upstairs afterwards, the Barbaros will meet them halfway up the staircase. However, if the PCs choose to explore the basement first, the Barbaros will run into the party as they head back to the first floor.

See "**d: Bedroom**" for rules on fighting the Barbaros.

### **c: Second Floor Hallway**      **Room Size: 6m x 15m**

*As you head upstairs, there is another hallway the same size as the one you just left. There are two windows on the north wall but opening them only reveals the soil and earth of the cliff face covering the mansion. There are two closed doors on the south wall.*

The doors, from farthest to closest, lead to "**d: Bedroom**" and "**e: Study**" respectively and are closed. If the players wish to Listen at the doors to find out what's behind them, check those entries.

A successful Track check (TM 10) reveals several Barbaros footprints leading to the door farthest from the stairs.

**d: Bedroom****Room Size: 9m x 6m**

If a player chooses to listen to the door, a successful Listen check (TN 8) reveals the sounds of a couple of Barbaros having fun. If anyone in the party can understand the Barbaric language, they would be hearing things like "Boingy-boingy! Funny!", "A new house!" and "Oooh, sparkly..." Upon opening the door, the GM should read the following.

*This small room appears to have been a bedroom, with a bed, bed desk and closet. On the bed, there are some Barbaros, jumping on the mattress and goofing off.*

As soon as the Barbaros notice the PCs, they stop goofing off. Taking a fearsome appearance, they will attack immediately.

**Enemies: Goblin x3, Boggart x1**

The Barbaros will always attack in melee and will fight to the death. If the party chooses to flee, see "Running from the Barbaros".

If the PCs win, they will find that the Boggart has a key, decorated with a glass orb at the end of it. This key is for the basement door, though the Boggart found it in the bedroom and decided to keep it for itself.

This bedroom was Bartou's personal bedchambers, though it is in shambles after the Barbaros destroyed it. The furniture is ruined and worthless, and it is difficult to even move around among all the debris. If a PC with the Scout class succeeds on a Search check (TN 10), they can find a silver ring in the closet, worth 150G when sold. Any windows that were closed are easy to open.

There is nothing else in the room.

## e: Study

**Room Size: 9m x 6m**

*In this undisturbed room, there is a bookshelf, a desk to study at, and a couple of chairs. The smell of dust hangs heavily in the air.*

This room is Bartou's study, and there is no evidence the Barbaros had even set foot inside. Despite the heavy layer of dust over the entire room, there is still some useful information to be found, especially by those with the Scout class. Exactly what can be found depends upon the result of the Search check.

### **Search Result 8 or higher: Bartou's Notes**

A small diary can be found among the drawers of the desk, the writing inside being full of the Magitech language. If someone in the party is able to read Magitech, they can decipher Bartou's notes. These notes reveal that not only did Bartou research a lot of different magical creatures in search of the perfect guardian, but he was also a rare smoking pipe collector. A number of notes are along these lines, detailing the latest sentinel he had managed to create, or finding the perfect decoration for the latest pipe he had acquired.

### **Search Result 10 or higher: 3 Undamaged Books**

Most of the books on the bookshelf have deteriorated over time, due to moisture, rats, or other issues. However, there are three books that are in readable shape, and are almost entirely undamaged. All of these are books detailing magical creatures that could be found during the Al Menas period, and each book can be sold for 100G.

However, a successful Literature check, or an Artificer Level + Intelligence Bonus check (TN 12 for either) will reveal that one of these books is actually a book on the ecology of rare magical creatures. This book has a value of 300G, but book buyers will not notice the difference until it is pointed out. If the book buyer is not informed of the higher price and rarity of this volume, it will be bought at the lower 100G price instead.

### **Search Check 12 or higher: Hidden Room**

There is a gimmicked candle holder on the wall near the bookshelf. Twisting it will pop the bookshelf out, revealing the hidden room behind. See "f: Hidden Room" for more details.

Any windows that were closed are easy to open.

There is nothing else in the room.

### **f: Hidden Room**

**Room Size: 9m x 3m**

*The bookshelf moves out of the way to reveal a small room behind it. Inside this alcove, there is a shelf on the wall, as well as a sofa that is large enough to hold a single person. The room appears to be undamaged.*

Bartou's treasures, five rather fancy smoking pipes, are proudly displayed on the shelf. Each one is a rare piece from the Al Menas period, and a successful Appraise check (TN 10) will reveal that the set of five pipes is worth 700G when sold.

There is another closed box on the shelf, with a trap inside.

## Small Box Trap

A successful Search check (TN 10) will find the trap on this box, a mechanism that will attack the unwary with a poison stinger. An Open Lock check (TN 12) needs to be made in order to actually remove the trap without springing it.

Opening the box without removing the trap will cause a poison stinger to shoot out and hit the PC in a finger, dealing 12 Poison-type damage. A Fortitude Check (TN 14), if successful, will reduce it to 6 damage. This damage bypasses any Defense the character may have, as it is assumed gloves and other hand coverings are removed in order to open the delicate box.

Inside the box is an old smoking pipe. At first glance, it appears to be junk, but it is a potent magical item, and will react to "Sense Magic".

## Ignition Pipe

**Base Price:** 1,000

<b>Popularity</b>	12	<b>App.</b>	A woodgrain smoking pipe	<b>Equip</b>	-
<b>Summary</b>	Shoot a ball of fire at a target			<b>Era</b>	Al Menas
<b>Effect</b>	As a Major Action, the holder of this pipe can speak the command word and cause a small ball of fire to shoot from the tip towards a single target within 10m. Upon impact, it explodes, dealing Power 10 + 2 Fire-type damage. A successful Willpower Check (TN 12) halves the damage. This effect costs 2 MP to use.				

## g: Basement

**Room Size:** 6m x 6m

*As the party heads downstairs to the basement, they arrive in a small room. In one corner, there is a door, a magnificent scene carved into it.*



There is a mechanical pitfall trap between the bottom of the stairs and the door.

### Pit

It can be noticed by succeeding on either a Search check (TN 10) or a Find Trap check (TN 14). If neither check succeeds, the floor opens, and the PC falls into a hole 2m wide by 5m deep. Several spears are standing upright at the bottom and will pierce the falling character. All in all, the character will take 20 damage, though this damage can be reduced by a Tumble check, as well as by the character's Defense.

The door is closed by a very powerful magic spell, and any attempts to force the door open must succeed against TN 30. The door will also react to a "Sense Magic" spell. A PC attempting to look at the door will notice a strange keyhole; attempts to pick the lock will fail, and a special key is required to open the door (found in the possession of the Boggart on the second floor). Beyond the door lies "**h: Laboratory**".

If the PCs manage to get into the laboratory before fighting the Barbaros, see "**Entering the Lab First**".

### **h: Laboratory**

**Room Size: 15m x 9m**

Opening the door, the room beyond appears to be the largest in the mansion. Numerous magical diagrams have been drawn on the floor, and the shelves are lined with materials and research notes, though at this point they're likely to be of no use. On the west wall next to the door the party came through, there is a second door, though it remains closed.

There are remnants of powerful magic in the air, suffusing the room with magic energy. A pale light glows from the ceiling as well, giving the room an overall eerie atmosphere.

A square table is in the back of the room, and it looks like it may have been on the first floor at some point due to the decorations and details that were engraved into it. On top of the table are ten stone statues, each of which is a strange, unknown creature. The quality of the carvings gives them an almost lifelike appearance.

Two wooden dolls are also on the ground, having fallen under the table over the years. They are about the size of a human but are roughly hewn from wood. These dolls, as well as one of the statues on the table, will come to life in order to protect Bartou's works. They will wait for as long as necessary, not moving at all, in order to wait for the perfect moment to attack.

### **Enemies: Gargoyle x1, Oak Golem x2**

If the PCs stand unaware in the room, or stand directly in front of the statues, they will be attacked. A Danger Sense check (TN 13) or the Tabbitt's racial ability [Sixth Sense] will notice the statues for what they really are and prevent any sneak attacks. If the PCs notice the presence of the constructs, they will not attack until the PCs move to attack them.

If combat does happen, the Gargoyle will be flanked by the Oak Golems on each side. It is recommended that, if there are more than 3 PCs in the party, to give the Gargoyle 3 Sword Shards, increasing their HP by +15 and MP by +3. If the party chooses to flee, see "**Running from the Constructs**".

If the PCs are successful, they can search the constructs and room for loot. The Oak Golems have been functional since the Al Menas period, and it is likely they will drop some form of Enchanted Oak. However, the other research materials and notes are far beyond the point of uselessness and cannot fetch any money.

The second door in the room leads to **"i: Underground Study"** and is locked. A successful Open Lock check (TN 8) will open the door, though this check can only be made outside of combat.

## **i: Underground Study**

**Room Size: 9m x 6m**

This small room has a work desk, chairs, and shelves. Both the desk and shelves are full of meticulously arranged books, notes, and tools.

This room is where Bartou stored his research notes and experiment results. All of the books and tools here are still in good condition, though one book in particular stands out. There is a *Magical Creature Encyclopedia*, apparently written by Bartou himself, in the desk.

This book contains a lot of Bartou's unique ideas, the trajectory of his research and experiments, and his frustration when particular ideas don't pan out into usable information. The PC that picks this up and reads through can get an idea of what Bartou's scholarly life was like. This book is the one Luther Ellerden was looking for, and will pay the party 2,000G upon return. However, there are a number of other tools, books, and notes that, when collectively sold are worth another 500G.

## **Entering the Laboratory First**

If the PCs head to the basement and force open the door to the Laboratory before heading upstairs, proceed with the events in "h" and "i" as normal. However, upon heading to the first floor, they will come across the Barbaros huddled in front of the statue of the winged woman. They had become bored of goofing off in the bedroom and are trying to pry the jewels out of the eyes of the statue. However, they will quickly notice

the PCs and battle with them proceeds as normal, as per "d". If the PCs are hiding, it is up to the GM if the Barbaros will notice them.

## Escaping from the Barbaros

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If the PCs try to flee from the Barbaros, they will be chased to the entrance of the ruins. If the PCs head outside, the Barbaros will shout "Stay out!" in Barbaric, and then return to the ruins, closing the doors behind them.

## Escaping from the Constructs

---

If the PCs try to flee from the constructs, they will be chased so long as they remain in the basement. Once the PCs head to the first floor, the constructs will leave them alone, as they were only charged to guard the laboratory and underground study. As long as there are no PCs around, they will return to their original positions.

## End and Subsequent Developments

---

If the PCs have managed to defeat the monsters in the ruins and collect the treasures within, they may choose to return to the city. This return trip should be uneventful, despite not being led by Mayael, as the PCs should be tired and yet proud of their adventures. The GM may choose to have any PC with the Ranger class lead the party through the forest, but by the time the adventure is over it should be later in the day, and the PCs will probably be quick to try and return to "Blue Thunder Swords".

Upon returning to Lukythra, the party can head to the various Adventurer's Guilds, book buyers, antique stores, etc. and sell the spoils of their adventure. If they are in debt to Luther (for buying the information from Mayael), he will take what he is

owed out of what he would pay the PCs for the return of Bartou's **Magical Creature Encyclopedia**.

This marks the end of the adventure.

### Conditions for Finishing the Scenario

The point of this adventure is to head to the ruins, go into "i: Underground Study", and retrieve **Bartou's Magical Creature Encyclopedia**. If the players were able to do that successfully, they will receive 1,000 Experience Points.

However, if they were only able to defeat the Barbaros and come back with a small amount of treasure, or if they fled from enemies that were too strong for them, the party was not successful, and will receive only 500 Experience Points. If they choose to regroup and re-attempt the ruins to find the **Magical Creature Encyclopedia** and are successful, they will receive another 500 Experience Points.



When one takes the contents of a scenario and stretches it across a number of adventures and sessions, that is what is called a "campaign". It's not possible to fit a campaign into a one-shot session, due to the overarching story that will drive the players forward. However, creating a number of sessions that have a slow burn feel to them, where the PCs keep inching ever closer to some dark truth, or eventually turning a former antagonist to the players' side to fight against a much more dangerous foe, that is what makes for a good campaign. To compare, a one-shot session is like a one or two hour drama show, where a campaign is more like an ongoing series.

It's difficult to think of a campaign all at once, covering the entirety of the story the GM wants to tell. However, it is much easier to have a few early scenarios in mind and spin a story out of the logical conclusions of those scenarios in order to set up a much more robust storyline. One-shot sessions in the campaign world are also useful, in part to help the GM get a little extra time to come up with more scenarios for the main campaign story while also telling a side story (that may have some importance in the main story as well). Also, it is definitely possible to have a scenario available for the players that is far beyond their current skill level, so that way when they become stronger, they will want to re-challenge that scenario in order to show how much stronger they have become. Repurposing old scenarios, adventurers, NPCs, etc. will also go a long way to creating a living world in the minds of the players.

### Campaign Example

A week or so after adventuring into Bartou's mansion, the PCs are gathered once again at "Blue Thunder Swords" when they run into Mayael again. It seems that Bartou had kept the majority of his actual treasures in his villa, and Mayael has an idea of where that may be. It seems there was someone who had seen an old, ruined building another 3 days east of the ruins they had previously explored.

With the party's assistance, Mayael seeks out the one who found the building, and asks them to lead the party to the building in the woods. However, there are rumors of powerful creatures living in the woods, strong enough that even Barbaros will not set foot inside. Additionally, the ruins are three days away inside the forest, so overnight traveling and supplies are needed in order to make the trip safe.

As it so happens, there is a powerful beast in the woods near the building, deterring any who would explore the ruins beyond. It is possible to persuade the beast to let the party past but doing so involves bring the beast its favorite food: the meat of a strong Barbaros.

The question lingers... Does the party fight the beast in order to get past?<sup>9</sup> Or do they go on the hunt for Barbaros, in order to persuade the dangerous beast?

# Bestiary

Even something stands in the way of the Party, that being frequently the beasts that appear. The GM finds an appropriate time to deploy monsters, and by this, the difficulty for the party is set as they are presented a crisis. The tale could even be exaggerated and on top of that, the party feels a sense of accomplishment making a more enjoyable session.

When a GM is handling the Bestiary Data, appropriate beasts should be chosen for the setting.



The various monsters of Raxia are classified into rough groups based upon their physiology, behavior, and other factors. Each monster is listed within these groups from lowest level to highest.

## Barbaros

The general name for the variety of beastmen, from goblins to ogres and more, who were corrupted by the Second Sword of Creation, Ignis. All Barbaros have Soulscars, though how many depends upon the level of the monster in question. Level 4 and lower Barbaros tend to have horns of varying sizes, while level 5 and higher Barbaros often have odd birthmarks and even blackened eyes rimmed with gold as well.



## Animals

Any monsters apart from humanoid races and Barbaros are animals. Cats, dogs, and frogs and even insects fit into this category. Some have even grown to enormous sizes. The territory is constant for whichever animal it belongs to.

## Plants

The category fits the entire range of plants. These plants prey upon humans, other races, and even other plants, due to mana altering their genetics. Most are not intelligent whatsoever and only behave as their survival instinct dictates.

## Undead

Skeletons and monsters like ghouls. Undead were once dead things but were animated by magic and walk the earth restlessly. Fundamentally, they are monsters weighed down with innumerable Soulscars, and are immune to effects such as Poison and Disease. "Cure Wounds" and other restorative magic will deal damage to Undead, though these spells are not normally meant for dealing damage and thus cannot critical.

## Constructs

Golems and others. They were brought forth by means of magic and obey the commands they were ordered to complete as they have no natural intent or instinct. They are normally immune to Poison, Disease and Spiritual effects. Constructs have the ability to Sense Magic and are likely to react to any magic cast.

## Mythical Beasts

Gryphons and the like. From whatever origins they come from, most think that the legends written in the divine language arose from being introduced to new creatures. In the real world, no such things exist.

## Demons

These monsters have been said to have clawed their way from the depths of Hell into our world. Seeking to drag others down, these abominations are reviled by everyone.

## Humanoids

The catch-all name for humans, elves, dwarves, etc., essentially any PC race. These races have been touched by the light of the First Sword of Creation, Lumiere. Typically, this data will show humans, but substituting other races is rather simple.



### ① Level

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The monster's level.

### ② Title

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The monster's name.

**① 4 Kyplox ②****③**Int: Anim **④**Perc: 5 Senses (Darkvision) **⑤**Lang: None**⑥**Hab: Fore. **⑦**Disp: Hostile**⑧**Rep/Weak: 9 / 1 **⑨**Init: 1 **⑩**Move Spd: 1 **⑪**Fort: 7 (14) **⑫**Will: 5 (12)

<b>⑬</b> Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	6 (13)	2d + 5	3 (10)	2	29	18
None (Body)	-	-	5 (12)	3	33	13
Tail (Tail)	5 (12)	2d + 4	5 (12)	2	21	11

**⑭**Sections: 3 (Head / Body / Tail)**Weak Point:** Fire Damage +3 pts.**⑮**Main Section: Head**⑯****⑰** Unique Skills**⑱** Loot• **Head****[Flame Breath / 5 (12) / Fort / Half]**

A Kyplox may vomit a fireball directed towards a single target. The fireball travels to a range of 20m, and deals 2d + 4 Fire-type damage.

• **Body****[Large Body]**

As long as the Body's HP is 1 or more, the Head cannot be attacked in melee. Any ranged attack on the Head receives a -4 penalty to the Accuracy Check. When the Body falls to 0 HP or lower, this effect disappears.

• **Tail****[Tail Swing]**

A Tail attack hits up to 5 targets on the battlefield within a 3m radius.

Always	Large Fang (80G)
2 - 7	None
8 - 12	Kyplox Scale (350G)
13+	Fire Crystal (1,600G)

With a long neck and huge body, **⑲** Kyplox is a classic monster, appearing to be about 10m in length. Though it seems to be a variation of a dragon, it is really a massive reptile. Some Kyplox even have scale patterns similar to those of a dragon's, and all scales are equally as sturdy. In fact, Kyplox scales are often used in armor when dragon scales are in short supply.

### ③ Intellect

---

Expresses how well the monster's ability to make rational decisions is.

**None:** Not able to think logically, behaving only through instinct.

**Animal:** Has instincts like an animal. Attacks and defends out of instinct and can run away during a critical situation.

**Low Intellect:** Almost completely behaves out of instinct, thinks selfishly of profit and is able to speak.

**Average Intellect:** Humans and other races have similar intelligence. They use money-making tactics and negotiate until a decision can be made.

**High Intellect:** Has a higher intellect than most humans.

**Servant:** Obeys each command given but is not functional without someone to order it.

### ④ Perception

---

The use of a monster's senses.

**Five Senses:** General sight, hearing and touch and being able to grasp one's environment. Sight, Hearing and Touch are the senses with the most emphasis. Having abilities like Darkvision is similar to Sight during the daytime.

**Magic:** Recognizing the activity of Mana in an environment. Light and illusions cannot delude someone with this type of perception.

**Mechanical:** Sensors and cameras scan the perimeter of their location. Light and illusions are not deceiving to them.

## ⑤ Language

---

Which language a monster uses. Some monsters even know multiple languages. A monster labeled as having none cannot use them.

## ⑥ Habitat

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The place that a monster normally appears at. Some monsters may exist outside of the normal habitat, however.

## ⑦ Disposition

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If a monster would happen to meet the party, this is what behavior they would show.

**Friendly:** Basically, they side with the party's purpose. If injury was inflicted upon them, they would retaliate and become an enemy.

**Neutral:** Their disposition toward the party may change due to the party's attitude, becoming either friendly or hostile.

**Hostile:** They are wish only to harm the party and act on this intent. A hostile enemy will not attempt to understand the party's intent.

**Hungry:** A monster may feel hungry for the party's loot and food and will battle without thinking. The GM decides on the condition of each monster.

**Instructed:** The instruction received determines the monster's reaction towards PCs. If the instruction was to hinder the PCs progress, the monster is hostile. Otherwise, PCs will tend to be ignored.

## ⑧ Reputation/Weakness

---

Indicates how well known the monster is. The lower the Reputation, the more likely it is to be commonly known. Listed after the monster's Reputation value is that monster's Weakness value. At the Beginning of Combat, you may roll a Monster Knowledge check.

If you succeed against the Reputation, you may ask the GM or check the rulebook for information on that monster. If you also succeed against that monster's Weakness value, you may also take advantage of the Weak Point. If you fail, you learn nothing.

## ⑨ Initiative

---

Helps determine the likelihood of going first in battle. When determining Initiative, the highest Initiative value of the monsters is used as the target for the PCs' Initiative Check. If any PC passes this check, they are the leading party in combat; otherwise, the monsters lead.

## ⑩ Movement Speed

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The speed at which a monster moves during a Normal Move (measured in meters). A Full Move is three times this distance. A monster's means of movement is assumed to be Walking unless otherwise noted, as Flight and Swimming speeds are also noted here. If there is more than one method listed, it means there are multiple methods of movement.

## ⑪ Fortitude

---

Represents the Fortitude of the monster; add this number to a Fortitude Check. The number in parentheses is the average result of  $2d + \text{Fortitude}$ , use this when you want a static value for Fortitude.

## ⑫ Willpower

---

Represents the Willpower of the monster; add this number to a Willpower Check. The number in parentheses is the average result of  $2d + \text{Willpower}$ , use this when you want a static value for Willpower.

## ⑬ Attributes

---

Summarizes a number of statistics of monsters. If a monster has multiple sections, each section can be used once per turn, though it can still only move once in total.

### Fighting Style

The monster's method of attack. If a monster has multiple sections, each section has its own method of attack, which will be listed. Any notation (such as "Wing x2") means there are that many of that particular section.

### Accuracy

Shows how accurate this attack is; add this number to an Accuracy Check. The number in parentheses is the average result of  $2d + \text{Accuracy}$ , use this when you want a static value for Accuracy. If there is no value listed, that section does not have any offensive capabilities.

### Damage

If an attack hits, roll this to determine damage dealt. Unless otherwise noted, all damage dealt is physical.

### Evasion

Shows how evasive the monster is; add this number to an Evasion Check. The number in parentheses is the average

result of  $2d + \text{Evasion}$ , use this when you want a static value for Evasion.

## **Defense**

The Defense of the monster. Reduce physical damage dealt to the monster by the amount shown here.

## **HP**

The maximum HP of the monster. It is up to the GM whether or not to roll a Death Check when the monster drops to 0 HP or lower. Otherwise, the monster is destroyed when their HP is at or below 0.

## **MP**

The maximum MP of the monster.

## **⑭ Body Sections**

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The list of the sections of the monster. If there is no listing, there is only one section.

## **⑮ Main Body Section**

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The central section of the monster. If the HP of this section falls to 0 or below, that monster is considered dead. Only monsters with multiple sections has this listed.

## **⑯ Weak Point**

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The weakness of the monster. If any character's Monster Knowledge Check is equal to or greater than the Weakness value (listed above), that character and any of their allies know of and can utilize this weakness.



## ⑰ Unique Skills

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Any special abilities are listed here, complete with descriptions. A skill will be formatted the same way every time, for easy reading. For example, the skill **Flame Breath** looks like this: [Flame Breath / 5 (12) / Fortitude / Half]. Respectively, the format for each skill is as follows: [Name of Skill / Roll Modifier (Average Roll) / Type of Resistance / Result of Successful Resistance].

If a monster has a **Magic Skill** listed, they may ignore the requirements to cast that type of magic. For monsters with multiple body sections, if the name of the monster is listed, all of the special abilities listed underneath apply to all sections of the monster.

## ⑱ Loot

---

Items held by a monster, dropped when that monster dies. There are some that always drop, and others that are not always carried. When checking the body of a monster, roll 2d and compare the results to the loot table. Some loot can be sold, which is shown as the amount in parentheses.

## ⑲ Description

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Ecology of the monster, including a description of physical characteristics. Also, may contain special rules for the monster.



## Barbaros

### 1 Kobold

**Int:** Low **Perc:** 5 **Senses** **Lang:** Barbaric, Goblin, Trade Common

**Hab:** Forest, Mountains, Caves **Disp:** Neutral

**Rep/Weak:** 6 / 11 **Init:** 10 **Move Spd:** 12 **Fort:** 2 (9) **Will:** 3 (10)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	2 (9)	2d+1	1 (8)	1	13	10

Unique Skills	W. P.: Magic Damage +2 pts.	
None	Loot	
	Always	Crude Weapon (10G)
	2 - 9	None
	10+	Bag of Silver (1d x 30G)

The kobold is the weakest monster in the Barbaros family. Standing about 1m20cm, they are close to a dog's length when standing upright. Among other Barbaros, they are treated like a slave, and may escape to humanoid towns where they help with cooking. As perpetual servants, kobolds are surprisingly good at cooking, and an adventurer will often spot a kobold in a restaurant's kitchen.

## 2 Gremlin

**Int:** Average **Perc:** 5 Senses (Darkvision) **Lang:** Barbaric, Arcana, Trade Common

**Hab:** Mountains, Highlands **Disp:** Hostile

**Rep/Weak:** 9 / 12 **Init:** 11 **Move Spd:** 16 / 32 (Flying)

**Fort:** 2 (9) **Will:** 5 (12)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	2 (9)	2d - 2	4 (11)	0	14	14

Unique Skills	W. P.: Wind Damage +3 pts.	
<b>[Truespeech Magic (Level 2) / Magic Power 4 (11)]</b> A Gremlin may cast Truespeech Magic as a second-level Sorcerer. For individual spell effects, refer to that spell's description.	Loot	
	2 - 7	None
	8+	Strange Necklace (160G)

### **[Flight]**

A Gremlin receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying.

Gremlins appear to be small children with hair covering their entire body, with small fangs and bat-like wings. They are often very mischievous and dexterous creatures. However, the reason for this has not yet been discovered and people often simply say that gremlins like to ridicule.

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## 2 Goblin

**Int:** Low **Perc:** 5 **Senses (Darkvision)** **Lang:** Barbaric, Goblin  
**Hab:** Forest, Mountains, Caves **Disp:** Hostile  
**Rep/Weak:** 5 / 10 **Init:** 11 **Move Spd:** 11 **Fort:** 3 (10) **Will:** 3 (10)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	3 (10)	2d + 2	3 (10)	2	16	12

Unique Skills	W. P.: Magic Damage +2 pts.	
None	<b>Loot</b>	
	2 - 3	Crude Weapon (10G)
	4 - 9	Weapon (30G)
	10+	High-quality Weapon (150G)

A goblin is shorter in height than a human and has much shorter arms and legs. Goblins usually have big eyes and long noses. If it sees you as superior, it fears for its life and without thought, it begins to obey commands immediately. They are rather unintelligent creatures and often steal and rob to survive. In addition, they completely lack the reflex to flee from danger.



**2 Redcap****Int:** Low **Perc:** 5 **Senses (Darkvision)** **Lang:** Barbaric, Goblin**Hab:** Mountains, Forest **Disp:** Hostile**Rep/Weak:** 7 / 12 **Init:** 9 **Move Spd:** 13 **Fort:** 4 (11) **Will:** 4 (11)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	3 (10)	2d + 3	3 (10)	1	18	10

Unique Skills	W. P.: Accuracy +1	
None	Loot	
	Always	Red Hair (10G)
	2 - 4	None
	5 - 8	Weapon (30G)
	9+	High-quality Weapon (150G)

Redcaps grow deep-red hair on their head like a hat and are approximately the size and shape of a goblin. Redcaps have slender limbs and carry small knives. They are very patient and often attack humans in groups. In addition, small redcaps have white hair, but it is said to be dyed a deep red with repeated murders.

PART 1

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PART 5

### 3 Invisible Beast

**Int:** Low **Perc:** 5 Senses (Scent) **Lang:** Barbaric

**Hab:** Indeterminate **Disp:** Hostile

**Rep/Weak:** 12 / 15 **Init:** 12 **Move Spd:** 16 **Fort:** 4 (11) **Will:** 5 (12)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Claw	4 (11)	2d + 3	4 (11)	2	19	10

Unique Skills	W. P.: Accuracy +1	
<p><b>[Invisibility]</b> An Invisible Beast may turn its body invisible. Outside of combat, it may remain invisible indefinitely. In combat, however, it may become invisible for a maximum of 20 seconds (2 rounds) at a time.</p> <p>The initial attack against an Invisible Beast is made with a -4 Accuracy penalty; all subsequent attacks (or if it is bloodied) are made at -2 Accuracy.</p>	Loot	
	2 - 7	None
	8+	Clear Jewel

A rare beast with a transparent body, not much is known about its ecology. An invisible beast, when it chooses to appear (or is killed), appears to be a bizarre humanoid creature with transparent skin and horribly sharp claws. Sadly, little else is known.

### 3 Boggart

**Int:** Low **Perc:** 5 Senses (Darkvision) **Lang:** Barbaric, Goblin  
**Hab:** Forest, Mountains, Caves **Disp:** Hostile  
**Rep/Weak:** 7 / 13 **Init:** 11 **Move Spd:** 14 **Fort:** 4 (11) **Will:** 4 (11)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	4 (11)	2d + 5	4 (11)	3	21	10

Unique Skills	W. P.: Physical Damage +2 pts	
<b>[Continuous Attack]</b> If a Boggart successfully hits a target in melee, they may make a second attack on that same target without rolling Accuracy.	Loot	
	2 - 6	Weapon (30G)
	7+	High-quality weapon (150G)

Lithe and slender, a boggart uses its wiry form to cause incredible bloodshed. About the size of a human, boggarts have no productivity to speak of, and make a living killing and stealing from others. In addition, boggarts are often so caught up in their bloody revels that they will not surrender, instead fighting to the death.

Boggarts will capture humans, goblins, and redcaps with no impunity, and force their captives to obey their every whim. Boggarts are also able to domesticate wolves, as there are often wolf packs following a band of boggart hunters.

## 4 Medusa

**Int:** Average **Perc:** 5 Senses (Darkvision) **Lang:** Barbaric, Goblin  
**Hab:** Dungeons **Disp:** Hostile  
**Rep/Weak:** 10 / 15 **Init:** 13 **Move Spd:** 14 **Fort:** 4 (11) **Will:** 6 (13)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Gorgon's Mane	6 (13)	2d + 2	4 (11)	2	28	22

Unique Skills	W. P.: Physical Damage +2 pts	
<p><b>[Simultaneous Attack]</b>            A Medusa's Gorgon's Mane attacks all characters in the battlefield, but a separate Accuracy Check is needed for each character.</p> <p><b>[Snake Venom / 5 (12) / Fort / Negated]</b>            Each time Gorgon's Mane successfully hits, the stricken character makes a Fortitude Check or receives an additional 3 Poison-type damage.</p> <p><b>[Eyes of Stone / 4 (11) / Will / Negated]</b>            At the end of each round, if a character is facing a Medusa, they need to roll a Willpower Check or receive a cumulative -6 penalty to either Dexterity or Agility (randomly determined). If either ability score drops to 0, the character immediately turns to stone.</p>	Loot	
	Always	Viper of Medusa (50G)
	2 - 9	None
	10 - 12	Gemstones (1d x 150G)
13+	Eyes of Stone (1,200G)	

Often mistaken for a human female, Medusae are really barbaros with multiple thin snakes for hair. Not only can a Medusa slowly petrify unlucky adventurers, but the hair-snakes are poisonous as well. Rarely, a Medusa's eyes may retain their fearsome gaze after death. These magical eyes can be used to make magical armor to protect against petrification and command a high price in the markets.



## 4 Lesser Ogre

**Int:** Average **Perc:** 5 Senses (Darkvision)

**Lang:** Trade Common, Barbaric, Ogrish, Arcana

**Hab:** Various **Disp:** Hostile

**Rep/Weak:** 9 / 14 **Init:** 13 **Move Spd:** 14 **Fort:** 5 (12) **Will:** 6 (13)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	5 (12)	2d + 4	5 (12)	2	36	20

Unique Skills	W. P.: Accuracy +1	
<p><b>[Truespeech Magic (Level 3) / Magic Power 5 (12)]</b> A Lesser Ogre may cast Truespeech Magic as a third-level Sorcerer. For individual spell effects, refer to that spell's description.</p> <p><b>[Personification]</b> As a Minor Action, a Lesser Ogre may take on the appearance and mannerisms of a character they have eaten. When transformed, the Lesser Ogre's maximum HP and MP are decreased by 5. Accuracy, Evasion, Fortitude and Willpower are also reduced by 1 point each. This form can be held up to a total of 18 hours per day.</p>	Loot	
	2 - 3	None
	4 - 8	Bag of Silver (1d x 30G)
	9 - 10	Large Bag of Silver (1d x 100G)
	11+	Gemstones (1d x 150G)

Standing about 2m tall, a Lesser Ogre is a fearsome flesh-eating behemoth of pure muscle. Even though a Lesser Ogre is slight in build (compared to other Ogres), they make up for their shortcomings by being proficient with magic. Lesser Ogres can also shapechange into a humanoid race, and can speak fluently enough to blend in. A Lesser Ogre can only shapechange into a humanoid whose heart he's eaten and gains the knowledge of that person.

Transformed Lesser Ogres often attempt to infiltrate the higher ranks of society in an attempt to learn all they can. Once they feel this mission has been accomplished, the Ogres return to the barbaros for debriefing.

It is rather difficult to detect a transformed Lesser Ogre, as the transformation is nearly perfect to normal observation. A handful of spells, including Sense Enemy and Banish, can pierce through the illusion. However, the spellcaster must be vigilant, as an Ogre is still a dangerous enemy...

**5 Gilman**

**Int:** Average Perc: 5 Senses (Darkvision) **Lang:** Barbaric, Gilman  
**Hab:** Coast, River Delta **Disp:** Hostile  
**Rep/Weak:** 13 / 16 **Init:** 13 **Move Spd:** 18 / 18 (Swimming)  
**Fort:** 7 (14) **Will:** 7 (14)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	7 (14)	2d + 7	7 (14)	3	32	23

Unique Skills	W. P.: Fire Damage +3 pts.	
<b>[Feint Attack]</b> A Gilman receives a +1 Accuracy bonus to the next attack. Characters wearing Metal Armor are unaffected.	Loot	
	2 - 3	None
	4 - 8	Mysterious Shells (130G)
	9+	Gemstones (1d x 150G)

Gilmen are humanoid in shape, with fish-like faces and covered in fine scales from head to toe. Able to breathe and move in water without penalty, Gilmen tend to live close to, if not in, the water. Caves and estuaries near rivers are common Gilman settlements, but there are also underwater civilizations as well.

Gilmen tend to share few to no values with humanoid races and are fairly emotionless. In combat, a Gilman will fight to win, and will stick around to protect allies even if it becomes disadvantageous to do so. They are also rather stoic and will not panic, even if abandoned by their allies.

**Drake**



## 6 Drake (Human Form)

**Int:** High **Perc:** 5 Senses (Darkvision)  
**Lang:** Barbaric, Trade Common, Drakish, Arcana  
**Hab:** Various **Disp:** Hostile  
**Rep/Weak:** 10 / 17 **Init:** 16 **Move Spd:** 20 / 40 (Flying)  
**Fort:** 9 (16) **Will:** 10 (17)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Sword	9 (16)	2d + 8	7 (14)	4	38	36

Unique Skills	W. P.: Magic Damage +2 pts.		
<b>[Spiritualism Magic (Level 5) / Magic Power 8 (15)]</b> A Drake may cast Spiritualism Magic as a fifth-level Conjurer. For individual spell effects, refer to that spell's description.	Loot		
	Always	Sword	Shard
		(200G)	

**[Magic Attack]**  
 A Drake can deal an additional 8 damage on their next attack. However, any Evasion, Fortitude or Willpower Check made by the Drake this turn receives a -1 penalty.

**[Dragonification]**  
 As a Major Action, the Drake transforms into a draconic form, healing all HP and MP. Any lingering magical effects are removed as well. For more information, see the Drake (Dragon Form) data. A Drake cannot transform for an hour after using this ability.

**[Flight]**  
 A Drake receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying.

Drakes are similar in appearance to beautiful young men and women, though horns gracefully sweep from their head and membranous wings sprout from their backs. Drakes are able to transform into huge dragons that wield massive swords infused with magic.

Other barbaros look to Drakes as natural leaders, and huge forces have been known to gather at a Drake's beck and call. While there is often little cooperation between Drakes, in rare cases a powerful "king" Drake appears, accompanied by many other Drakes. In these cases, there is no hope for the opposition.

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## 7 Drake (Dragon Form)

**Int:** High **Perc:** 5 Senses (Darkvision)  
**Lang:** Barbaric, Trade Common, Drakish, Arcana  
**Hab:** Various **Disp:** Hostile  
**Rep/Weak:** 12 / 18 **Init:** 18 **Move Spd:** 20 / 40 (Flying)  
**Fort:** 10 (17) **Will:** 11 (18)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Torso)	9 (16)	2d + 12	9 (16)	7	52	46
Wing (Wing) x2	11 (18)	2d + 9	7 (14)	4	28	16

**Sections:** 3 (Torso / Wings x2)  
**Main Section:** Torso

**Weak Point:** Magic Damage +2 pts.

Unique Skills	Loot								
<ul style="list-style-type: none"> <li>• <b>Torso</b>  <b>[Spiritualism Magic (Level 5) / Magic Power 9 (16)]</b>            A Drake may cast Spiritualism Magic as a fifth-level Conjurer. For individual spell effects, refer to that spell's description.  <b>[Energy Breath / 8 (15) / Fortitude / Half]</b> </li> </ul>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 5px;">2 - 6</td> <td style="padding: 5px;">Sword Shard (200G)</td> </tr> <tr> <td style="padding: 5px;">7 - 10</td> <td style="padding: 5px;">Sword Shard x2 (400G)</td> </tr> <tr> <td style="padding: 5px;">11</td> <td style="padding: 5px;">Sword Shard x3 (600G)</td> </tr> <tr> <td style="padding: 5px;">12+</td> <td style="padding: 5px;">Decaying Magic Sword (4,000G)</td> </tr> </table>	2 - 6	Sword Shard (200G)	7 - 10	Sword Shard x2 (400G)	11	Sword Shard x3 (600G)	12+	Decaying Magic Sword (4,000G)
2 - 6	Sword Shard (200G)								
7 - 10	Sword Shard x2 (400G)								
11	Sword Shard x3 (600G)								
12+	Decaying Magic Sword (4,000G)								

The Drake may vomit a mass of pure energy, directed towards a single target. The energy travels to a range of 50m, and deals 2d + 10 Energy-type damage. This ability cannot be used in consecutive turns.

**[Humanification]**

As a Minor Action, a Drake can change from a draconic form to a human. However, any HP lost as a dragon is carried over as a human, which may cause death if enough HP is lost. For more information, see the Drake (Human Form) data.

• **Wings**

**[Flight]**

A Drake receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying. If one of the wings falls to 0 HP or lower, this ability cannot be used.

The Drake, while it is transformed, takes on a silvery-white sheen of razor-edged scales. Its physique becomes sleek and streamlined, and its wings become as sharp as a sword. Despite its bulk, a transformed Drake can strike as fast (if not faster) than it could in its humanoid form.

## 6 Troll

**Int:** Average **Perc:** 5 Senses (Darkvision) **Lang:** Barbaric, Giantish  
**Hab:** Caves **Disp:** Hostile  
**Rep/Weak:** 11 / 16 **Init:** 14 **Move Spd:** 18 **Fort:** 9 (16) **Will:** 8 (15)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	9 (16)	2d + 10	7 (14)	5	40	26

Unique Skills	W. P.: Magic Damage +2 pts.	
<b>[Divine Magic (Level 5) / Magic Power 7 (14)]</b> A Troll may cast Divine Magic as a fifth-level Priest. It is up to the GM to determine any Special Divine Spells. For individual spell effects, refer to that spell's description. <b>[Power Attack]</b> A Troll can deal an additional 4 damage on their next attack. However, any Evasion Check made by the Troll this turn receives a -2 penalty. <b>[Weakening]</b> As long as a Troll is under sunlight, it receives a -2 penalty to all Accuracy and Evasion Checks.	<b>Loot</b>	
	Always	Troll Blood (100G)
	2 - 8	Large Weapon (300G)
	9+	Gemstones (1d x 150G)

A Troll's stature is like that of a boulder; standing taller than 3m, its skin is tougher than that of a rock. For a barbaros, Trolls have incredible discipline and take great pride in maintaining their physique. Although this bulk prevents Trolls from being fast, they have made up for it in advancing their technology level to be able to forge quality weapons. It is not uncommon to see Trolls with fine swords or maces in hand. Trolls also tend to be rather spiritual, praying to the Malevolent Gods more often than most other barbaros.

Troll blood is said to be a symbol of power as well, and it is often used as a sort of paint. When applied by a Troll, it will strengthen weapons, armor, even a Troll's skin can be toughened by their own blood. Trolls

are often nocturnal creatures as well, and dislike bright lights. Sunlight, in particular, will significantly weaken a Troll, and they abhor going out during the daytime.

## 6 Lamia

**Int:** High **Perc:** Magic **Lang:** Barbaric, Trade Common, Drakish, Arcana  
**Hab:** Civilized Lands **Disp:** Neutral  
**Rep/Weak:** 12 / 16 **Init:** 12 **Move Spd:** 12 **Fort:** 7 (14) **Will:** 9 (16)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Tail	8 (15)	2d + 8	7 (14)	3	28	42

Unique Skills	W. P.: Earth Damage +3 pts.	
<b>[Truespeech Magic, Spiritualism Magic (Level 5) / Magic Power 9 (16)]</b> A Lamia may cast both Truespeech and Spiritualism Magic as a fifth-level Sorcerer and Conjurer. For individual spell effects, refer to that spell's description. <b>[Drain Blood]</b> If the Lamia successfully hits with a Tail attack, it may wrap around the target and drain the target for 2d + 2 Physical damage, recovering HP equal to the damage dealt. <b>[Transformation]</b> As a Minor Action, the Lamia may take on a human shape. While transformed, the Lamia receives a -1 penalty to Accuracy, Evasion, Fortitude and Willpower. In addition, both maximum HP and maximum MP are reduced by 5 points. While transformed, the Lamia cannot use a Tail attack. A Lamia may be transformed for up to 18 hours a day.	Loot	
	2 - 4	None
	5 - 8	Strange Necklace (160G)
	9+	Armband of Spirit (500G)

Lamia are barbaros with the upper body of an attractive human female, but the lower body of a huge serpent. They tend to live not far from humanoid settlements, as they require blood to live. Despite this sanguine reliance, not every Lamia wishes to kill, and some even despair at the thought of having to suck blood to live. However, many humanoids feel that having a Lamia live with them is a horrible idea, and so those Lamia who live in relative peace with humanoids are rare.



## Animals

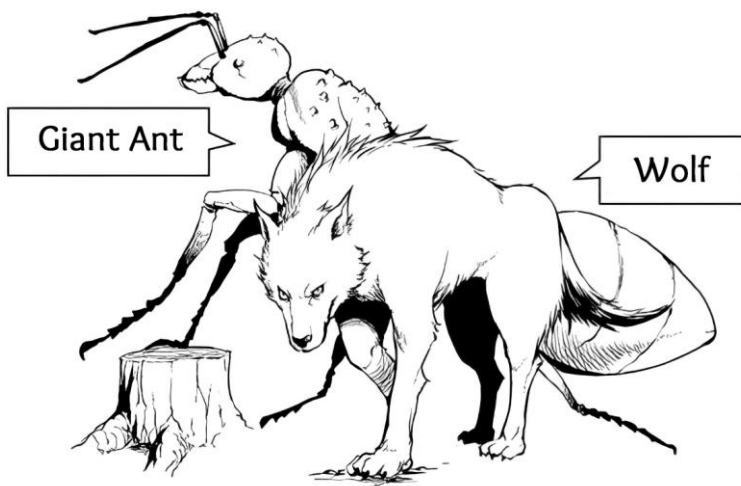
## 1 Wolf

**Int:** Animal **Perc:** 5 **Senses** **Lang:** None**Hab:** Forest, Grasslands **Disp:** Hungry**Rep/Weak:** 5 / 10 **Init:** 11 **Move Spd:** 15 **Fort:** 3 (10) **Will:** 1 (8)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	2 (9)	2d	2 (9)	1	12	8

Unique Skills	W. P.: Physical Damage +2 pts	
None	Loot	
	2 - 3	None
	4 - 8	Wolf Hide (20G)
	9 - 10	High-quality Wolf Hide (50G)
	11+	Flawless Wolf Hide (100G)

A simple Wolf, often appearing in packs of 3 to 5.



## 1 Giant Ant

**Int:** Animal **Perc:** 5 Senses (Tactual) **Lang:** None

**Hab:** Mountains, Caves **Disp:** Neutral

**Rep/Weak:** 6 / 10 **Init:** 9 **Move Spd:** 12 **Fort:** 4 (11) **Will:** 2 (9)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Mandibles	2 (9)	2d - 1	2 (9)	3	9	8

Unique Skills	W. P.: Physical Damage +2 pts	
<b>[Formic Acid / 3 (10) / Fort / Negated]</b> A Giant Ant may spit acid on one person in the same battlefield, dealing 2d - 2 magic damage on a failed Fortitude Check.	Loot	
	2 - 7	None
	8 - 10	Ant Chitin (30G)
	11+	Violet Jewel (120G)

A Giant Ant, measuring approximately 1m long. While built the same as a normal ant, its size allows it to be a danger to humanoids. Nests can be particularly nasty, as there can be an incredible number of ants working inside.



## 2 Giant Lizard

**Int:** Animal **Perc:** 5 **Senses** **Lang:** None

**Hab:** Various **Disp:** Hungry

**Rep/Weak:** 7 / 11 **Init:** 10 **Move Spd:** 12 **Fort:** 5 (12) **Will:** 3 (10)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	3 (10)	2d + 2	2 (9)	2	20	8

Unique Skills	W. P.: Physical Damage +2 pts	
None	Loot	
	2 - 7	None
	8+	High-quality Scales (140G)

A carnivorous giant lizard, it's body is about 2m long. Adventurers should be wary of lone Lizards, as their companions tend to wait in ambush for unwary stragglers.

In rare cases, there are those specimens with finer scales than usual. If enough of these scales can be harvested and brought to a skilled armorsmith, high-quality scale mail can be made.

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### 3 Grey Lynx

**Int:** Animal **Perc:** 5 Senses (Darkvision) **Lang:** None

**Hab:** Forest, Mountains **Disp:** Hostile

**Rep/Weak:** 12 / 15 **Init:** 12 **Move Spd:** 16 **Fort:** 5 (12) **Will:** 3 (10)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	4 (11)	2d + 3	5 (12)	2	19	10

Unique Skills	W. P.: Magic Damage +2 pts	
<b>[Continuous Attack]</b> If a Gray Lynx successfully hits a target in melee, they may make a second attack on that same target without rolling Accuracy.	Loot	
	Always	Grey Lynx Fur (80G)
	2 - 9	None
	10+	Mysterious Seeds (100G)

This large wildcat has grown to a size of 2m. The Grey Lynx is keen at hiding itself and tends to avoid human-sized prey, which leads children to think of these cats as myths.

While the fur is not quite a luxury, there is still a steady enough demand for it. There may also be seeds from unknown plants stuck in the fur, some of which may yet still sprout.

### 3 Giant Bat

**Int:** Animal **Perc:** 5 Senses (Hearing) **Lang:** None

**Hab:** Forest, Caves **Disp:** Hostile

**Rep/Weak:** 8 / 12 **Init:** 12 **Move Spd:** 20 (Flying) **Fort:** 4 (11) **Will:** 4 (11)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	4 (11)	2d + 2	4 (11)	0	20	10

#### Unique Skills

##### [Blood Suck]

When a Giant Bat successfully hits with a Bite, it heals HP equal to the damage dealt.

##### [Flight]

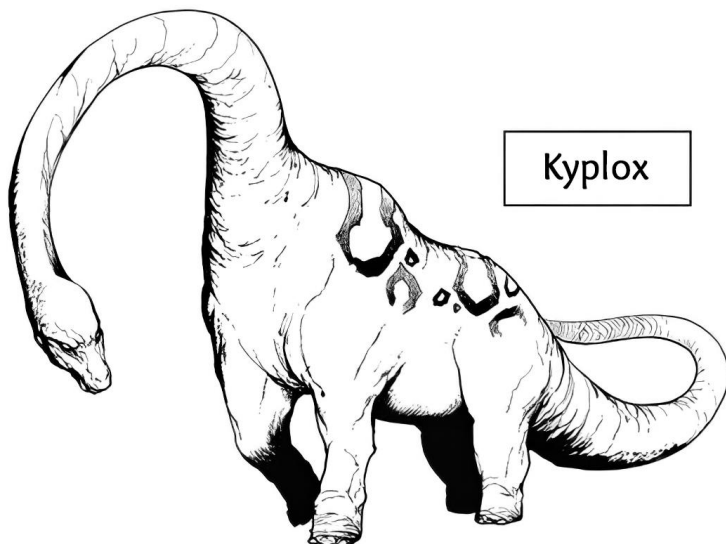
A Giant Bat receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying.

#### W. P.: Accuracy +1

##### Loot

Always	Bat Wing (30G)
2 - 6	None
7+	Violet Jewel (120G)

Giant Bats are flying mammals that suck blood from animals. Using ultrasonic waves inaudible to humans, the Bat can find its prey by hearing how the waves echo back to it. Apparently, it can accurately detect the size and shape of its target through echolocation.



Kyplox

## 4 Kyplox

**Int:** Animal **Perc:** 5 Senses (Darkvision) **Lang:** None

**Hab:** Forest **Disp:** Hostile

**Rep/Weak:** 9 / 13 **Init:** 11 **Move Spd:** 12 **Fort:** 7 (14) **Will:** 5 (12)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	6 (13)	2d + 5	3 (10)	2	29	18
None (Body)	-	-	5 (12)	3	33	13
Tail (Tail)	5 (12)	2d + 4	5 (12)	2	21	11

**Sections:** 3 (Head / Body / Tail)

**Main Section:** Head

**Weak Point:** Fire Damage +3 pts.

Unique Skills	Loot
<ul style="list-style-type: none"> <li>• <b>Head</b> [Flame Breath / 5 (12) / Fort / Half] A Kyplox may vomit a fireball directed towards a single target. The fireball travels to a range of 20m, and deals 2d + 4 Fire-type damage.</li> </ul>	Always
	2 - 7
	8 - 12
	13+
	Large Fang (80G)
	None
	Kyplox Scale (350G)
	Fire Crystal (1,600G)
<ul style="list-style-type: none"> <li>• <b>Body</b> [Large Body] As long as the Body's HP is 1 or more, the Head cannot be attacked in melee. Any ranged attack on the Head receives a -4 penalty to the Accuracy Check. When the Body falls to 0 HP or lower, this effect disappears.</li> </ul>	
<ul style="list-style-type: none"> <li>• <b>Tail</b> [Tail Swing] A Tail attack hits up to 5 targets on the battlefield within a 3m radius.</li> </ul>	

With a long neck and huge body, a Kyplox is a classic monster, appearing to be about 10m in length. Though it seems to be a variation of a dragon, it is really a massive reptile. Some Kyplox even have scale patterns similar to those of a dragon's, and all scales are equally as sturdy. In fact, Kyplox scales are often used in armor when dragon scales are in short supply.

## 5 Killer Octopus

**Int:** Low **Perc:** 5 Senses (Darkvision) **Lang:** None  
**Hab:** Sea, Coast **Disp:** Neutral  
**Rep/Weak:** 8 / 14 **Init:** 14 **Move Spd:** 16 (Swimming)  
**Fort:** 10 (17) **Will:** 7 (14)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
None (Body)	-	-	6 (13)	2	44	20
Tentacle (Tentacle) x4	7 (14)	2d + 7	7 (14)	1	20	8

**Sections:** 5 (Body / Tentacle x4)  
**Main Section:** Body

**Weak Point:** Magic Damage +2 pts.

Unique Skills	Loot	
<ul style="list-style-type: none"> <li><b>Body</b></li> </ul> <b>[Entangling Tentacles]</b> A successful hit from a Tentacle entangles the target. Each round, the entangled target is hit automatically by the Tentacle, and makes all Accuracy and Evasion Checks with a -2 penalty. This penalty is not cumulative.	2 - 5	Silver Gamels (1d x 30G)
	6 - 9	Violet Jewel (120G)
	10	Demon's Ring (600G)
	11+	Silver Gamels (1d x 400G)

Removing the entangling tentacles requires an (Adventurer Level + Strength bonus) Check opposed by the Killer Octopus's Accuracy check. This check may be made by another person as well. If successful, the target is not entangled anymore.

### **[Multiple Tentacles]**

The Body of the Killer Octopus cannot be engaged in melee combat until two or more Tentacles are destroyed. Ranged and Magic attacks do not have this restriction.

- Body/Tentacles**

### **[Soft Body]**

Bludgeoning weapons treat the Killer Octopus' Defense as 3 points higher. In addition, Thrown weapons deal no damage.

### **[Underwater]**

The Killer Octopus doesn't receive penalties for moving or taking Actions in water. However, it can't perform any Action without water.

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A giant Octopus is a savage beast, referred to as a demon in older legends and folklore. Lurking in submerged ruins and sunken ships, they often attack large fish and marine mammals.

Occasionally, an Octopus may have silver Gamels, and relics found in its body. These come from people that the Octopus had swallowed whole, and typically have not been digested as of yet.

## 5 Sandworm

**Int:** Animal **Perc:** 5 Senses (Hearing) **Lang:** None

**Hab:** Desert **Disp:** Hostile

**Rep/Weak:** 10 / 15 **Init:** 11 **Move Spd:** 20 / 20 (Burrowing)

**Fort:** 9 (16) **Will:** 6 (13)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Mouth	8 (15)	2d + 10	7 (14)	3	36	11

Unique Skills	W. P.: Water Damage +3 pts.	
None	Loot	
	2 - 5	None
	6 - 9	Sandworm Gem (150G)
	10+	Green Sandworm Gem (1d x 200G)

A giant snake-like creature that lives in the sand, up to one-fifth of its body can be covered in a hard exoskeleton. Older Sandworms often have gems in its hide, formed from the sand and pressure. The green gems carry a high price at the markets, while the clear gems have value when crushed into an abrasive polishing powder.



## Plants

## 2 Killer Creeper

**Int:** None **Perc:** Magic **Lang:** None**Hab:** Forest **Disp:** Hostile**Rep/Weak:** 8 / 11 **Init:** 6 **Move Spd:** 0 **Fort:** 7 (14) **Will:** 5 (12)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Vine	3 (10)	2d + 2	1 (8)	0	30	10

## Unique Skills

**[Entangling Vines]**

A successful hit from a Vine entangles the target. Each round, the entangled target is hit automatically by the Vine, and makes all Accuracy and Evasion Checks with a -2 penalty.

Removing the entangling vines

requires an (Adventurer Level + Strength bonus) Check opposed by the Killer Creeper's Accuracy check. This check may be made by another person as well. If successful, the target is not entangled anymore.

**[Mindless]**

A Killer Creeper is unaffected by anything that would affect the mind, such as hallucinations.

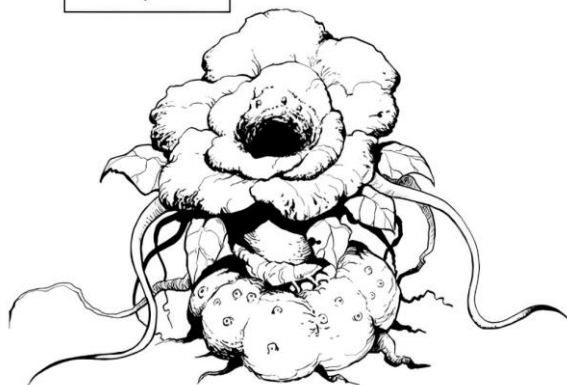
**W. P.:** Fire Damage +3 pts.

## Loot

Always	Leaf Mold (50G)
2 - 5	None
6 - 10	Vines (1d x 5G)
11+	Magical Vine (1d x 30G)

A plant transformed with mana, a Killer Creeper will shoot a multitude of vines and engulf the area it's in. Being plants, they are very patient when it comes to waiting for prey to wander into its range. As it tends to grow quite fast, it is often rather difficult to escape once trapped in its vines.

## Bloody Petal



## 5 Bloody Petal

**Int:** None **Perc:** Magic **Lang:** None  
**Hab:** Forest **Disp:** Hostile  
**Rep/Weak:** 11 / 14 **Init:** 10 **Move Spd:** 5 **Fort:** 11 (18) **Will:** 9 (16)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
None (Trunk)	-	-	5 (12)	2	58	20
Flower (Petal)	7 (14)	2d + 8	6 (13)	1	23	8

**Sections:** 4-6 (Trunk / Petal x 3-5)  
**Main Section:** None

**Weak Point:** Fire Damage +3 pts.

Unique Skills	Loot								
<ul style="list-style-type: none"> <li>• <b>Trunk</b>  <b>[Recovery]</b>            At the end of each round, the trunk and all remaining petals recover 5 HP. If a petal dies, it has no effect on this ability. If the trunk dies, this effect disappears.</li> <li>• <b>Petal</b>  <b>[Poison / 7 (14) / Fort / Negated]</b>            A target hit by a Flower attack makes a Fortitude Check. If that target fails, they are poisoned, and receive a -1 penalty to Accuracy and Evasion.</li> </ul>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px; text-align: center;">Always</td> <td style="padding: 5px;">Crimson Petals (120G)</td> </tr> <tr> <td style="padding: 5px; text-align: center;">2 - 8</td> <td style="padding: 5px;">None</td> </tr> <tr> <td style="padding: 5px; text-align: center;">9+</td> <td style="padding: 5px;">Red Berries (300G)</td> </tr> <tr> <td style="padding: 5px;"> </td> <td style="padding: 5px;"> </td> </tr> </table>	Always	Crimson Petals (120G)	2 - 8	None	9+	Red Berries (300G)		
Always	Crimson Petals (120G)								
2 - 8	None								
9+	Red Berries (300G)								

Plants with large petals as red as blood, these root-less plants will chase prey down, albeit slowly. Also referred to as "flesh-eating flowers", these plants will capture both animal and humanoid alike, slowly dissolving its prey for nutrition.

If the flower is in full bloom and fed a healthy amount of blood, the petals of the plant can be distilled into quality medicine. Rarely, a few fruits of the bloody petal can be found as well.

This monster has only one Trunk but has 3 to 5 Petals. The GM can use 2 + (half of 1d) to randomly determine the amount of Petals, if need be.





## Undead

### 1~ Revenant

**Int:** Low **Perc:** Magic **Lang:** None

**Hab:** Various **Disp:** Hostile

**Rep/Weak:** 8 / 14 **Init:** ※-2 **Move Spd:** ※ **Fort:** ※ **Will:** ※

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon, etc.	※ +2	※ +2	※ -2	※	※ +10	-

Unique Skills	Weak Point: HP Recovery (deals damage instead), +3 pts.	
<b>[Regeneration]</b> At the end of each round, a Revenant recovers 3 HP. <b>[Mindless]</b> A Revenant is unaffected by any Psychic-type effects.	Loot	
	2 - 5	None
	6 - 10	Tainted Bones (50G)
	11+	Tainted Skull (300G)

A Revenant is an undead being created by the death of an impure soul. Constant resurrections scar one's soul, and certain spirits can rise on their own with enough soulscars. Revenants greatly dislike the sun, and tend to stick to dark nights, as well as ruins.

Humanoids, Barbaros, Animals and Mythical Beasts can all become Revenants. ※ denotes the statistics of the base creature while it was alive. If it had any Classes, they are one level lower than they were while it was alive. Any Combat Feats and/or Unique Skills are retained, though magic cannot be cast.

A Revenant has an intense hatred of the living and will kill without discrimination. It retains little to no memory of its previous life, and its mind is too distorted to be affected by any outside influences. If a Revenant is reduced to 0 HP or lower, it is utterly destroyed and cannot be revived.

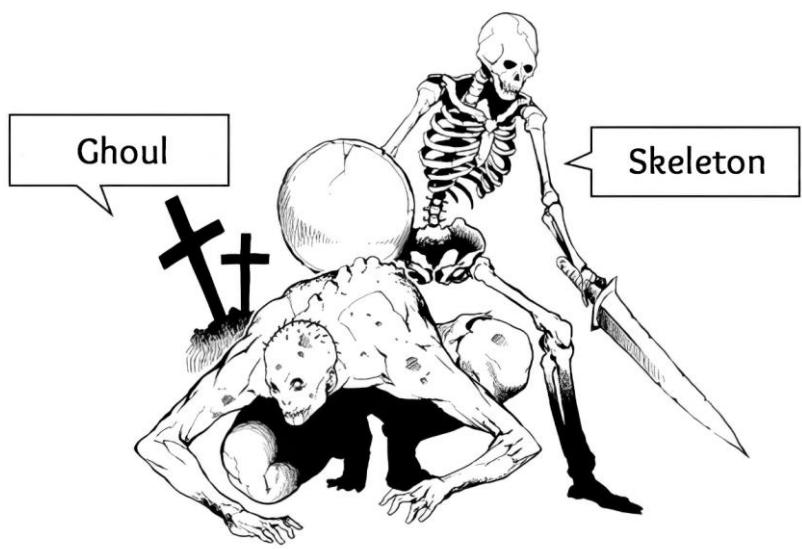
# 1 Skeleton

**Int:** Low **Perc:** Magic **Lang:** None  
**Hab:** Ancient Ruins **Disp:** Hostile  
**Rep/Weak:** 6 / 11 **Init:** 10 **Move Spd:** 8 **Fort:** 2 (9) **Will:** 4 (11)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	2 (9)	2d	2 (9)	3	15	-

Unique Skills	Weak Point: HP Recovery (deals damage instead), +3 pts.	
<b>[Bone Body]</b> A Skeleton is immune to criticals from edged weapons. <b>[Mindless]</b> A Skeleton is unaffected by any Psychic-type effects.	Loot	
	2 - 5	None
	6 - 10	Sturdy Bones (30G)
	11+	Magic-tinged Bone (250G)

Born from the bones of other undead corpses, Skeletons arm themselves with weapons and armor from their fallen comrades. Skeletons have very little thought, tending to only care about its self-preservation. They will almost actively avoid stronger opponents due to this.



## 2 Zombie

**Int:** Low **Perc:** Magic **Lang:** None

**Hab:** Ancient Ruins **Disp:** Hostile

**Rep/Weak:** 7 / 12 **Init:** 7 **Move Spd:** 10 **Fort:** 4 (11) **Will:** 4 (11)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Claw	3 (10)	2d + 3	3 (10)	1	25	-

### Unique Skills

#### [Power Attack]

A Zombie can deal an additional 4 damage on their next attack. However, any Evasion Check made by the Zombie this turn receives a -2 penalty.

#### [Mindless]

A Zombie is unaffected by any Psychic-type effects.

**Weak Point:** HP Recovery (deals damage instead), +3 pts.

#### Loot

2	None
3 - 4	Zombie Eye (30G)
5+	Zombie Eye x2 (60G)

When mana remains in a body after death, it will eventually cause the corpse to move on its own. Similar results can be obtained through the spell Create Undead, though such magic tends to be unsavory from an ethical point of view. Zombie eyes can be dried and ground into a medicine, but anyone taking such medicine would do good not to imbibe too much.

While some individual Zombies may be missing some body parts, such as a leg or arm, there is no impact on the Zombie's abilities as a result.

### 3 Ghoul

**Int:** Low **Perc:** Magic **Lang:** None

**Hab:** Ancient Ruins **Disp:** Hostile

**Rep/Weak:** 8 / 13 **Init:** 12 **Move Spd:** 11 **Fort:** 5 (12) **Will:** 5 (12)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Claw	4 (11)	2d + 2	4 (11)	0	30	-

Unique Skills	Weak Point: HP Recovery (deals damage instead), +3 pts.	
<p><b>[Double Attack]</b> A Ghoul can make two Claw attacks each round, though each attack requires its own Accuracy check.</p> <p><b>[Mindless]</b> A Ghoul is unaffected by any Psychic-type effects.</p> <p><b>[Paralyzing Toxin / 5 (12) / Fort / Negated]</b> If a Ghoul successfully hits with a Claw attack, the target has to make a Fortitude Check or be paralyzed for 30 seconds (3 rounds). While paralyzed, the character's Evasion Checks receive a -2 penalty.</p>	Loot	
	Always	Ghoul Toxin Extract (20G)
	2 - 9	None
	10+	Ghoul Coin (300G)

A Ghoul is an undead that eats rotting corpses. Their "prey" is left to decay for a while after the kill, so that the Ghoul can feed off of the rot and corruption. Compared to Zombies, a Ghoul decays at a much slower rate due to the toxin in their system. When the toxin is extracted from the body, it can be used on wood to preserve it. Additionally, the amber sediment inside a Ghoul's eye can be extracted and solidified into a small disc, which has taken the colloquial name "ghoul coin" among collectors of such objects.

## 5 Ghoul Mage

**Int:** Average **Perc:** Magic **Lang:** Regional Dialect, Arcana

**Hab:** Ancient Ruins **Disp:** Hostile

**Rep/Weak:** 10 / 15 **Init:** 13 **Move Spd:** 14 **Fort:** 7 (14) **Will:** 8 (15)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Claw	6 (13)	2d + 4	6 (13)	3	33	24

Unique Skills	Weak Point: Accuracy +1	
<p><b>[Truespeech Magic (Level 4) / Magic Power 7 (14)]</b>            A Ghoul Mage may cast Truespeech Magic as a third-level Sorcerer. For individual spell effects, refer to that spell's description.</p> <p><b>[Double Attack]</b>            A Ghoul Mage can make two Claw attacks each round, though each attack requires its own Accuracy check.</p> <p><b>[Paralyzing Toxin / 5 (12) / Fort / Negated]</b>            If a Ghoul Mage successfully hits with a Claw attack, the target has to make a Fortitude Check or be paralyzed for 30 seconds (3 rounds). While paralyzed, the character's Evasion Checks receive a -2 penalty.</p>	Loot	
	Always	Ghoul Toxin Extract (20G)
	2 - 6	None
	7 - 11	Ghoul Coin (300G)
12+	Rare Ghoul Coin (1d x 350G)	

Seemingly identical to the Ghoul, a Ghoul Mage has the intellect to understand human speech. Often, such Ghouls will use their superior intellect to trap intelligent beings for food. Ghoul Mages are also fairly competent leaders, and there are stories of remote towns overtaken by an army of Ghouls led by a Mage.

Rarely, one will find a Ghoul Mage with enough mana that it even crystallizes in the "ghoul coin". These high-quality coins glitter with an unearthly pattern, and will undoubtedly fetch quite the price to the right collector

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## 7 Dullahan

**Int:** Average **Perc:** Magic **Lang:** Arcana

**Hab:** Indeterminate **Disp:** Hostile

**Rep/Weak:** 11 / 18 **Init:** 16 **Move Spd:** 25 **Fort:** 10 (17) **Will:** 10 (17)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Sword (Rider)	10 (17)	2d + 12	9 (16)	5	38	44
Charge (Chariot)	8 (15)	2d + 14	7 (14)	7	52	-
Hoof (Horse) x2	9 (16)	2d + 8	8 (15)	3	32	22

**Sections:** 4 (Rider, Chariot, Horse x2) **Main Section:** Rider

**Weak Point:** HP Recovery (deals damage instead), +3 pts.

Unique Skills	Loot	
<ul style="list-style-type: none"> <li><b>Rider</b></li> </ul> <p><b>[Truespeech Magic, Divine Magic (Level 5) / Magic Power 8 (15)]</b> A Dullahan may cast both Truespeech and Divine Magic as a fifth-level Sorcerer and Conjurer. It is up to the GM to determine any Special Divine Spells. For individual spell effects, refer to that spell's description.</p> <p><b>[Mundane Weapon Immunity]</b> A weapon needs to be magically enchanted to deal damage to a Dullahan.</p>	2 - 4	None
	5 - 7	Magical Wood (200G)
	8 - 12	Premium Magical Wood (500G)
	13+	Mithril (2,600G)
<ul style="list-style-type: none"> <li><b>Chariot</b></li> </ul> <p><b>[Large]</b> Any damage dealt to the Chariot is not carried over to the Rider.</p> <p><b>[Iron Body]</b> The Chariot is immune to criticals from edged weapons.</p> <p><b>[Mindless]</b> The Chariot is unaffected by anything that would affect the mind, such as hallucinations.</p>		
<ul style="list-style-type: none"> <li><b>Horses</b></li> </ul> <p><b>[Power Attack]</b></p>		

Each Horse can deal an additional 4 damage on their next attack. However, any Evasion Check made by that Horse this turn receives a -2 penalty.

**[Mobility]**

If both Horses' HP is reduced to 0, a Dullahan cannot move.

An immense figure, a Dullahan is composed of a large, headless knight in black armor, driving a hellish chariot pulled by skeletal horses. Carrying its head in its left arm, a Dullahan will sentence a man to death in one year. It is said that this death sentence cannot be avoided, and the Dullahan will come for the doomed no matter where they are.



## Characteristics of Familiars

- A Familiar has no HP. Instead, the Familiar's Master takes all damage dealt.
- A Familiar takes no damage from falling (no matter the height).
- A Familiar uses the Fortitude and Willpower scores of its Master.
- A Familiar shares the same means of perception as the Master (including Darkvision). Anything one sees, the other does as well.
- If the Master is unconscious, the Familiar may not perform any action that would move it away from its Master.
- If the Master dies, the Familiar disappears.
- A Familiar may only have 1 Master. If the Familiar is treated cruelly, it may leave its Master.
- A Familiar has no free will of its own.

## 0 Familiar: Cat

**Int:** None **Perc:** Shared w/Master **Lang:** None

**Hab:** Various **Disp:** Instructed

**Rep/Weak:** 8 / - **Init:** 12 **Move Spd:** 12 **Fort:** - (-) **Will:** - (-)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Claw	3 (10)	2d	1 (8)	1	-	7

Unique Skills	Weak Point: None
<p><b>[Familiar]</b> Please refer to the 'Characteristics of Familiars' for more information.</p> <p><b>[Feline Finesse]</b> Can pass through narrow gaps, etc. Physical ability is the same as an ordinary housecat.</p>	Loot
	None

This creature is primarily an instrument meant to aid Sorcerers. While they tend to avoid conflict, a familiar may need to engage in melee, which is where the above statistics come into play. In addition, the appearance of the familiar may change with permission from the Game Master.

The Familiar's Master is allowed to use the Familiar's MP as though it were his own. The Familiar needs to be in physical contact with the Master and recovers MP at the same rate as the Master.

In addition, if the PC has any levels in the Sorcerer class, they automatically know the lore and value of any given monster, so long as they have a Familiar. A Monster Knowledge check is still required in order to determine the monster's Weakness.



**0 Familiar: Bird****Int:** None **Perc:** Shared w/Master **Lang:** None**Hab:** Various **Disp:** Instructed**Rep/Weak:** 8 / - **Init:** 13 **Move Spd:** 30 (Flying) **Fort:** - (-) **Will:** - (-)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	2 (9)	2d - 1	2 (9)	0	-	5

Unique Skills	Weak Point: None
<p><b>[Familiar]</b> Please refer to the 'Characteristics of Familiars' for more information.</p> <p><b>[Avian Agility]</b> Capable of flight. Physical ability is that of a normal bird.</p> <p><b>[Flight]</b> A Bird Familiar receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying.</p>	Loot
	None

A construct that is often seen in the company of spellcasters, it uses the same statistics as the cat familiar. Because of its flight capability, it can be used as a very effective scout. The exact type of bird varies from spellcaster to spellcaster, but typically the familiar is of a smaller species of bird, such as crows and pigeons. If knocked out while flying, a bird familiar will lose altitude, but does not receive falling damage.

In addition, if the PC has any levels in the Sorcerer class, they automatically know the lore and value of any given monster, so long as they have a Familiar. A Monster Knowledge check is still required in order to determine the monster's Weakness.

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## 0 Familiar: Frog

**Int:** None **Perc:** Shared w/Master **Lang:** None  
**Hab:** Various **Disp:** Instructed  
**Rep/Weak:** 8 / - **Init:** 10 **Move Spd:** 5/10 (Swimming)  
**Fort:** - (-) **Will:** - (-)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Tongue	1 (8)	2d - 2	2 (9)	0	-	10

Unique Skills	Weak Point: None
<b>[Familiar]</b> Please refer to the 'Characteristics of Familiars' for more information. <b>[Amphibious Avoidance]</b> Can be tucked into a pocket to avoid a wide range of effects. Physical capability is equal to that of a normal frog.	Loot
	None

A construct that is often seen in the company of spellcasters, it uses the same statistics as the cat familiar. A frog familiar is the only familiar able to explore underwater and is small enough to hide inside of a pocket at a moment's notice. By hiding, it cannot be targeted by either magic or melee, ensuring it stays around for quite a while.

In addition, if the PC has any levels in the Sorcerer class, they automatically know the lore and value of any given monster, so long as they have a Familiar. A Monster Knowledge check is still required in order to determine the monster's Weakness.

**1 Ghast****Int:** Servant **Perc:** Magic **Lang:** None**Hab:** Ruins, Forest, Ancient Ruins **Disp:** Instructed**Rep/Weak:** 5 / 10 **Init:** 9 **Move Spd:** 15 **Fort:** 2 (9) **Will:** 2 (9)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	3 (10)	2d + 2	2 (9)	0	14	-

Unique Skills	W. P.: Physical Damage +2 pts	
None	Loot	
	2 - 9	None
	10+	Magic-tinged Stone (250G)

A lost soul bound to a shadow, Ghosts live a sorry existence. Originally thought to have been created during the Durandal period, Ghosts continue to spawn and thrive today in the shadows of civilization. The reason for their creation has been forgotten to time, though their extremely gaunt frame and pitch-black body is difficult to forget. Ghosts are not known to be solitary, so if one is seen others are sure to follow. Occasionally, Ghosts will be summoned by Barbaros carrying magical stones. These stones are given to the rank and file by a Drake, who keeps close the secret of manufacturing.

## 2 Oak Golem

**Int:** Servant **Perc:** Magic **Lang:** None

**Hab:** Various **Disp:** Instructed

**Rep/Weak:** 8 / 12 **Init:** 9 **Move Spd:** 9 **Fort:** 5 (12) **Will:** 6 (13)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	4 (11)	2d	2 (9)	2	23	-

Unique Skills	W. P.: Fire Damage +3 pts.	
None	Loot	
	2 - 8	None
	9+	Enchanted Oak Branch (200G)

Oak Golems are made from oak wood. They are humanoid, with a short and stocky form. Having one constructed takes a long time, between acquiring the materials and performing rituals to infuse those materials with mana.

In addition, if the PC has any levels in the Conjurer class, they automatically know the lore and value of the Oak Golem. A Monster Knowledge check is still required in order to determine the Oak Golem's Weakness. It can be given simple instructions, like "move to that spot", "attack that target", or "attack anything that approaches".

### 3 Gargoyle

**Int:** Servant **Perc:** Magic **Lang:** None  
**Hab:** Ancient Ruins **Disp:** Instructed  
**Rep/Weak:** 9 / 14 **Init:** 12 **Move Spd:** 15 / 30 (Flight)  
**Fort:** 4 (11) **Will:** 4 (11)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Claw	5 (12)	2d + 4	5 (12)	3	26	-

#### Unique Skills

##### [Camouflage]

A Gargoyle can choose to appear as though it was stone. Its true form cannot be detected by the normal eye, but Sense Magic will reveal the truth. A Danger Sense check with a value of 12 or higher will let the PC know there is something amiss, however.

##### [Flight]

A Gargoyle receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying.

**Weak Point:** Bludgeoning  
 Damage +3 pts.

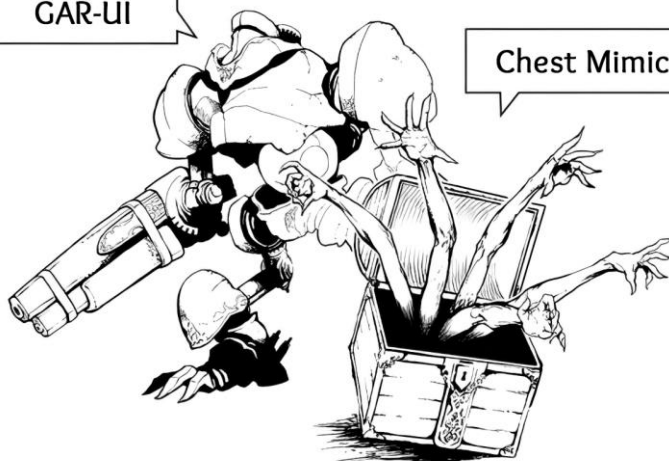
#### Loot

2 - 7	Sharp Stone (20G)
8+	Enchanted Stone (250G)

A variety of golem with both claw and wing, a Gargoyle is a beast of stone animated by a long-lost magic. Gargoyles were famous guardians of the Durandal period, and most seen today are still following instructions given to them from that time. While Gargoyles seem to act as though they are living beings, they can choose to camouflage themselves as stone, taking advantage of unaware and careless adventurers.

GAR-UI

Chest Mimic



### 3 Chest Mimic

**Int:** Servant **Perc:** Magic **Lang:** None  
**Hab:** Ancient Ruins **Disp:** Instructed  
**Rep/Weak:** 10 / 14 **Init:** 10 **Move Spd:** 8 **Fort:** 5 (12) **Will:** 5 (12)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	4 (11)	2d + 4	3 (10)	4	25	-

Unique Skills	Weak Point: Accuracy +1	
<p><b>[Double Attack]</b>            A Chest Mimic can make two Arm attacks each round, though each attack requires its own Accuracy check.</p> <p><b>[Capture]</b>            If a Chest Mimic successfully hits with both attacks from Double Attack, the target is captured and automatically hit each successive round.</p> <p>Removing the capturing arms requires an (Adventurer Level + Strength bonus) Check. This check may be made by another person as well. If successful, the target is not captured anymore.</p> <p><b>[Mimicry]</b>            A Chest Mimic can choose to appear as though it was an ordinary treasure chest. Its true form cannot be detected by the normal eye, but Sense Magic will reveal the truth. A Danger Sense check with a value of 12 or higher will let the PC know there is something amiss, however.</p>	Loot	
	2 - 6	None
	7 - 11	Magical Wood (200G)
	12+	High-quality Magical Wood (500G)

A Chest Mimic has the appearance of an old, weather-beaten chest, often found in ruins as a guard for real treasure. Able to extend and retract both arms and legs, there are some who think it is a form of golem. If a Chest Mimic remains still, it is often mistaken for a plain treasure chest, and careless adventurers will blunder right into their trap.

### 3 Loam Puppet

**Int:** Servant **Perc:** Magic **Lang:** None

**Hab:** Ancient Ruins **Disp:** Instructed

**Rep/Weak:** 12 / 15 **Init:** 10 **Move Spd:** 10 **Fort:** 5 (12) **Will:** 5 (12)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	4 (11)	2d + 4	4 (11)	2	34	-

Unique Skills	Weak Point: Accuracy +1	
<b>[Mud Body]</b> Bludgeoning weapons treat the Loam Puppet's Defense as 5 points higher. In addition, a Loam Puppet is immune to criticals from edged weapons, Earth-type damage, and magic.	Loot	
	2 - 7	None
	8+	Enchanted Clay (250G)

A golem made from clay, it is the hopes and desires of its creator given form. Typically standing around 1m, a Loam Puppet is often humanoid in shape, though it really can be any shape the creator wishes. However, it looks, there are no additional benefits from changing its appearance. Having one constructed takes a long time, between acquiring the materials and performing rituals to infuse those materials with mana.

In addition, if the PC has any levels in the Conjurer class, they automatically know the lore and value of the Loam Puppet. A Monster Knowledge check is still required in order to determine the Loam Puppet's Weakness. It can be given simple instructions, like "move to that spot", "attack that target", or "attack anything that approaches".

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<b>4</b>	<b>GAR-UI</b>
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**Int:** Servant **Perc:** Magic **Lang:** None  
**Hab:** Ancient Ruins **Disp:** Instructed  
**Rep/Weak:** 10 / 14 **Init:** 12 **Move Spd:** 20 **Fort:** 7 (14) **Will:** 7 (14)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Gun	6 (13)	2d + 3	5 (12)	4	35	-

Unique Skills	Weak Point: Thunder Damage +3 pts.	
<p><b>[Double Attack]</b>            The GAR-UI can make two Gun attacks each round, though each attack requires its own Accuracy check.</p> <p><b>[Gun Specs]</b>            The GAR-UI's Gun holds 3 bullets and has a range of 15m. Once the magazine is empty, the GAR-UI must take a Standard Action to replicate ammunition and reload its gun before firing again.</p> <p><b>[Mechanical Body]</b>            The GAR-UI is immune to criticals from edged weapons.</p>	Loot	
	Always	Iron (20G)
	2 - 5	Bullet x10 (25G)
	6 - 8	Crude Magitech Components (100G)
	9+	Magitech Components (300G)

Bipedal magitech robots, a GAR-UI unit stands about 2m tall. Seemingly built for security, they are often found among ruins of the Al Menas civilization. When entering combat, a GAR-UI transforms each hand into a gun to fire upon intruders. These guns, however, cannot be scavenged and used after the GAR-UI is defeated.



## 4 Flabby Golem

**Int:** Servant **Perc:** Magic **Lang:** None

**Hab:** Ancient Ruins **Disp:** Instructed

**Rep/Weak:** 10 / 14 **Init:** 13 **Move Spd:** 8 **Fort:** 7 (14) **Will:** 8 (15)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	7 (14)	2d + 5	5 (12)	2	45	-

Unique Skills	W. P.: Physical Damage +2 pts	
None	Loot	
	2 - 8	None
	9+	Gamels (1d x 200G)

Crafted from flesh, a Flabby Golem appears to be a simplified modeling of a human. Standing about 2-3m tall, it is a hideous sight to behold. Magicians rarely use Flabby Golems as receptacles to hold treasure, and as such will roll on the table for loot as normal. If a Flabby Golem is constructed in sight of the adventurers, such background circumstances cannot be considered, and any loot rolls will be automatically treated as "None".

In addition, if the PC has any levels in the Conjurer class, they automatically know the lore and value of the Flabby Golem. A Monster Knowledge check is still required in order to determine the Flabby Golem's Weakness. It can be given simple instructions, like "move to that spot", "attack that target", or "attack anything that approaches", or complex instructions to the extent that such could be understood by young children.

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## 4 Blob

**Int:** None **Perc:** Magic **Lang:** None  
**Hab:** Dungeons **Disp:** Hostile  
**Rep/Weak:** 10 / 14 **Init:** 10 **Move Spd:** 3 **Fort:** 11 (18) **Will:** 9 (16)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Ram	5 (12)	2d + 3	4 (11)	0	50	-

Unique Skills	W. P.: Fire Damage +3 pts.										
<p><b>[Engulf / 7 (13) / Fort / Negated]</b>            Each target hit by a Blob needs to roll a Fortitude Check or be engulfed by the Blob. They may not move or take an Action, and each round they receive an additional 2d + 1 magic damage. Each round, an engulfed character is entitled to another Fortitude Check to free themselves.</p> <p><b>[Soft Body]</b>            Bludgeoning weapons treat the Blob's Defense as 5 points higher. In addition, Thrown weapons deal no damage.</p> <p><b>[Acidic Body]</b>            When you attack or receive an attack from a Blob, that weapon or armor will melt into nothing after 24 hours. This can be avoided by washing the affected weapon or armor with alcohol or wine within 24 hours.</p>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr style="background-color: black; color: white;"> <th colspan="2" style="padding: 5px;">Loot</th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;">Always</td> <td style="padding: 5px;">Jelly-like Material (100G)</td> </tr> <tr> <td style="padding: 5px;">2 - 11</td> <td style="padding: 5px;">None</td> </tr> <tr> <td style="padding: 5px;">12+</td> <td style="padding: 5px;">Mini-Blob (1,500G)</td> </tr> <tr> <td style="padding: 5px;"> </td> <td style="padding: 5px;"> </td> </tr> </tbody> </table>	Loot		Always	Jelly-like Material (100G)	2 - 11	None	12+	Mini-Blob (1,500G)		
Loot											
Always	Jelly-like Material (100G)										
2 - 11	None										
12+	Mini-Blob (1,500G)										

A Blob is a translucent, light-green jelly that is highly acidic (able to dissolve metal). Originally the result of a magical experiment gone wrong, it now divides itself to increase its population. Occasionally, it is possible to treat the site of division of a Blob in order to neutralize its acidity. In doing so, one can take a mini-blob as a pet.

## 5 Stone Serpent

**Int:** Servant **Perc:** Magic **Lang:** None

**Hab:** Dungeons **Disp:** Instructed

**Rep/Weak:** 11 / 15 **Init:** 13 **Move Spd:** 18 **Fort:** 13 (20) **Will:** 11 (18)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	8 (15)	2d + 6	6 (13)	7	38	-

Unique Skills	W. P.: Accuracy +1	
<p><b>[Double Attack]</b> A Stone Serpent can make two Arm attacks each round, though each attack requires its own Accuracy check.</p> <p><b>[Stone Body]</b> A Stone Serpent is immune to criticals from edged weapons and all magic damage, with the exception of pure Energy-type damage.</p>	Loot	
	2 - 5	None
	6 - 12	Enchanted Stone (250G)
	13+	Mithril (2,600G)

A golem made from stone; it is a fearsome creature to encounter. Typically standing around 2m, a Stone Serpent appears as a great stone snake, given human arms and legs. Some Durandal-era Stone Serpents may rarely have mithril worked into their forms and were capable of receiving rather complex instructions from their creators. However, there is currently no one known to have the skill to create such works, and the few animate Stone Serpents from that time continue to follow their ancient constructor's instructions, disregarding anything and anyone else.

Having one constructed takes a long time, between acquiring the materials and performing rituals to infuse those materials with mana. Such construction is incredibly difficult and is rarely seen in modern times.

In addition, if the PC has any levels in the Conjurer class, they automatically know the lore and value of the Stone Serpent. A Monster Knowledge check is still required in order to determine the Stone Serpent's Weakness. It can be given simple instructions, like "move to that spot", "attack that target", or "attack anything that approaches".

## 5 DOOM

**Int:** Servant **Perc:** Magic **Lang:** None  
**Hab:** Ancient Ruins **Disp:** Instructed  
**Rep/Weak:** 11 / 15 **Init:** 12 **Move Spd:** 20 **Fort:** 8 (15) **Will:** 8 (15)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Machine Gun (Chassis)	9 (16)	2d + 5	7 (14)	6	40	-
Cannon (Turret)	7 (14)	2d + 10	8 (15)	3	30	-

<b>Sections:</b> 2 (Chassis / Turret) <b>Main Section:</b> None	<b>Weak Point:</b> Thunder Damage +3 pts.
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Unique Skills	Loot								
<ul style="list-style-type: none"> <li>• <b>Chassis</b>  <b>[Large]</b>            Unless the Chassis of the DOOM is reduced to 0 HP or less, the Turret may not be engaged in melee combat.  <b>[Anti-Personnel Missile / 6 (13) / Fort / Negated]</b>            Once per turn, as a Major Action, the DOOM may fire this attack and hit up to 20 targets on the battlefield within a 6m, dealing 15 Physical damage. This ability can only be used twice per combat.</li> <li>• <b>Chassis/Turret</b>  <b>[Ammunition]</b>            The DOOM's Machine Gun holds 6 bullets, and has a range of 10m, while the Cannon has a 30m range and 1 shot. Once the magazine is empty, the DOOM must take a Major Action to replicate ammunition and reload its guns before firing again.</li> <li><b>[Hawk Eye &amp; Precise Shot]</b>            Attacks fired into a battlefield cannot misfire. The DOOM can attack characters in front of it that are outside the battlefield or under cover.</li> <li><b>[Mechanical Body]</b>            The DOOM is immune to criticals from edged weapons.</li> </ul>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">Always</td> <td style="padding: 5px;">Iron (20G)</td> </tr> <tr> <td style="padding: 5px;">2 - 7</td> <td style="padding: 5px;">None</td> </tr> <tr> <td style="padding: 5px;">8 - 10</td> <td style="padding: 5px;">Magitech Components (300G)</td> </tr> <tr> <td style="padding: 5px;">11+</td> <td style="padding: 5px;">Rare Magitech Components (900G)</td> </tr> </table>	Always	Iron (20G)	2 - 7	None	8 - 10	Magitech Components (300G)	11+	Rare Magitech Components (900G)
Always	Iron (20G)								
2 - 7	None								
8 - 10	Magitech Components (300G)								
11+	Rare Magitech Components (900G)								

The DOOM series of magitech robots were used during the Al Menas era as large-scale combat machines. Built with four legs and a rotating

turret, they can move rather quickly and fire at moving targets without trouble. If one manages to disable a DOOM unit, they will likely find highly technical magitech components that cannot be replicated. These components could fetch a good amount of money to the right buyer.

## 7 Queen DOOM

**Int:** Servant **Perc:** Mechanical **Lang:** None

**Hab:** Ancient Ruins **Disp:** Instructed

**Rep/Weak:** 13 / 17 **Init:** 13 **Move Spd:** 18 **Fort:** 13 (20) **Will:** 10 (17)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Machine Gun (Chassis) x2	11 (18)	2d + 8	8 (15)	6	50	-
Main Battery (Turret) x2	8 (15)	2d + 12	10 (17)	3	30	-

**Sections:** 4 (Chassis x2 / Turret x2)

**Main Section:** None

**Weak Point:** Thunder Damage +3 pts.

Unique Skills	Loot	
<ul style="list-style-type: none"> <li><b>Chassis/Turret [Ammunition]</b> The Queen DOOM's Machine Gun holds 6 bullets, and has a range of 10m, while the Main Battery has a 30m range and 1 shot. Once the magazine is empty, the Queen DOOM must take a Major Action to replicate ammunition and reload its guns before firing again.</li> <li><b>[Hawk Eye &amp; Precise Shot]</b> Attacks fired into a battlefield cannot misfire. The Queen DOOM can attack characters in front of it that are outside the battlefield or under cover.</li> <li><b>[Mechanical Body]</b> The Queen DOOM is immune to criticals from edged weapons.</li> </ul>	Always	Iron (20G)
	2 - 9	Magitech Components (300G)
	10 - 12	Rare Magitech Components (900G)
	13+	Mysterious Magitech Components (2,400G)

**[Protective Shield Deployment]**

When the Queen DOOM takes Physical or Magical Fire-, Water-, Wind-, Earth-, or Thunder-type damage, a protective shield forms around it, nullifying any subsequent attacks of the same element. The Queen DOOM may form a new shield automatically when hit but loses the effect of any previous shields in doing so.

- **Chassis**

**[Large]**

Unless one Chassis of the Queen DOOM is reduced to 0 HP or less, neither Turret may not be engaged in melee combat. If both Chassis are destroyed, reduce each Turret's Evasion by -4.

A huge weapon made solely for combat; the Queen DOOM is a marvelous relic from the Al Menas civilization. Armed with a machine gun on each arm and two shoulder-mounted cannons, a Queen DOOM races across the battlefield on its eight legs to destroy anything in its way. Each weapon is independently operated, and so the Queen DOOM has four attacks each round, firing off an incredible amount of artillery at their target.

As with the DOOM series, the Queen DOOM units are made with fabulously rare magitech materials. If one can defeat a Queen DOOM without destroying these materials, they can command stunningly high prices.

**Queen DOOM**



### 3 Dirae

**Int:** Average **Perc:** 5 Senses (Darkvision) **Lang:** Arcana, Elven

**Hab:** Forest, Mountains **Disp:** Neutral

**Rep/Weak:** 8 / 14 **Init:** 11 **Move Spd:** 13 / 26 (Flying)

**Fort:** 5 (12) **Will:** 5 (12)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Claw	4 (11)	2d	5 (12)	2	24	21

Unique Skills	W. P.: Physical Damage +2 pts	
<b>[Enchanting Song / 3 (10) / Will / Negated]</b> One target within 20m is required to make a Willpower Check. If that check is failed, the target obeys the Dirae's commands, contained in the lyrics of the song. The commands must be simple, and the target will not obey any commands to harm themselves. If the target loses any HP or MP, the effects of the song are broken.	Loot	
	2 - 9	None
	10+	Arcana-Language Books (1d x 170G)

A mythical beast, combining the appearance of a bird with that of a beautiful woman. Quietly interacting with humans since the Durandal period, Dirae now live deep in mountains and forests. If one happens to know either the Arcana or Elven languages, it is quite possible to converse with Dirae.

Often mild-mannered, a Dirae tends to avoid fights with humanoids unless there is a compelling reason to do so. In addition, there are those who prefer reading to talking, and there are those who carry manuscripts of books that date back to the Durandal period.

**4 Hellhound**

**Int:** Animal **Perc:** 5 Senses (Darkvision) **Lang:** None  
**Hab:** Ancient Ruins **Disp:** Hostile  
**Rep/Weak:** 9 / 15 **Init:** 16 **Move Spd:** 18 **Fort:** 6 (13) **Will:** 7 (14)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	7 (14)	2d + 4	6 (13)	2	38	20

Unique Skills	W. P.: Water Damage +3 pts.	
<b>[Flame Gout / 5 (12) / Fort / Half]</b> A Hellhound breathes fire in a cone, dealing 2d + 4 Fire-type damage to up to 3 targets. This ability cannot be used in consecutive rounds. <b>[Flame Immunity]</b> A Hellhound takes no damage from Fire-type effects.	Loot	
	2 - 3	None
	4 - 11	Hellhound Hide (140G)
	12+	Flame Crystal (1,600G)

Hellhounds are large dogs with jet-black fur, often seen spitting gouts of flame. Many traditions refer to them as guardians of hell, though this is not necessarily the truth of the matter. Occasionally, there may be a red crystal in the body of a Hellhound. As this crystal constantly radiates heat, even after the death of the Hellhound, scholars believe these crystals are the source of the Hellhound's flame breath and fire immunity.

Thunderbird



Hellhound



## 5 Thunderbird

**Int:** Animal **Perc:** 5 **Senses** **Lang:** None  
**Hab:** Mountains **Disp:** Hungry  
**Rep/Weak:** 10 / 16 **Init:** 16 **Move Spd:** 50 (Flying)  
**Fort:** 8 (15) **Will:** 10 (17)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Beak (Body)	8 (15)	2d + 8	8 (15)	5	37	22
Wing (Wing) x2	9 (16)	2d + 6	7 (14)	3	28	10

**Sections:** 3 (Body / Wing x2)  
**Main Section:** Body

**Weak Point:** Magic Damage +2 pts.

Unique Skills	Loot	
• <b>Body</b>	2 - 7	None
<b>[Thunderclap / 7 (14) / Willpower / Half]</b>	8 - 10	Thunderbird Beak (350G)
A Thunderbird unleashes a powerful peal of thunder, hitting up to 20 targets in a 6m radius centered on itself for 2d + 6 Thunder-type damage.	11+	Lightning Crystal (1,600G)

**Body/Wings**

**[Flight]**

A Thunderbird receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying. If one of the wings falls to 0 HP or lower, this ability cannot be used.

**[Thunder Immunity]**

A Thunderbird takes no damage from Thunder-type effects.

A huge bird cloaked in lightning; a Thunderbird's body shines brightly in the sky. Even in the midst of combat, the electricity arcing off of one of these great birds is rather intense.

Thunderbirds often do not stay in one territory for long and are difficult to track down for any purpose. Only rarely does a Thunderbird settle down and create a nest, and more often than not it is due to spawning.

## 7 Gryphon

**Int:** Low **Perc:** 5 **Senses** **Lang:** None  
**Hab:** Mountains **Disp:** Neutral  
**Rep/Weak:** 12 / 18 **Init:** 18 **Move Spd:** 20 / 40 (Flying)  
**Fort:** 12 (19) **Will:** 9 (16)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Beak (Body)	9 (16)	2d + 11	11 (18)	5	38	26
Wing (Wing) x2	10 (17)	2d + 8	9 (16)	4	26	11

<b>Sections:</b> 3 (Body / Wing x2) <b>Main Section:</b> Body	<b>Weak Point:</b> Wind Damage +3 pts.
--	--

Unique Skills	Loot
<ul style="list-style-type: none"> <li><b>Body/Wing</b></li> </ul> <p><b>[Flight]</b>            A Gryphon receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying. If one of the wings falls to 0 HP or lower, this ability cannot be used.</p> <p><b>[Continuous Attack]</b>            If a Gryphon successfully hits a target in melee, they may make a second attack on that same target without rolling Accuracy.</p>	2 - 5    None
	6 - 12    Jewels (1d x 150G)
	13+    Mithril (2,600G)

A mythical beast with the head and wings of an eagle, and the body of a lion. Gryphons are surprisingly agile in the air for their bulk, and often nest in holes dug into cliffsides. A Gryphon is attracted to and tends to collect shining objects, such as precious metals and gemstones. If they find an intruder trying to steal their shinnies, a Gryphon will attack violently. Rarely, there are Gryphons who understand the common trade language. These Gryphons tend to be slightly less aggressive than their less intelligent counterparts, and will indulge in conversation, to a point.



## Demons

### 5 Dusky Grace

**Int:** Average **Perc:** 5 **Senses (Darkvision)** **Lang:** Demonic  
**Hab:** Ancient Dungeons **Disp:** Hostile  
**Rep/Weak:** 12 / 17 **Init:** 14 **Move Spd:** 16 **Fort:** 6 (13) **Will:** 7 (14)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	7 (14)	2d + 7	8 (15)	3	42	29

Unique Skills	W. P.: Physical Damage +2 pts	
<b>[Spiritualism Magic (Level 3) / Magic Power 6 (13)]</b> A Dusky Grace may cast Spiritualism Magic as a third-level Conjurer. For individual spell effects, refer to that spell's description.	Loot	
	Always	Demon's Blood (100G)
	2 - 8	None
	9 - 10	Demon's Earrings (260G)
	11	Demon's Ring (600G)

#### [Entangling Tail]

A Dusky Grace may use its tail in an attempt to entangle the target. Each round, the entangled target is hit automatically by the Dusky Grace and makes all Accuracy and Evasion Checks with a -2 penalty. This penalty is not cumulative.

Removing the entangling tail requires an (Adventurer Level + Strength bonus) Check made against a target number of 13. This check may be made by another person as well. If successful, the target is not entangled anymore.

A Dusky Grace is, compared to other demons, rather small. Standing slightly taller than a human, these demons have light gray skin and an elongated, prehensile tail.

There is much unknown about the Dusky Grace, whether their motivation, their cause, or any of their actions. In fact, what little is known is that they have no relation to the Swords of Creation whatsoever. However, there is some special magic in the demon's blood, and painters will pay good money to find some.

**6 Zalbad**

**Int:** Average **Perc:** 5 Senses (Darkvision) **Lang:** Demonic  
**Hab:** Ancient Dungeons **Disp:** Hostile  
**Rep/Weak:** 13 / 18 **Init:** 14 **Move Spd:** 14 / 20 (Flying)  
**Fort:** 10 (17) **Will:** 9 (16)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Talon	8 (15)	2d + 12	8 (15)	4	54	34

Unique Skills	W. P.: Accuracy +1	
<p><b>[Divine Magic (Level 4) / Magic Power 7 (14)]</b>                      A Zalbad may cast Divine Magic as a fourth level Priest and cannot learn any Special Divine Spells. For individual spell effects, refer to that spell's description.</p> <p><b>[Flame Gout / 10 (17) / Fort / Half]</b>                      A Zalbad spits a superhot fireball at a single target up to 10m away, dealing 2d + 8 Fire-type damage.</p> <p><b>[Flight]</b>                      A Zalbad receives a +1 bonus to Accuracy (only for melee attacks) and Evasion while flying.</p>	Loot	
	Always	Demon Blood (100G)
	2 - 6	None
	7 - 8	Demon Earrings (260G)
9+	Demon Bracelet (600G)	

With large, filmy wings and bright red skin, a Zalbad towers over most humanoids at a height of 3m. With their burning eyes and magic from the Malevolent Gods, they attack from the sky in a burning rage. Often, ruins from the Durandal period have gargoyles styled similarly to the Zalbad demons. This similarity is enough for scholars to believe that Zalbad demons were already in Raxia at that time and have not left since.





## Humanoids

### 4 Possessed Magician

**Int:** Human **Perc:** 5 Senses

**Lang:** Trade Common, Arcana, Regional Dialect

**Hab:** Various **Disp:** Neutral

**Rep/Weak:** 8 / - **Init:** 14 **Move Spd:** 15 **Fort:** 6 (13) **Will:** 7 (14)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Staff	4 (11)	2d + 1	5 (12)	2	26	32

Unique Skills	W. P.: None	
<p><b>[Magic (1 Skill) (Level 4) / Magic Power 7 (14)]</b>            A Possessed Magician can choose one of the following and cast as a fourth-level caster: Truespeech Magic, Spiritualism Magic, Divine Magic, or Fairy Magic. For individual spell effects, refer to that spell's description.  <b>[Sword's Salvation / Change Fate]</b>            Once per day, a Possessed Magician may choose to change the result of an Action Check or Damage roll, by switching the faces of the rolled 2d to the opposite sides.</p>	Loot	
	2 - 3	None
	4 - 8	Bag of Silver (1d x 30G)
	9 - 10	Large Bag of Silver (1d x 100G)
11+	Jewels (1d x 150G)	

This magician is possessed, though exactly how varies from one to another. Whether their own ego has overtaken them, their hubris has made them a prime target for a demon, or their own deity has seen fit to use this vassal as a divine tool; all and more fall into this category.

As humans, these Possessed Magicians have access to the human Racial Ability "Sword's Salvation/Change Fate".

## 5 Skilled Mercenary

**Int:** Average **Perc:** 5 **Senses** **Lang:** Trade Common  
**Hab:** Various **Disp:** Neutral  
**Rep/Weak:** 8 / - **Init:** 14 **Move Spd:** 20 **Fort:** 8 (15) **Will:** 7 (14)

Fighting Style	Accuracy	Damage	Evasion	Defense	HP	MP
Sword	8 (15)	2d + 10	8 (15)	5	52	12

Unique Skills	W. P.: None	
<p><b>[Feint Attack]</b>            A Skilled Mercenary receives a +1 Accuracy bonus to the next attack. Characters wearing Metal Armor are unaffected.</p> <p><b>[Power Attack]</b>            A Skilled Mercenary can deal an additional 4 damage on their next attack. However, any Evasion Check made by the Mercenary this turn receives a -2 penalty.</p> <p><b>[Sword's Salvation / Change Fate]</b>            Once per day, a Possessed Magician may choose to change the result of an Action Check or Damage roll, by switching the faces of the rolled 2d to the opposite sides.</p>	Loot	
	2 - 3	None
	4 - 7	Bag of Silver (1d x 30G)
	8 - 9	Ancient Knife (380G)
10+	Jewels (1d x 150G)	

With sword and shield at the ready, this mercenary relies on his sword arm and leather armor to protect him from the dangers of the road. As humans, these skilled mercenaries have access to the human Racial Ability "Sword's Salvation/Change Fate".



※Monster Knowledge =  Sage Level ( ) +  Rider Level ( ) + Intelligence Bonus [ ] +  Scout Level ( ) +  Warlord Lvl ( ) + Agility Bonus [ ] Limited Move = 3m [Normal Move] Full Move [ ]  
 ※Initiative = [ ] + Agility Bonus [ ] Agility [ ] = m × 3 = m

※ [Base Accuracy: ] =  Fighter ( ) +  Grappler ( ) +  Other ( ) + Dexterity Bonus [ ] ※Treat as 0 if no levels in relevant Class  
 ※ [Extra Damage: ] =  Fencer ( ) +  Marksman ( ) + Strength Bonus [ ]

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C. Value	Extra Damage	Notes
						*													
						*													
						*													
						*													
						*													
						*													

※ [Base Evasion: ] =  Fighter ( ) +  Grappler ( ) +  Fencer ( ) +  Other ( ) + Agility Bonus [ ]

Armor	Min STR	Evasion	Defense	Notes
Armor:				

Shield:	Evasion	Defense

Other Modifiers	Evasion	Defense

Combat Notes	Total Evasion	Total Defense

Magic Damage Reduction

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand		
Left Hand		
Waist		
Feet		
Other		

HP	Fortitude
MP	Willpower

Money	Deposit/Debit
Cash	G

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power

Equipment, Items, etc.


Consumables

[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

Power Table

Level	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
10	*	1	1	2	3	3	4	5	5	6	7
20	*	1	2	3	4	5	6	7	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
40	*	4	5	6	7	9	10	11	11	12	13
50	*	4	6	8	10	10	12	12	13	15	15

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ART 4  
ART 5



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