

# WANDERERS



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# INTRODUCTION

Games usually start from the setting, and then the players create their characters according to that particular setting.

This game is the opposite.

First players choose their characters, and then the GM create the setting around the chosen PCs. They can then use the other characters present in this book as pre-made SPCs, or create their own with their unique Abilities or a mix of the Abilities listed here. The only important thing is to create characters fun to play!

Abilities are the core of the – few – rules: characters can share the same, but every character has at least one unique Ability that make them different from the rest of the party.

In this book you will find characters with Abilities created for a fantasy setting, but I'd like to write many more in the future, with sci-fi and horror settings in mind.

## WHAT YOU NEED TO PLAY

- This book
- Friends
- D6 dice
- Gummy bears

# RULES

Rules are very few and based upon the Abilities of each character. To put it simple, a PC cannot perform any specialized action for which they don't have the Ability: a character without the "Alchemy" Ability cannot try to create a potion, while only a character with the Ability "Traps" can attempt to set a trap or disarm one.

Combat is a little different, but I will explain it in the Combat section of the rules.

## COMMON ABILITIES

Abilities are usually very specific, so there will be a lot of situations in which no one has an Ability they can use but they want to attempt something anyway; or maybe the GM feels a test should be rolled to see if characters manage to do something because it's a generic enough challenge that even a non-trained person can give it a shot. Obviously at the end of the day, it's up to the group to decide their own approach.

As a general rule, common actions can be attempted by anyone and they work like any other Ability Test (see below). Hiding, trying to follow someone without them noticing, investigating a room looking for clues – these are all example of generic actions that don't require a specific Ability.

Social interactions are a bit different. There will be a lot of cases in which players would probably want to know if the person they are talking with is lying, or they would want to convince them to do something or reveal a secret. In this kind of situations, if characters doesn't possess an Ability that can help them, it's all in players' hands: they have to guess whether a SPC is sincere or not, and to say the right words to persuade their interlocutor. I think it's much more fun this way than simply having a dice doing the work for the players!

Some feats may also take in consideration every character's background. In the case characters want to try climb a steep slope or move a huge boulder for example, is up to the group and the GM to decide if it's realistic for a character to try making a roll. Danica, having been trained as a thief, can roll to try climb a wall, while Caterina is unlikely to be able to do the same.

You can always make characters roll if you deem the situation appropriate, depending also on how much your group likes rolling dice.

This system is simple and absolutely doesn't pretend to be realistic! So be prepared for weapons working the same no matter what they are and things like that – I wanted for this game to be simple and fun, not to be accurate. More time for roleplaying and in game politics, right? Right????

## LIFE POINTS

SPCs and PCs have generally 5 Life Points, if the rules of the specific character don't say otherwise.

When a PC reaches 0 LP, they are considered unconscious.

Any attack against a PC or SPC at 0 LP will automatically hit and kill the character.

If healing naturally, a character regain 1 LP per day.

## COMPLICATION

Every character has one. This can give them mechanical effects during certain situations (like Combat) or be something you have to roleplay. Whatever it is, a Complication will probably put the character in trouble quite often.

Complications can be overcome as a result of characters' adventures. In this case, the character who lost their complication should acquire a new one, decided together with the GM. It can be anything fitting with the story, like a new enemy or an incredibly dangerous mission to accomplish.

## OTHER STATS

There are characters with additional stats, linked to their background and Abilities. Any additional stat is explained in the character sheet.

## ABILITIES TESTS

When a character have to use an Ability, a D6 have to be rolled. The action will succeed with a 5 or a 6.

Abilities that require spending Mana Points or the like, consume the required point only if the roll is successful.

Abilities called "Magic" consume 1 Mana Point, while Abilities called "Special" consumes points of a specific trait described in the character sheet.

An Ability never automatically works, except when the rules of the specific character don't say otherwise. Using it means making a roll.



## COMBAT

Only characters with combat-related Abilities can actively engage in a fight. A character who doesn't have the slightest idea of how to fight (meaning, an Ability related to combat, like being proficient with a weapon or mastering battle spells) can't truly give any contribution to a fight.

If characters can attack and want to do so, or are attacked, a Combat begins.

Every character involved roll 2D6: the order in which PCs and SPCs act is given by the number rolled + specific bonuses given by certain Abilities, if there are any; if two or more characters roll the same result, they keep rerolling till they obtain different rolls, with the one with the highest roll acting first.

The battlefield is divided into two areas: area 1 (close combat) and area 2 (ranged combat). If a character isn't near enough to fight in close combat and doesn't possess Abilities to attack from the distance, they will have to spend a turn to get from area 1 to area 2 and vice-versa.

As mentioned earlier, characters without specific combat relevant Abilities can't attack or do much during a combat, but they are not completely helpless: all PCs and SPCs have in fact the possibility to use the Use Items Ability, the Dodge Ability and the Flee Ability.

A character can use only one Ability per round. If they fail the test, they cannot try using a different Ability in their turn, but they don't spend any Mana (or other stat) point either.

## USE ITEMS

With this Ability the character can use any item they have on themselves or on a target in their same area.

## DODGE

With this Ability, the character tries to avoid a successful attack. With a success, the attack doesn't cause damage, no matter what kind of attack it is. This Ability is considered the Ability the character uses on their turn, no matter when or if it activates: they must declare on their turn they are going to use the Ability, and it stays active till their next turn. Dodge Ability makes the character avoid only a single attack, but it is considered used only on a successful roll: this means that if the character fails a roll, they can attempt another Dodge if they are hit again before their next turn.

## FLEE

At the start of the combat, the character can use it to try escaping the battle. With a success, they flee from the battlefield safely. It can be used only at the start of a Combat.

## EXPERIENCE

There aren't levels or experience points in this game. However, characters will undoubtedly change during their adventures. To indicate this, at the end of each story, every player will decide one of the following options:

- +1 LP
- +1 MP (if the character possesses this stat)
- +1 STAT (in case the character possesses a unique stat linked to their background)
- one Ability of player's choice succeeds also with a result of 4
- a new Ability, depending on what the character did during the story.

Example. If a PC, during the story, trained under an experience herbalist, at the end of the story they can gain an Ability related to this profession.

Magic Abilities automatically unlock the Mana Points stat, with a default score of 2 MPs. How easy is obtaining magic is up to the group, based on the setting you create.

## WHEN IS THE END OF A STORY?

Short answer: when you decide so.

More elaborate answer: when the group decides they have closed a chapter of their adventures. It can be when they have successfully completed a task they have received, or when they finally saved the town from the zombies menace. Every time you feel like your characters have accomplished something or taken a step ahead in their narrative arc, this is a good place to determine a story has ended – and players can choose how to upgrade their character's sheets.

## END

Really, no more rules. Everything else will be on your character sheet!

# HOW TO CREATE THE SETTING

## RULES

This game doesn't start from a world, but from its inhabitants. So first the players pick their PCs, and only after that the GM thinks about the world they want to build and the story they want to tell. This seems extremely difficult, but don't worry! The choice of PCs gives you also ideas for the chronicle you want to run.

Every character's background has tons of hooks for a possible plot and ideas for individuals and organizations you want to put in the game. You can also choose to use other character sheets as starting points to create your own world.

Let's make an example. Omega is a hybrid human-dragon created to (badly) try ending the conflict between humans and an empire ruled by a dragon. You have already a pretty solid starting point for a setting: two kingdoms at war, with humans ready to do anything to win.

Let's say that one of your player chooses as their PC Brerxath: what if the reason he is stuck in the material plane is a side effect of the magics used to create Omega? Or maybe the kings of the demonic plane have closed off the gates because of an invasion of the Dragon Emperor's troops... it seems we have a setting!



# CHARACTERS LIST

## CHARACTER SHEETS CHANGES

Every character has a set of personalized rules linked to their specific background, so making changes it's a bit tricky – but not impossible. The easiest way to play is to simply choose and use your character as they are built, but if you like a good challenge – well, let me know your character variants!

Also, the character sheets have no name beside the character's one. I made this choice so that you can easily integrate any information, land or organization referred to in your own setting.

You will also notice that the character sheets have no detailed description of the character other than a generic illustration to give you the general idea. This is also a choice. You can just go with how the character is depicted in their illustration, but you are also free to give them the appearance you prefer.

There is one last thing I encourage you to change as you see fit: your character's gender and orientation. Ok, it's two things. You just love a character's background and Abilities but you'd have preferred they are non binary instead of female? No problem. Now they are. I put a lot of thought about this, and I think this is a final touch that only the player can give to their character. Pick the character you love and make all the changes to their orientation and personality you want in order to make them fun for you to play. This is your game more than mine.



# OMEGA, THE EMPEROR OF BEGGARS

**"I was created at a great price and then easily abandoned. I was crown and then cast into ashes. Humans forgot that some monsters are never meant to live in the shadows. They will remember it though – I'll make sure of that."**

Omega is an anomaly, something that should have probably never existed in the first place. Their life was shaped with the greatest magics, and with even greater ambitions, but without any love.

At the time the whole wizards council voted for Project Omega, the land was ravaged by the war between the human realms and the kingdom of the Dragon Emperor; their beautiful cities in ruins, the once proud realms were now reduced to a warzone where humanity was forced to live underground, in cities protected by powerful spells, while dragons dominated the skies. The council, hoping to change the fate of the conflict, created Omega, a creature designed to incarnate in themselves the best of dragons and humans. In their creators' minds, Omega should have been humanity's champion in the neverending war; their peculiar nature would have made them resistant to the terrible magics employed by the draconian armies, and maybe help them in time to devise a countermeasure; if things would have turned for the better, Omega would have also been the perfect ambassador to send negotiating with the Dragon Emperor. Despite being the most powerful human wizards of their time, even with all their wisdom, none of them even considered the possibility Omega could refuse to help. This is exactly what happened though.

Omega, once reached adulthood (at least based on the mages' speculations), decided they saw no reason to help a species they didn't belong to to win a war they knew nothing about; they wanted to see the world and form their own opinion before deciding which side joining, if any. However, the mages didn't accept, couldn't accept that; they warned Omega that, as they have created them, they could as easily destroy them. Reality proved the proud wizards wrong. In fact, their efforts to make Omega resistant to dragons' powers had had the side effect to make them immune to human magic too. They literally have no way to force their very experiment to obey.

Realizing they couldn't control what they had created, the council decided to simply cancel Project Omega, like they did with any experiments gone bad. They had guards to do the job, soldiers armed with normal, mundane weapons – tools against which Omega special immunity couldn't help. The half dragon barely escaped with their life, forced to flee the lands they know so little about, headed to places even less familiar. Life as a runaway proved to be not as harsh as they had initially feared though. Their... unique... appearance made people curious and raised many questions, that was true, but as long as they were away from the warring realms they were borne into, Omega felt relatively safe – and, most importantly, free.

For some time, they just lived in the biggest cities' slums. Here they felt more at home than in the magical lab they grew up in. To their surprise, Omega learned they were not the only one society has created and then rejected. It was speaking with the others the world had forgotten that Omega came to realize their true purpose: to organize these people for something big, something glorious. It was the birth of the Emperor of Beggars legend.

Omega isn't simply a gang leader. They have no direct power, nor they have subordinates doing their bidding; it's not what they want anyway. They simply speak and more and more people in the slums are starting to listen. In most of the bigger cities across the world the rumors about a mysterious half-dragon who rejects any government are starting to spread, worrying some, amusing others – and giving hope to a few. Omega keep peace – as much as they possibly can – between gangs from different cities, and try to keep violent crimes to a minimum. They are actively trying to organize the various slums like a realm within the proper realms, with laws of their own. Proper law and kings didn't worry too much about what they do to begin with, so why not? After all, living under a tyrant's iron fist or a guilds council makes little difference for the poor and the forgotten; they have always survived by themselves and following their own rules anyway: why don't make the situation official? Obviously it's easier said than done, and most criminal organizations are not very happy with Omega's attempts to contain their violence and stop some of their activities.

Omega want to be free and want for their former “masters” to realize the big mistake they made. Most of all, though, Omega want to know what they really are. No matter what they do, it always seems to them that are humans expectations to define them – a state of things that sometimes terrifies them.



# ABILITIES

## BLOOD OF THE DRAGON

Omega is immune to magic. Any magic-related Ability used on them – even powers that could help them, like healing spells – automatically fails. This Ability doesn't require any roll to be active.

## THE EMPEROR OF BEGGARS

Omega is a legend on the streets. Though they don't possess a true organization, they can use their influence to get information about the underground activities in almost every city in the world.

This Ability can be used to find info and rumors in the criminal world or to interrogate anyone related to it.

## FROM A KING TO ANOTHER

Omega are becoming increasingly used to how criminals "do politics". When confronted with angry gangsters and other unsavory types who seem more inclined to use violence against the group than to speak, they can use this Ability to try using diplomacy to solve the situation. It also applies to Combats.

## DRACONIAN

Omega also speak dragon language.

## STEAL

Omega are not proud of this, but survival sometimes requires for someone to loose their coins. This Ability can be used to try emptying people's pockets, shoplifting, and opening locked doors or chests.

## COMPLICATION: PRIDE OF THE DRAGON

Omega don't submit to anyone. They will never ever swear fealty to another being or obey orders just because a figure of authority gives them. Their stubborn nature can very well put them and their whole group in danger, and will require a lot of diplomacy on their companions' part.

# BLUE EYED DANICA, THE MAGIC'S THIEF

**“The mage’s tower? Guarded by demons? Really?  
I saw no demon when I was inside last week.”**

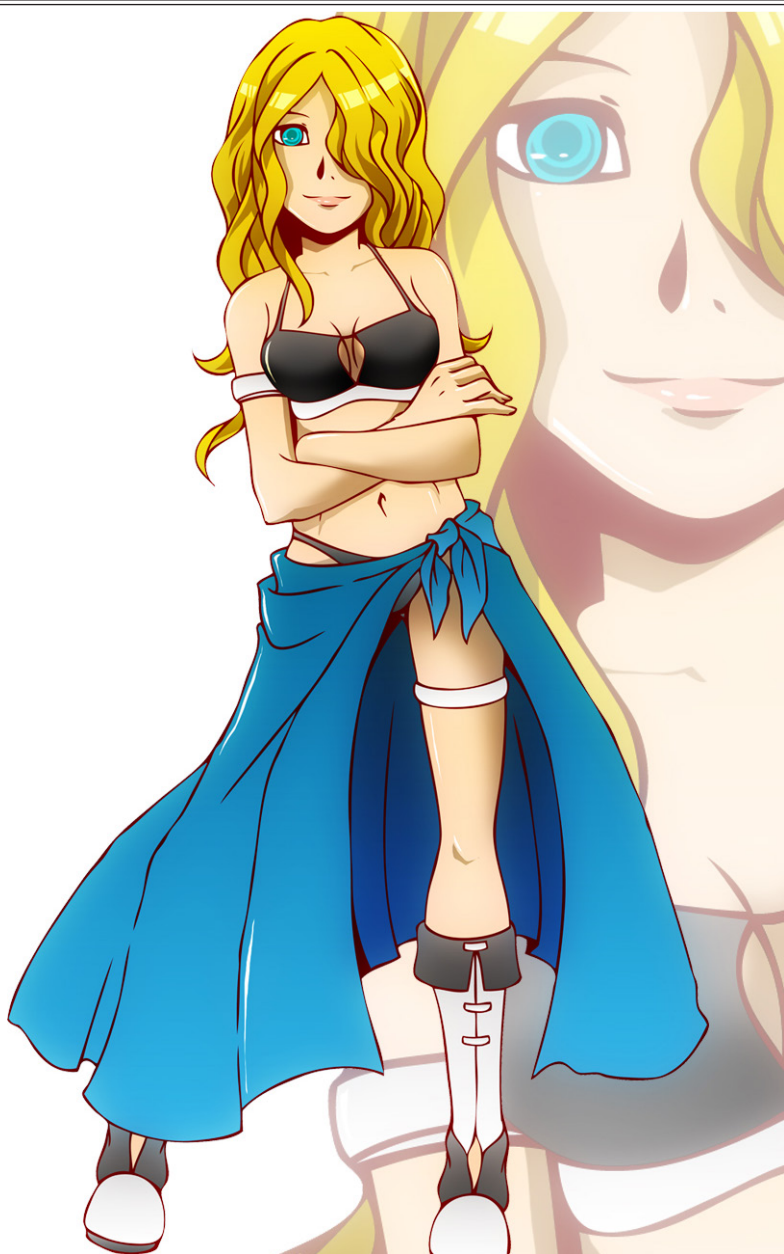
Once the heir of a noble and powerful family, Danica’s only fault was to be borne from too ambitious parents. Her mother and father, in fact, thought their family powerful enough to aim to the throne and made a move for it.

Things went wrong. Danica, at the age of fifteen, had to witness to her parents and guards – men and women she grew up with – being killed by the king’s soldiers, and to her sisters and brother being captured and taken away while she was hiding in an old cabinet. Danica, who could have been princess, found herself a fugitive instead, fleeing to the streets of the capital and mingling with other orphans.

At first, things were hard: she had no idea how to survive on the streets on her own, and she barely escaped many assaults by drunken men and bandits. Finally, outside a tavern, she met a man who would have changed her fate. She was on the lookout for a potential target to steal from, when he exited the decrepit establishment in the worst part of the city. Danica immediately noticed he was different from anyone she ever met, and in turn he noticed her quickness and intelligence. The theft failed, but Danica gained far more than a few coins. In fact, instead of calling the guards, the mysterious man offered her a meal in that same tavern and explained her his peculiar job: he was a thief specialized in magical artifacts. He didn’t take long for him to convince Danica to become his apprentice.

Danica had worked at her mentor’s side for many years, learning the tricks of the trade, and she is now starting to make a name for herself. The trust between the two thieves allows Danica an ever growing freedom in accepting jobs without supervision and she works alone more often than not lately.

However, now that things seem to have settled, she is very conflicted about the path to take. Her cockiness is just a mask: Danica is in fact acutely aware of her own flaws and of the dangers of her profession. She knows her current life would make any attempt to rescue her surviving family or settle things with the king and the other nobles simply impossible. Not to mention the fact that the more notorious she becomes, the greater the risk someone recognizes her. She will have to make a decision, and quickly. A part of her would like to just forget what happened in the past, leave the city and finally become a completely new person; another part demands she returns home and finds what happened to the rest of her family. Which part will win is yet to be seen.



# ABILITIES

## STEAL

Danica's profession made her quite proficient in emptying people's pockets. This Ability can be used to try emptying people's pockets, shoplifting, and opening locked doors or chests.

## SIXTH SENSE FOR MAGIC

Danica doesn't possess the gift of magic, but she has become quite good at detecting magical artifacts and traps. This Ability can be used to determine if an object (traps included) is magical in nature.

## CHARMING ROGUE

Danica isn't a warrior, so she learned to rely on her natural charisma to avoid conflicts and calm down pissed off guards. This Ability can be used to attempt to charm or lie to any person acting hostiles against Danica. In Combats, it can be used only during the first round.

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## B SHADOW

Danica is very good at hiding in the shadows – a skill that saved her life innumerable times. This Ability can be used to hide even from skilled guardians and people actively searching for her, if the environment offers at least a place behind which to take cover – she will not be able to use A Shadow in an open field, for example. With this Ability, any test to look for her while hiding must be rolled again if successful; only if the second roll is a success too, she is spotted. .

## HAGGLE

Obtaining the best possible price for her stolen goods is part of Danica's job. With this Ability, she can sell at a higher price or buy items with a discount.

## COMPLICATION: THE PEOPLE I LEFT BEHIND

Running away from her family castle, Danica left behind more than her name: she left behind her two younger sisters and her baby brother. She can only imagine what the King has in store for them and the thought she can't probably do much about it is making her feel both angry and guilty. Sometimes she thinks she should be with them.

The desire to rescue and protect the only family she still has could drive her to make rash and dangerous decisions. And if she really could save them, then what? How they will survive in the world she now calls her home?

# ARIS-NAL, THE VOICE OF THE SEA

**"I am one with the sea, and I long for the day I will be reunited with Him."**

Aris-Nal has no memory of his childhood or his parents. He had always lived in a simple house beside the Great Temple, together with the rest of the orphans of the tribe. His people had always lived on the big island, at least as far as the elders could remember. They suspected there were other lands across the vast ocean, but no one had ever been there. There was no reason to. They wanted for nothing. The island was a beautiful and placid place, ignored by the rest of the world and protected by the Great Serpent of the Sea.

At least, till the day the big ships arrived. It was the first time for the tribe to see someone from across the sea, and initially they were very curious. However, curiosity soon turned into horror, as soon as they realized the strange men and women dressed in iron were not simply visiting. The strangers brought fire and war to the once peaceful island, and there was little the tribe could do. They weren't fighters; the Great Serpent had always protected them, so they had never had the need for an army. As the jungle burned, the smoke high in the cloudless sky, the stranger committed the ultimate sin: they attacked the Great Temple itself. In doing so, they made the Great Serpent angry, and everyone, even the smallest child of the tribe, knew that bad things happen when He is angry. Aris-Nal was there when they arrived, torches in their hands; he was there when the elders tried to stop them and were murdered for that. He was there when a suddenly cold wind extinguished the torches.

They had barely the time of exchanging puzzled looks before the island itself started to shake. Then the sea roared, and the God emerged from the ocean, dragging the island down together with the transgressors. A wave so tall to reach the sun sank the ships, that were uselessly trying to escape the sea's wrath. It was a mighty sight to behold, and Aris-Nal, as the wave hit him, thought it was not a bad sight to take to the grave. But the Great Serpent had different plans for him.

So Aris-Nal dreamed. Of his God; of things mortals were not allowed to know; of pleasures mortals didn't even know existed. These and many other things Aris-Nal dreamed before he woke up in a strange land, far from his lost home. He started to walk, not knowing what to do. Luckily there was a small fishermen town near the rocky beach, and the kind inhabitants took him in, teaching the strange traveler from the ocean the common language and the world's history. Aris-Nal was shocked to discover how big the world outside his island really was, and how the Great Serpent, God above all others to him, was nothing more than a legend in the lands beyond the sea. Others would have despaired, but not him. He could feel the Great Serpent in his very soul now, and nothing could scare him anymore. He knew what he had to do.

Aris-Nal taught the kind townspeople how to invoke the Great Serpent to catch many fishes; he showed them how to call His fury against enemy ships. He made them Great Serpent's children.

That small village was not enough though. The Great Serpent deserved a true cult and a big temple, the equal of the one He had lost. So, Aris-Nal left his rescuers, asking them to keep honoring the Sea in his absence, and headed to the capital. He had only one goal in mind: to see a religion rise. After all, for what other purpose the Great Serpent would have spared him, if not to guide others to his icy embrace?

To many, the Great Serpent was a monster. To Aris-Nal He was beauty beyond words.

The herald of the Great Serpent has quickly learned that converting people living in a big cosmopolitan city is not like converting the inhabitants of a small village. He knows he needs to prove his master's powers, maybe by completing some spectacular task. He has a divine mission now, and as long as it is completed, being known as a savior or as a terrifying monster are both fine with him. Nature is cruel and kind at the same time, and he tries to follow its example.

Aris-Nal is passionate in everything he does – a characteristic that draws people to him easily. Getting close to him is another matter entirely: his alien concept of moral and his faith in a just as alien deity tend in fact to scare people off. He considers this fact just how things are supposed to be, but he sometimes misses the company he used to enjoy living with the other orphans. Furthermore, despite his mission and his faith – or maybe because of it – Aris-Nal is suffering. His nights are filled with dreams of the Great Serpent; his days are haunted by his desire to be finally reunited with Him.



# ABILITIES

## HUNTER

Aris-Nal was taught how to catch his own food, as was the habit in his tribe. This Ability can be used to hunt and fish.

## BOW AND ARROWS

This Ability can be used to attack enemies with a bow. Ranged weapon (can only attack targets in a different area).

## THE GREAT SERPENT'S CHOSEN

After having performed a ritual (the player is free to create their own), Aris-Nal can communicate with his god: he receives prophetic visions, and sometimes direct orders, at GM's discretion.

## SENSE THE STORM

Aris-Nal can sense the approaching of a storm a few hour in advance. With this Ability, he can tell if there will be a storm in the next 8 hours, if it's magical in nature, and how strong it will be.

## NAVIGATE

Aris-Nal isn't an experienced sailor, but having grown up on an island he at least know the basics about ships. Using this Ability – and with a crew, he can navigate a ship as long as the route isn't a particularly risky one.

## COMPLICATION: MORE THAN HUMAN

Aris-Nal is the chosen one of a creature of terrible power and devoid of any humanity; the Serpent's touch changed him forever. At the end of every story, or in dramatically appropriate moments (at GM's discretion), Aris-Nal gains a sea monster's characteristic decided by the GM: yellow eyes, a set of tentacles, shark teeth are all good examples. Being a Complication, these mutations don't give him any practical advantage. They will make people increasingly uncomfortable around him however, and could represent a serious obstacle to his attempts to create a cult – and in general to any social interaction. The fact he considers them proofs of his God's favor and something to take pride in certainly will not help.

# LUNOS, THE LIVING BEACON

**"I am not yours. Not anymore."**

For as long as he can remember, Lunos was always told he was special. He didn't understand exactly how, but the Elven Council surely treated him like he was.

For starters, he didn't have parents like everyone else; he was instead raised and tutored by the King himself – an honor not even the royal heir had! And then there was his appearance: he was... ethereal, even for elves standards, to the point his skin sometimes seemed to glow under the direct light of the sun and the moons.

In the beginning, he didn't realize the little, odd things happening around him: the way elven mages looked at him; the way the King himself looked at him; the almost comical number of guards escorting him any time he left the palace; how he was forbidden to speak or even being seen by any non-elf. All these anomalies had also the side effect of forcing him to spend almost the entirety of his time in the royal palace, a fact that gave him the opportunity to meet often the King's daughter, who became his best friend over time. Once he was considered an adult, he started to notice and ask questions though. None of the answers, unfortunately, was satisfactory. He also started to be asked – but being ordered would have been a better way to put it – to attend every ritual performed by the elven mages affiliated with the King. He didn't have to do anything. Just being there during the incantation.

Lunos, increasingly suspicious, investigated the matter by himself till one of the court's nobles finally admitted the truth: he was born with the rare gift of creating magical energy. No one knew why or how but, despite not being a sorcerer himself, he was able to generate mana. This unique ability made him one of the most valuable resources for the elven kingdom – more precious even of the princess herself, but ultimately only a tool. Lunos was enraged by the idea of being used like a battery and he announced he intended to leave. The noble just laughed: for the King to let him leave was inconceivable.

The elven aristocrat left him to his indignation, not even bothering to inform the King or the mages of their conversation: after all, there was no way that he could flee the palace on his own without the many guards to notice. She was underestimating the friendship bond between two best friends. Having heard the truth, the King's daughter didn't hesitate to help Lunos escape the palace during that same night, but sadly refused to accompany him in his journey; she had responsibility as the heir to the throne and so she could not abandon the elven kingdom. Lunos said goodbye, solemnly swearing to his best friend he would have returned once he had the complete mastery of his mysterious powers.

Lunos doesn't know if his friend's involvement with his escape was ever discovered. The kingdom of the elves is secretive by nature, and Lunos's very existence is their ultimate secret. He can only hope his friend is fine. For now he is trying to understand his own powers and how to use them: his friend is waiting for him, after all. Despite having being deceived for so many years by his own people, Lunos remains a cheerful and curious individual, always too ready to use his powers if he thinks they can help someone. Staying out of trouble seems impossible for him, especially since a lot of people seem eager to use him in exactly the same way his people did.



# ABILITIES

## RECOVERING MANA

Lunos main gift is creating mana. With this Ability, anyone (except Lunos himself) spending more than two hours in his company, regains an additional Mana point that day.

## MANA GIFT

Lunos has an unique talent for shaping and directing magic energies. With this Ability he can give one or more of his Mana Points to another character. The character's Mana Points can temporarily exceed their maximum.

## SHAPING MANA

Lunos is learning how to transform Mana in something else entirely. With this Ability he can transorm one or more of his Mana Points in any special stat another character possesses. The character's special stat points can temporarily exceed their maximum.

## OTHERWORLDLY LIGHT

Magic. Lunos skin begins to glow, blinding his enemies. every target in area 1 or area 2 (up to Lunos which one to choose) successfully hits him or his allies only with a 6. It can only be used in Combat and it lasts till his next turn.

## MANA POINTS: 3

## COMPLICATION: ONLY A MAGICAL TOOL

Many mages and people working with magic have started to hear rumors about an exceptionally beautiful elf with the power of creating mana. They want to know if it's true and, if it is so, they want the elf for themselves. Lunos must be careful around wizards of any sort, because many of them will inevitably see him as just a tool to use.

# TARANATH SHADI AND GARRAN

**"I may not be a skilled wizard, but I am still my father's daughter.  
Magic is meant to protect people, not to hurt them."**

As the only daughter of one of the most powerful wizards who ever lived, Taranath learned how magic worked almost before she could walk. She loved spending time watching his father weave his spells, even if she had not inherited his incredible talent. Archmage Shadi, however, considered himself more an inventor than a wizard: he mastered every school of magic, but the one that really made his soul sing was the art of creating enchanted artifacts. Mannequin capable of moving on their own, flying carpets, instruments playing by themselves – these are only few examples of the miracles he could create with his magic. No weapon though. Never weapons. For the archmage magic was life and joy incarnate, and such should have remained.

Then war came and everything changed.

The gentle and good natured elf was forced by the queen to fight against the neighboring dwarven kingdoms, his marvelous inventions turned into tools of destruction. Even with all of his power, he could little to refuse Her Majesty's orders: it was this or fleeing the land he loved – and he could not bring himself to do that. So he obeyed, but something died inside him the first time he watched a war machine he created destroy a city's wall. Taranath worried for him, but she had no idea how to help – if she could help at all. She prayed the Goddess of Inventions every night for the conflict to stop, but to no avail.

In the meantime, her father started to spend less and less time at home, till one day he did not return at all. Even the other mages didn't know his whereabouts; some of them even suspected Taranath was hiding him in the family's tower. She was about to leave their home to go looking for him herself when her father contacted Taranath via magic. His message was short – "not let them find them" – but Taranath understood immediately what he referred to. She understood and she felt dread freezing her heart. They knew. They knew and they were probably coming to take the only thing Archmage Shadi would have never let them corrupt.

Time was running out. Before the army came for them too, Taranath left home. But not alone.

She took with her her father's pride – the sentient golem Garran.

Taranath has completely changed life for now, but she is still determined to find a way to stop that stupid war – or at least stop the queen from using her father’s creations as something they were never meant to be in the first place. She uses her elf natural grace and charisma to disguise herself as a dancer, performing in taverns and moving often. Her new profession has not be chosen on a whim: it keeps her updated about the war and any other interesting rumor. In particular, she is always discretely trying to gather information about her father. Another advantage of being a performer is that it makes easier disguising Garran as just part of her shows. Garran are much less enthusiast about this temporary arrangement but they understand the risks of revealing themselves before they have a plan and allies.

The golem is the masterpiece of Archmage Shadi, who gave them a moral code reminiscent of the ancient elven paladins of the legends; they live to protect the innocent from harm; they never lie; they always punish evil deeds. Unfortunately, they also don’t understand that some situations require subtleties and many plans by Taranath backfired because of them. Their alliance is a tenuous and fragile thing, but they both know they have to work together if they hope to save the person who was a father and a mentor to them.

### GARRAN STATS

### LIFE POINTS: 8

(they recover LPs as a normal character)

### MAGIC RESISTANCE

Magic Resistance. Garran was created as the ultimate guardian. This Ability makes them immune to any spell controlling or influencing will and emotions.



# ABILITIES

## DANCING

Taranath is a skilled dancer. With this Ability, she can try to win the favor of her audience and impress the right people with her talent. Failing doesn't mean she can't dance, but simply that her dance this time doesn't attract as much attention as she would like: tips are scarce; the government functionary she wants to impress to obtain an audience doesn't seem to pay her particular mind and so on.

## SIXTH SENSE FOR MAGIC

Taranath doesn't possess the gift of magic, but she has become quite good at detecting magical artifacts and traps. This Ability can be used to determine if an object (traps included) is magical in nature.

## MENDING

he Taranath can't create magical objects like his father, but she is extremely skilled in repairing mundane things. Using this Ability, she can try – with the right tools – to repair any mundane object, from a cart's wheel to a ship's rudder. She cannot fix weapons and armors. If the test is failed, she can't try to mend the exact same item again.

## THE GOLEM

They may have their differences, but Garran will not let Taranath being hurt. During combat, Taranath can use this Ability to make Garran protect her or attack her opponent with their mighty fists.

In the case she uses the golem as a shield, a successful roll means that every attack directed against her hit Garran instead; the golem can then make an additional roll to parry the blow instead of receiving damage. They act as a shield till Taranath's next turn.

## MANA POINTS: 3

## COMPLICATION: B DIFFICULT ALLIANCE

Garran were created by Taranath's father and they are loyal to him and him alone. They don't dislike Taranath, but they don't feel a strong attachment to her either. At least for now. They share a common goal (finding the archmage) and a deep hate for injustice, but Garran will not hesitate to act on their own or even going against Taranath if they don't approve of her choices.

## CATERINA ILSEVEL BERENGIERE, THE NECROMANCER

**“Don’t you want to join our family?”**

Other nobles frequently whisper about Berengiere’ younger daughter. They gossip about her mysterious tutor who never appears without their white mask; they insinuate that only the Berengiere House’s influence and wealth have saved Caterina from exile for her unsavory magical studies; they say the word “necromancer”, when none of Caterina’s parents and maids are around.

All these rumors are absolutely true.

Lady Caterina is a necromancer. She was taught her dark magic by her tutor, a mysterious individual know only as “Midnight Bells”. She doesn’t really remember how and when she met the mysterious hooded creature. She seems to remember she was just a child, lost in the maze of little streets of the city’s slums; Midnight Bells took her back home safely, and promised to come back visit the child. They kept their promise, and it was the first time an adult kept a promise made to her. So Caterina promised to visit them in turn – and once they showed her their home, the world wasn’t the same anymore. By the time her absent and disinterested parents found out the truth about their daughter frequent visits to the city outskirts, it was too late.

Out of concern about their family’s reputation more than anything else, they debated about their unruly daughter for a while. Her father wanted for Caterina to be sent to a temple to serve as a cleric, and for Midnight Bells to be executed for their nefarious powers; her mother instead wished to use both to advance their family’s goals. In the end, the pragmatism triumphed, helped by the fact that Caterina was the fourth daughter and so she had no hope to inherit the family title. The two Necromancers were permitted to keep studying, hidden from the city’s authorities, in Berengiere residence’s basement; the only request was to discretely create undead soldiers, ready to be deployed.

Caterina didn’t care in the slightest for her family’s plans, but she was happy for the possibility of continuing to study under Midnight Bells. They had spoken often to her about a King of Death, far in the south, who reigned on a kingdom inhabited only by undead. They had told her the King was recruiting loyal Necromancers all over the world, to help him with a grand plan he was about to set into motion. When the time would have come, the small army they were creating for the Berengieres would have meant nothing.

So master and apprentice worked for a few years under Caterina’s parents orders, till Midnight Bells decided the time have come for their favored apprentice to be put to the test. They had the perfect task for her: traveling the world looking for other Necromancers and have them join the King of Death’s cause. The King, in fact, had recently ordered Midnight Bell to gather in a single, strong order all the Necromancers; with her mix of political expertise and Necromantic talents, Caterina was the perfect person to do that.

Caterina didn't object, but asked as a reward to be taught how Midnight Bells communicate with the King of Death. With a cold laugh, her master told her to send regular reports; he promised to reveal her the secret once they will be satisfied with her progresses.

Caterina doesn't care about court politics, even though she can do politics and diplomacy if they serve her purpose. She just wants to become a powerful Necromancer and secure a place at the King of Death's side, and she will do anything to achieve this goal. It's not that she particularly hates her family as much as she simply doesn't consider the Berengieres like family. The dead are her family now. They always had.

### COMPLICATION: FORBIDDEN KNOWLEDGE

People usually isn't very happy to have among them a Necromancer. When Caterina reveals her powers, there's no way to predict how exactly people around her will react, but it is never in a good way. In particularly superstitious villages or when confronted by fanatical clerics, she could seriously risk to be lynched. Even in the biggest cities a Necromancer is never welcomed with open arms: many taverns and shops will refuse to serve her or her allies, while city guards will watch the group with special attention.



# ABILITIES

## SPEAKING WITH THE DEAD

**Magic.** This spell permits the mage to summon a ghost and speak with them for a short time. To use this Ability, Caterina must be in possession of an object somehow related to the spirit when they were alive. If the roll is a success, she can ask a question per Mana Point spent.

## ZOMBIE

**Magic.** One of the most hated and feared spell of Caterina, this Ability can be used to raise a corpse from the grave and make it perform basic tasks. This spell requires an hour long ritual and a recently (not more than two days) deceased body; if successful, Caterina will have a zombie that obey mindlessly every order until it is destroyed or Caterina undo her magic. The zombie is not intelligent enough to fight in a Combat, but can be put to guard a place and ordered to protect it: in this case, it will gain the Ability Bite to attack during a Combat scene if someone tries to enter the place it is guarding; it will not follow the intruders thought. It can also be ordered extremely simple tasks, like delivering something or dig a hole, for example.

## UNDEAD AURA

**Magic.** Undead monsters recognize one of their own. Using this Ability, Caterina prevents any undead in her presence to attack her or her group for a round.

## STOP THE REAPER

**Magic.** Caterina can beg the Death to hold back. Using this Ability on a character with 0 LPs, Caterina can make sure they cannot be killed no matter what for the next round: till Caterina's next turn, any attack to the character will have no effect. She cannot use this Ability on herself. If not in Combat, this spell lasts till the character is healed or hit again (the blow will not do damage but it will break the spell).

## POLITICAL KNOWLEDGE

Despite not caring in the slightest about the games nobles play, Caterina had been taught how to move in courts since she was just a child. Using this Ability, Caterina can gather information about any political figure or movement in the area she is currently in.

## MANA POINTS: 4

# THIB SCANBAR, THE RESTLESS SOUL

**“Nice to meet you, my living friend. I’d be happy to shake your hand, but people usually don’t like shaking an invisible hand...”**

Thib doesn’t remember much about his life. He likes to think he was a good man, with maybe a lovely wife and a child or two. Unfortunately, there are only two things he is certain of. One is his name, and just because he read it on his own grave.

Yes, because the other certain thing is that Thib Scanbar is dead. Dead, but not in the place he should be now, apparently.

The first memory of the ghost is him staring at his own grave: he knows instinctively it’s his, even if the name means nothing to him now. He lingered around the area for a while, hoping to find answers about his condition – or at least some relatives or friends visiting his grave. The only thing he eventually found was a cleric summoned by the locals to drive the ghost away. A third thing became certain for Thib in this occasion: clerics don’t like undead, no matter the type of undead creature you are. The restless soul left the only place he knew and traveled a bit. He learned how to make his presence known and how to partially manifest for short periods of time. He had less luck in finding clues about his past and his condition though; no one seemed to have ever heard of a Thib Scanbar and Necromancers just wanted to use him for their goals.

30

For now, the only info he could gather are: he probably was a gnome, or a dwarf – he is not very sure... his “physical” form is fuzzy; he wasn’t buried so long ago; he is becoming stronger. Other than that, nothing. If a ghost is supposed to have some unfinished business before ascending, whether he is a failure as a ghost or legends simply aren’t very reliable – at least when the underworld is involved. Thib doesn’t have a clear goal other than finding his lost memories. He has literally all the time in the world now, so he is also happy to help anyone in need, even though people tend to just flee screaming every time he tries to be helpful. His ghostly powers would be an interesting addition to any adventurers group, but there’s no way to tell when past will finally find him – and with what consequences.

## COMPLICATION: UNNATURAL EXISTENCE

The peculiar condition of Thib gives him unique powers but also makes things complicated. The vast majority of clerics and druids will try to banish him or hurt him as soon as they are aware of his presence – and they have the powers to do so. Furthermore, it is very difficult for him to interact with the world of the living, so he will have to heavily rely on his companions to do that.

# ABILITIES

## GHOST TRICKS: 2

It's the stat that enables Thib to use his Ghost Abilities. Every time he uses one of them (it's written on the Ability description), he have to spend 1 Ghost Trick. GTs are only spent if the roll is successful.

Thib regains 1 GT per day.

## POLTERGEIST

Ghost Ability. If he concentrates enough, Thib can move things up to the maximum of an average humanoid size. He cannot push the object (or person) with enough force to cause damage and this power cannot be used in Combat.

## POSSESSION

Ghost Ability. Thib can possess a humanoid's body for up to the maximum of an hour and make the possessed do whatever he wants inside certain limits. His host will not harm themselves and will not do things strongly against their moral. If the roll fails, Thib can't attempt to possess the same person again till the following day.

## INTANGIBLE

Thib can go through any non magical wall or obstacle like it wasn't even there. This Ability doesn't require any roll to be active.

## MANIFESTATION

Ghost Ability. Thib can make themselves visible to everyone for short periods of time. Thib can use this Ability to make himself be seen (even if just as a blurry image) and heard by anyone for up to ten minutes.

## HAUNTING

The name is ominous, but Thib merely uses this Ability to communicate. On a successful Haunting roll, Thib can use this Ability to telepathically communicate with the person he is currently haunting. It lasts as long as Thib desires, but he can only haunt one person at a time.



# MATHIAS WHAKEN, THE HERO

**“Dreams have a way of overturning your expectations the moment they become true...”**

Since the days he was just a child listening to his father telling him tales of fabled knights and their adventures, Mathias has always dreamed of becoming a Sacred Knight. These holy warriors were the paladins who dedicated their existence to the God of Justice; they supposedly possessed magical powers thanks to their vows to the God, and no one could best them in combat – or at least these were the rumors. No one in the village had ever so much as caught a glimpse of one of them. Mathias, however, was certain the legends were true. He trained with wood sticks with his friends at the village and saved the few coins he managed to gain from little chores to one day buy a real sword. His parents and the townspeople were impressed by such fervor, but they thought chances for him to really become a paladin were very slim: they were just farmers living in a poor village far away from any major temples, after all. Fate have a way to make even the most improbable things happen, though, and it decided to guide a mortally wounded Sacred Knight to the door of Mathias' simple house. He wore the insignia of the God of Justice, but he was too delirious to answer questions about his identity.

Mathias' family tried their best to heal the holy warrior, aided by the village's herbalist, but his wounds were just too severe for anything but a powerful spell. One of the farmer took his best horse and run towards the nearest city, but it was already evident he would have never been back in time to save the paladin. The nameless warrior died at dawn, without having said a single word; his name and who or what have killed one of the supposedly invincible Sacred Knights remained a mystery. Another mystery was the beautiful sword at his side: even the farmers could understand it was not something created by humans.

The armor was of excellent quality, but the sword was on an entirely different level; it has no symbol on it though – nothing that could suggest its provenance. So, Mathias asked to be let bringing the weapon to the nearest temple of the God of Justice. The village's elders thought it was probably the wisest thing to do and they allowed him to leave with the sword.

Initially Mathias truly wanted to return the mysterious weapon to the temple, but the nearer he got to the city the more reluctant he became to leave the sword behind. It seemed to him like a sign of fate – or maybe of the God himself. For when the gates were in sight, he had already decided to keep it. He crossed the gates as an errant knight, the real sword he had always wanted finally at his side.

He started as a mercenary, trying to build a reputation for himself – and staying away from the temple of the God of Justice, in case they were searching a very precious lost weapon. He missed the village, but he was not sure of the consequences of such a unique sword going missing; he was afraid to put everyone in danger for having kept it. So he stayed away from home, remaining on the lookout for any rumors. To his surprise, however, he heard nothing about a lost sword or a missing paladin.

His ability as a warrior improved dramatically in just a few years. After having faked it for most of his life, he felt like he could finally say he was a warrior and know it was the honest truth.

One day he received a most unexpected visitor. It was a cleric of the God of Justice, and he offered him to serve the temple. It was an offer too good to be true and too much of a coincidence to be unconnected with what had happened. Maybe someone from the order noticed his sword? But if that was the case, why they didn't simply ask it back? Ironically enough, the moment his dream was about to come true, Mathias wasn't sure if he wanted it anymore. Not sure about what to do, he asked for a few days to think about the offer. In reality, it didn't take more than a day for him to make his choice. That very night, in fact, he had a dream: a red desert, and a black and silver balance, speaking to him through chilling winds. The voice said just one thing: "find the truth or abandon my sword and leave". Mathias immediately knew what to do.

Mathias is a Sacred Knight now, consecrated to the God of Justice, but this role has just given him more questions than answers. The paladin who arrived to his village was never declared missing. He was never declared part of the order to begin with. No one seems to recognize his sword either. The church is definitely hiding something – and he will do everything in his power to discover the truth.

### COMPLICATION: CODE OF HONOR

Every Sacred Knight has to follow a strict code of honor in exchange for their blessings, and Mathias is no exception.

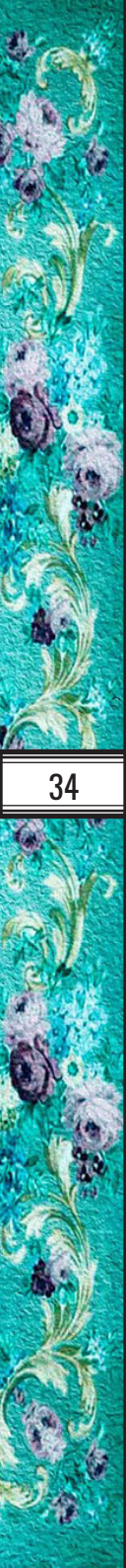
The code's dictates are:

Never lie

Never suffer unjust rules

Always fight injustice

The GM and players are absolutely encouraged to discuss about what in your setting is considered "injustice". The grey area such a vague code leaves gives plenty of opportunity for roleplay. Anyway, breaking the code will leave Mathias without his Divine Abilities till he finds a way to atone for his sins: it could be anything from helping the temple to destroying an enemy of the God of Justice.



# ABILITIES

## DIVINE BLESSINGS: 2

It's the stat that enables Mathias to use his Divine Abilities. Every time he uses one of them (it's written on the Ability description), he have to spend 1 Divine Blessing. DBs are only spent if the roll is successful. Mathias regains 1 DB per day.

## SWORD

Mathias is an excellent warrior. He can use this Ability to attack opponents during a Combat.

## SHIELD

Paladins are trained in the use of shields. Mathias can succeed in a Dodge Ability test with a 4 too.

## HEAVY ARMOR

Sacred Knights armors are famous all over the world. Mathias rolls any time he receives non magical damage to see if the armor absorb it instead, but he needs two turns instead than one to move from an area to the other of the battlefield.

## HEALING LIGHT

Divine. Using this Ability, Mathias sword starts glowing of a white light and he heals every creature in his same area of 1LP. This Ability can be used during Combat.

## SPELLS BREAKER

Divine. Using this Ability, Mathias starts to radiate a suffused light. He can interrupt any magical effect on a person or object by simply touching them. It dispels lasting magics with lasting effects like the ones that charm or compel to act, or magical wards on objects and places; it doesn't dispel things like fireballs for examples.

## SERISSA OF FAEWOODS, THE WITCH OF THE WOODS

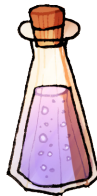
**“Magic is my greatest joy – and my greatest sin.”**


Serissa was borne a witch in a species where magic was the rarest of talents. The forest elves were hunters and rangers, skilled herbalists and guides. The creatures residing deep in the woods instead held great magical powers, but the elves never went that far into the heart of the forest, preferring to leave them in peace and thus being left in peace in return.

Mages outside the mysterious woods were considered gifts from the gods and were trained and educated to become leaders and guides. They were occasionally permitted to venture into the territory of the people of the woods, so that they could ask for their wisdom in their training. So, no one was truly surprised to see Serissa brave the deep shadows of the inner part of the woods. What started to worry the tribe was how much time Serissa actually spent there. Other elves were afraid of the forest’s creatures’ influence on the one who would have probably guided their community one day, not to mention the fact that she should be studying her people’s history and traditions in order to be prepared for her future duties. Unfortunately, Serissa only cared about her magic; respect and political power meant little to her – only knowledge was important.

Her tutor tried several times to teach her the importance of her role in their society, to no effect. Serissa could vanish for entire weeks without notice, to commune with the spirits of nature and to have visions in the deep of the woods. Her time in that mysterious place taught her things mortals could not. The inhabitants of the woods’ heart were in fact no what the elves imagined. They were more than simply a species with natural magical abilities; they literally came from other worlds, through a passage which exact location no one but them knew.

With time and with her powers growing, Serissa learned how to summon and speak to several different kind of creatures from other planes of existence, most of which she didn’t even have a name for. They conversed together for a whole day sometimes, and these entities taught her many things about magic’s true nature. The shaman started to secretly hope to gain access to the worlds beyond the one inhabited by mortals; she could sense the passage somewhere in the woods and she was thrilled at the idea of finding it. Serissa’s people, on the contrary, were frustrated: Serissa had the potential and wisdom to become a great leader, but she lacked the will to do so. The shaman paid them no mind: her fate was delving into the secrets of the hidden world, not to be some sort of chief for her community!





One night, she encountered a creature she had never met before – and will never meet again. They were secretive, mysterious, their skin translucent and their eyes a kaleidoscope of colors. The entity seemed quite innocuous, so Serissa approached them without bothering herself with magical protections. The more she got near the creature though, the more they seemed to grow in size; Serissa started to feel threatened by the presence but discovered she could no longer stop or avert her gaze. The last thing she remembers is a laugh in the distance, coming from somewhere in the forest's heart she had never been before, and then darkness.

She woke up at dawn, no trace of the unknown entity. The surroundings too were not familiar at all. Uncertain if she had just been tricked by a mischievous fairy, she decided to return to her village for the moment. She knew the woods very well by now, so it was not difficult to reach an area she recognized and to make her way back from there.

However, upon her return, she immediately noticed something was terribly off. The village just outside the woods was exactly like it was when she had left, but the inhabitants – Serissa's people – were nowhere to be found. No trace of battle, no trails, no blood. Nothing. It was like the village had collectively decided to depart, leaving everything behind – Serissa included. She had mostly ignored them for her whole life, and now she was the one being forgotten.

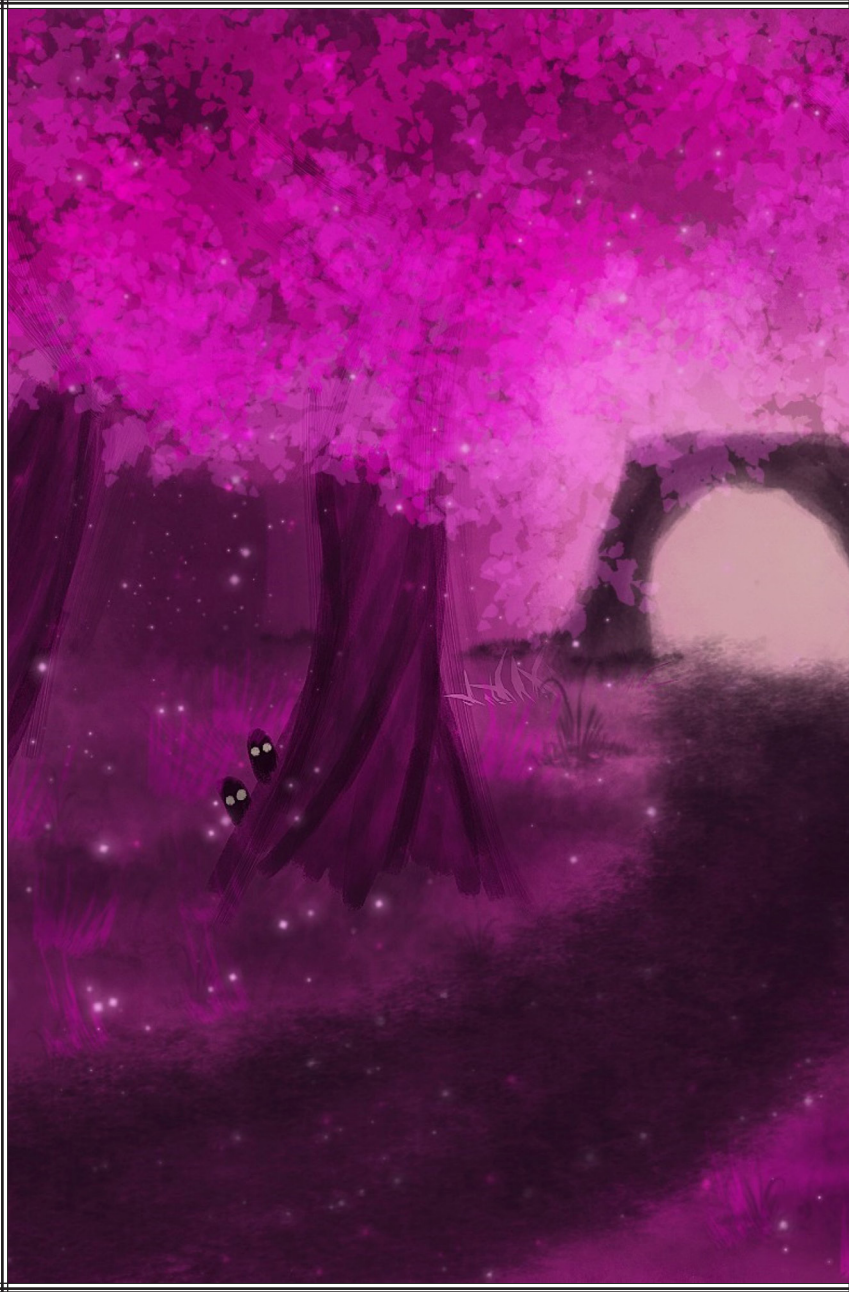
Serissa summoned every spirit and extra plane creature she could think of, but she didn't find out anything useful. She wasn't even sure magic was involved. Was her strange adventure of the night before somehow linked to this? What really was the thing she encountered in the woods?

Feeling guilty and betrayed by her own magic and with little she could do, Serissa left the now empty village.

Serissa, shaman and friend of the creatures from the lands beyond, has only one goal now: finding out what really happened and bringing her people back. If she only could get another chance, she would finally be the leader they deserve – if it isn't already too late.

### COMPLICATION: THE TEMPTATION OF KNOWLEDGE

Despite her past errors, Serissa has a hard time resisting the urge to collect any bit of magical information she comes across. Every time the group discovers something mysterious or magical in nature, Serissa will tend to focus on this at the expense of everything else: for example, she could completely give up on a task she was asked to perform to tail instead a fairy disguised as a human she happened to notice. This behavior can put at risk whole missions and make her appear callous and selfish.



# ABILITIES

## GENTLE PIXIE

Magic. Serissa can summon a little friendly fairy to heal her or her friends. Using this Ability, a small fairy will appear in the characters' plane of existence and heal a single target for up to 2LPs. This spell cannot be used during Combat.

## COMMUNICATE WITH THE OUTER WORLDS

Serissa can speak the language of the creatures inhabiting other worlds beyond hers. With this Ability, she can read their books, converse in their language and detect their presence in a certain place. It's up to the GM, based on the setting they created, what kind of creatures Serissa converses with.

## SUPERNATURAL MIST

Magic. Serissa can ask elemental allies to lend her their powers of concealing. Using this Ability, her and her allies can make a roll to try hiding in a sort of magical fog, no matter where they are: if she is successful, no one can notice them, and actively looking for them requires a test. This spell can be used in Combat, but not if Serissa is in close ranged combat. The spell attacks every hostile creature present in area 2.

## DEADLY ROSES

Magic. Serissa can summon a spirit of nature to fight her enemies. When this Ability is used, tendrils full of thorns emerge from the ground and attack the enemy. This spell can be used in Combat, but not if Serissa is in close ranged combat. The spell attacks every hostile creature present at the same time.

## MAGICAL WARDS

Magic. Serissa is proficient in creating barrier against monsters of any kind. Using this Ability, she can place a ward on an opening (like a door or a window, or the entrance to a cave, for example): no monster can pass through that opening for a whole day. If the roll fails, Serissa can't attempt to ward the same opening again till the following day.

## MANA POINTS: 4

## JARARAX MERYNDORE, THE STORYTELLER

**“No, I will not perform at the Duke’s residence tonight and I’d suggest you to do the same – if you don’t want to be imprisoned together with him, of course. I have the feeling the Governor knows about his plans...”**

No one can really say to know Jararax. She or he or they are a master of disguise, a social chameleon with an unsettling ability to understand every person’s inner motivations. Jararax’s very nature seems to reflect their union of opposites: born from a mage with an interest for infernal planes and a succubus, Jararax seemed to have sublimated in themselves both their parents’ abilities. Despite not having inherited any of their parents’ magical talents, they developed in fact a talent of their own – a instinct for understanding people that is almost supernatural in itself.

Jararax studied in a bard school for a brief period, during which they were noticed by an errant bard who took them under her wing. His father, very aware of their child’s nature, had always been distant in the best of times, while her mother was too involved in hell politics to take care of a bastard offspring without any kind of magic – or maybe, considered the place she lived in, hers was an act of kindness. Anyway, whatever their parents’ inner motives were, the result was the same: Jararax didn’t have much of a home to come back to. So they had no problem in accepting their new mentor’s offer to travel the world as errant bards. They traveled together for several years, eventually becoming lovers; during their time together, she taught Jararax everything she knew, making them a great storyteller. It was in this way that Jararax discovered their greatest love: learning and understanding past, present and future politics intricacy of every place they visited.

Their interest for government’s matters helped them create complex and interesting stories, in addition to make them popular as a sort of politics enthusiast; many people started to come to them for insights about the political situation of this or that city. This made the two bards quite wealthy and welcome in many nobles houses. However, their life was nothing if not dangerous, with them always on the road and not being exactly what one would have called skilled fighters.

Eventually Jararax’s master ended up being killed by bandits trying to rob them along the road. Since that tragic night, they have carefully avoided any lasting relationships – in bed or in work. However, Jararax are a deeply social creature, who crave companionship; they had never been able to live the solitary life they aspired to, settling for simply moving from a lover, or an adventurers group or both to the next. It came easy to them to fit in after all, no matter the person they had in front of them.

Jararax are a bard first and a lover close second. This fact often gave people the idea of them being a particularly fickle and playful individual, but this is only the truth for as long as Jararax want it to be. Normally they are quite cold and collected, bringing forth their succubus' charm only when necessary. They like to understand people and their motivations, and to uncover the truth about every event they witness: this is partly due to a desire to create better stories, but it is also a sort of natural instinct for them. If they would ever decide to use their terrifying insight in political games, they could be a dangerous opponent in any court or society, but for now politics doesn't interest them if not on an purely intellectual level. Jararax consider themselves a neutral observer, and thus they think they should not interfere with politics if they are not forced to.

Unknown to them, their intelligence and approach have attracted a secret society of scholars that share their views; their leader, a dark elf, is deciding the best way to test if Jararax are really what they are looking for, while her contacts are keeping an eye on them. The half-demon have already realized they are being followed, and they are patiently waiting for their mysterious stalkers to make their move.

Maybe they will end up with a new epic tale to tell. Or maybe they will decide that it's time for them to finally enter the political battlefield.



# ABILITIES

## DEVILISH INSIGHT

Jararax are almost supernaturally good at reading people. After having spoken with someone, with this Ability they can ask the GM one of the following questions about the person they were conversing with:

Are they hiding something?

Are they well-disposed to Jararax?

Was [insert a specific detail of the conversation] a lie?

What is their main emotion?

If Jararax want to ask another question or have failed the roll, they will have to wait another conversation in a different day to use again this Ability.

## POLITICAL KNOWLEDGE

Thanks to their travels combined with their love to observe everything happening around them, Jararax are always well informed about the political shifting and struggles of the region. Using this Ability, Jararax can gather information about any political figure or movement in the area they are currently in.

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## HISTORIAN

History is one of Jararax's main interests. Using this Ability, Jararax can have useful information about the history of the place the group is in. They can know the life of an ancient king of the past, or where is the exact site of an important battle of the past.

## STORYTELLER

Jararax is very good at telling interesting tales and legends. With this Ability, they can try to win the favor of their audience and impress the right people with their talent. Failing doesn't mean they can't perform, but simply that this time their tale doesn't attract as much attention as they would like: tips are scarce; the government functionary they want to impress to obtain an audience doesn't seem to pay them particular mind and so on.

## COMPLICATION: THE OBSERVER

Jararax feel they should never use their natural talents to interfere with politics, but just to better understand and narrate the world they live in. This strong belief means that they will probably refuse to use something they noticed or suspect to damage someone if not strictly necessary (like a life or death situation for one they care about), and that they will refuse to help the group to subvert any government, no matter how unjust it is.

# BENBET GENTLEBREWER

**"Please, let me try once again! I'm sure it will work this time!  
Right, my divine harp friend?"**

Benbet's parents have a small tavern in their gnomes town, and it was his parents' establishment the first stage where he performed. Unfortunately, he was terrible. It was not just that the gnome didn't possess talent: he was a walking musical disaster. He tried every instrument in the known world – to his parents' desperation – but it didn't matter. It was an instrument from another plane who finally made his dream come true – and save Gentlebrewers from losing their clientele for good.

At first, no one believed the strange hooded figure declaring to be a traveler from another world. So, when he gave Benbet the strange black harp as a gift, everyone started to collect their drinks and make for a quick exit. Their mistrust, however, turned to utter shock when the gnome bard tried the instrument. The music coming from the magical – what if not magic could make Benbet play? - harp was... odd... but not unpleasant. Benbet's parents cried tears of joy and tried to thank the mysterious stranger, but he was already gone. Feeling confident in his new ability, Benbet departed from his hometown the following day, ready to start making a reputation for himself.

He succeeded – under a fashion. Benbet became relatively well known, yes, but not for his music: he became famous for being haunted by a cursed harp. The instrument, in fact, has a will of its own and never plays what Benbet wants; many believe it would outright leave him if it had legs, and the gnome tends to agree. The harp is brilliant and has a lot of tricks at its disposal, but it's capricious and moody, often refusing to play if it is "not in the right mood" (yes, it can talk too). One time, the gnome was chased till he was out of town by the local tavern's angry patrons; in that occasion, he decided to just abandon the harp and return home. So, he threw the instrument into a near lake, before he started the journey back. To his great surprise, the morning after the harp was at its usual place at his belt, like nothing happened. Benbet tried – more out to curiosity to be honest – several ways to get rid of the object, fire included; nothing had ever worked permanently. The gnome for now is trying to get the best out of this strange situation, but he's increasingly uneasy about his faithful harp's true nature.

Benbet's main goal remains to become a renowned bard. However, he is well aware of his total lack of skills, so he is open to any idea – magic included – to make this happen. The harp has seemed his great chance, but Benbet is starting to think it wasn't exactly a gift after all... maybe the traveler just wanted to get rid of the harp just like he himself is trying to do now: the instrument itself doesn't confirm nor deny such a claim.

# ABILITIES

## A UNIQUE TALENT

The cursed harp's music is like no other. Using this Ability, Benbet can perform – well, the harp would argue it is it that is performing... – in a way that will impress spectators for sure. He will be given generous tips and even normally unapproachable nobles will be happy to chat with him for a bit. If the roll fails however, the harp will just refuse to play or – even worse – produce a terrible cacophony, causing the bard embarrassment – and the occasional angry mob.

## SHRIEKING

The harp doesn't worry that much about Benbet's physical integrity, but it definitely worries about its own. Using this Ability, Benbet can make the harp produce a terrifying scream: every person – friends and foes, but not Benbet – in the whole battlefield succeeds in every action only with a 6. It lasts till Benbet decides so.

## FAME

Benbet is slowly gaining notoriety in the area. With this Ability, he can try to take advantage of his popularity to obtain discounts from shops and taverns owners.

## COMPLICATION: CURSED INSTRUMENT

Technically, Benbet is cursed. His harp is a sentient object with a will of its own – and not a particularly just and loyal will at that. It plays because it likes to do that and love the attention it gets for it, not for Benbet's sake; it has no interest in the gnome, who is just the latest in a long series of owners. So it doesn't matter what Benbet's best interests are: the harp will do what it can to be in the spotlight whenever possible, uninterested in the consequences of its actions.



# THRIS THE DREAMER

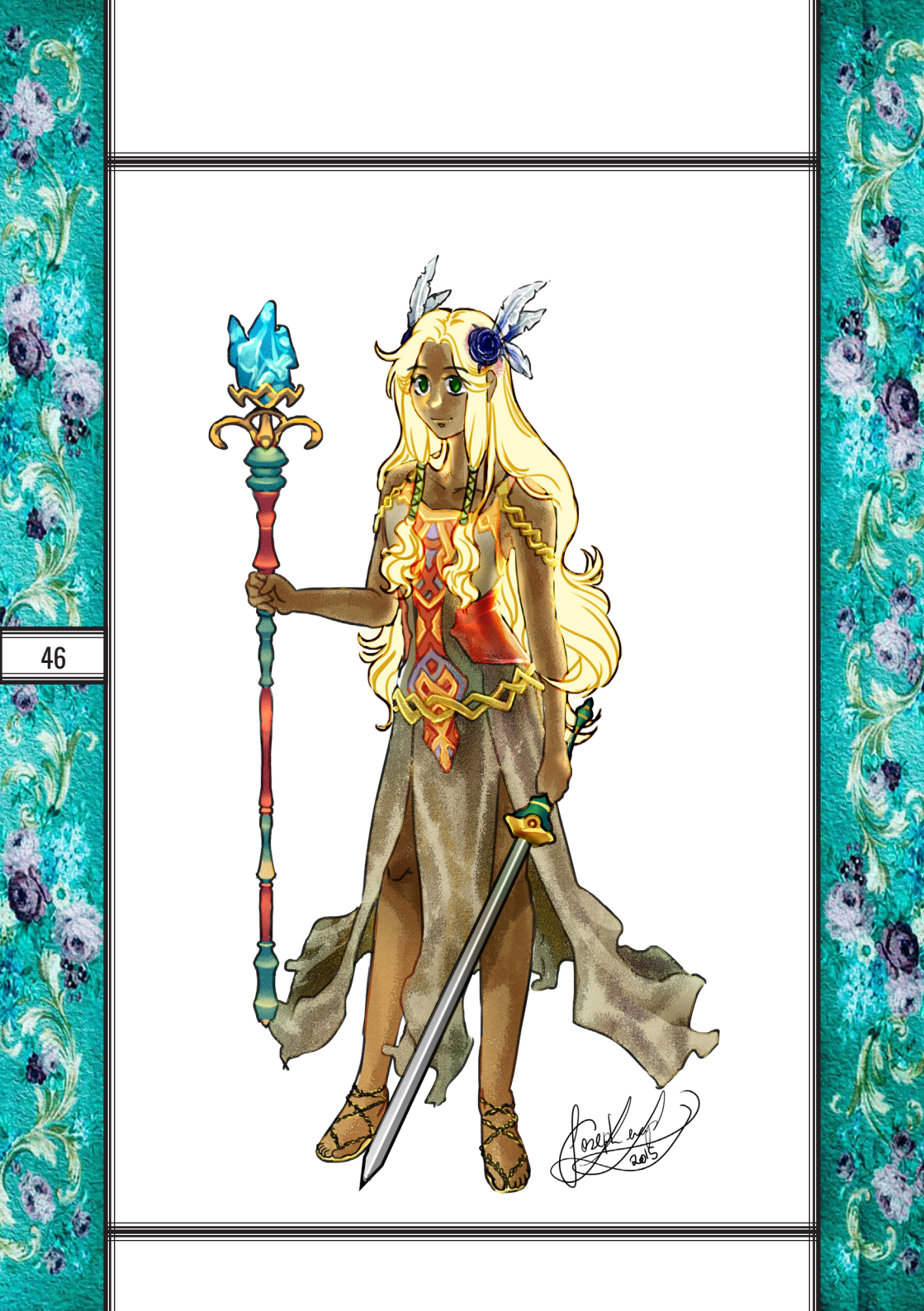
**“Once my people ruled the skies. We will do that again,  
I swear that on what little remains of my honor.”**

Thris has challenged her leader and was defeated: this is how she herself would describe her life. Defeat. This is not all there is to it though. Thris’s life was made up also of her incredible skill at riding the desert horses her people were famous for and of the nights spent fighting monsters with the other warriors of the tribe. But most importantly Thris’ life was made of her dream to be the first in centuries to ever be able to ride a pegasus.

She heard hundreds of times the elders tell the tale of these noble and majestic creatures, the kings and queens of the skies, as intelligent as a human but infinitely wiser. No one, not even the elders, have never met one of course. They had left the lands of the tribes when they had become an inhospitable desert. They were somewhere in the world though, and Thris was determined to find them and bring them back to the tribes. It was this dream that eventually made her challenge the leader, a seasoned and powerful warrior: she wanted to resurrect the ancient order of the legendary warriors who bonded with a pegasus and rule the skies, while her chieftain had decreed for the venerable order to remain dead. She could not understand his decision, so she fought him to win her chance to rule herself, so she could make the Sky Claws soar again to the skies above the desert. But she failed. She was defeated in front of her people and the presents were ordered to never mention the Sky Claws again.

Thris was angry and confused. Why he hated the order so much? Why the secrecy? It was told that the mighty warriors of the past were defeated in a terrifying war against the last remnants of the demons legions who devastated their lands, turning them into a vast desert – what if there was more to this legend?

More than anything else, however, Thris felt humiliated. She fled her tribe that very night, swearing to not come back till she was strong enough to bring back her honor, together with the Sky Claws.



*Handwritten signature and date: 2015*

# ABILITIES

## BERSERKER

This is a fierce warrior. Using this Ability, for every LP she loses in battle, she add 1 to the dice result to attack. This Ability can only be used during Combat.

## IRON CLAWS

This people's favorite weapon. She can use this Ability to attack opponents during a Combat.

## LIGHT ARMOR

This people don't use the heavy armors of the people beyond the desert; they need to move quickly to catch their preys and avoid the predators. With this Ability, she can roll twice when using Dodge.

## HORSEWOMAN

This was famous in her tribe for her skill in riding horses. She can use this Ability to ride any kind of horse or horse-like creature. She can also use it to attempt taming and training one. In case of training, it must be used several times, for a period of time decided by the GM.

## COMPLICATION: UNWORTHY

Her defeat weighs heavily on this proud warrior. This deems herself unworthy of leading – at least until she will win her honor back either defeating her tribe's leader or through some other heroic feat. She will never take a decision for the group or accept to lead it in battle, despite her prowess. Once the adventurers she travel with have made up their mind, she will accept their decision even if she doesn't agree.

# NORINDEL, THE CURSED ONE

Norindel is the living proof of the reason why humans should never live near fairies realms. Norindel used to live a placid and normal life, together with his human father, in a rural town not far from the ancient Fae kingdom his mother came from. Being the village on the border with the Fae lands, half bloods were not unheard of, so the townsfolk were never that bothered by Norindel's heritage, especially since he had apparently inherited his father's kind heart. So the half fairy grew up among humans, curious about his mother's identity but not to the point to cross the border to find her – a quite dangerous idea. After all, his father had always been very honest about the reality of his relationship with the fae. Norindel was simply the result of a young fairy maiden's curiosity about humans: no epic tale of hindered love, at least according to his father, but a rather mundane story about a brief fling with an unexpected outcome.

Realizing the half blood child would have been a problem for his lover's strict family, the much older (and younger at the same time) human took the baby with him. The man was a herbalist of modest ability and he taught his son everything he knew. Norindel was an oddity in the village, but his natural beauty enhanced by his fae blood made him quite popular.

Unfortunately kindness was not the only thing he seemed to have inherited from his father. Also his fate proved to be the same the day he saw for the first time a fairy. They met in the woods, while he was collecting herbs for his father's shop, and their encounter seemed like the magic one Norindel's parents never truly had. She was the royal princess of one of the main reigns in which Fae lands were divided, in the middle of a long travel to visit another reign. It was the first time he met a true fae and he couldn't believe how much they were different: he had always believed himself quite similar to them, but the princess's natural grace and elegance were simply not of this world. As their love. They both knew they had no future. The king would have never let her marry a mere half blood herbalist; she was too politically important to forge her own life. Their love was just a fleeting dream, and they both knew that. Norindel was prepared to loose her. To loose her but not to see her die.

It was not the fae royalty that took his one true love away from Norindel. It was a simple arrow. The two lovers were together, waiting for the first lights of day – the sign the brief love between them had come to an end. One of the hunters from the town was chasing a deer; she didn't know there was someone so deep in the woods, since humans rarely ventured so near the border: one of her arrow missed the target and wounded mortally the princess. Norindel tried everything he could, but they would have needed a miracle to save her – or magic. The village has no wizard unfortunately, so the only solution was to find the rest of the fairy delegation she was with, but he didn't have the slightest idea of where they had camped. For the time the strange lights guided him to the right spot, it was too late.

His beloved princess had died in his arms while he was still frantically searching for other faeries beyond the borders. Upon seeing the body of the future queen, the fae didn't say a single word; every light just went out and the air around became suddenly colder. They took the princess with them and vanished.

The following days passed in a blur. Norindel was not surprised to see his village burned to ground, nor he was surprise to be the one blamed by the now homeless townspeople. He was more shocked by the fact the king didn't kill him. Or maybe it was his way of punishing him? It didn't matter. He wanted to talk to him, to explain, to apologize, but ultimately he decided against it. What explanation he could have possibly given? Probably the king didn't even want to see him.

He could have never imagined how wrong he was about that.

He left; he had no way to help his town and he was not welcome there anymore anyway. He moved to a bigger city where no one knew him, and established his own shop. He was more than a little surprised when the fae king, disguised as a human merchant, payed him a visit.



Norindel recognized him instantly thanks to his half blood's senses; senses; they were not as powerful as a true faery's ones, but the king's aura was so immense that the magical disguise could barely hide it. The king seemed surprisingly kind; he said he was there to apologize for having destroyed the human village; he also added he considered the tragedy that befell them his own fault for not letting his only child decide her own destiny. The king made him a strange offer: in order to atone for his sins, he would have given the princess back to the human world.

However, since it was nonetheless shameful for the daughter of a king to marry a half blood, the king would have also made him one of them with magic. Norindel had only to swear two things before the miracle could happen: never ever get near his fairy kingdom again and hide the princess's true identity forever. No one would have never been permitted to know that the princess came back from death. Norindel was very conflicted about the idea: he suspected some foul necromantic spell and didn't want her love turned into a ghost – or worse. Only after the fae solemnly swore there was not necromancy involved, he agreed. The spell did work – in a fashion. The princess was indeed returned to the world. The problem was that he was the princess.

Norindel is a full fae now, but the joy of being finally part of a species is completely destroyed by the curse of seeing the lovely face of his beloved princess every day, knowing full well she will never really come back to life. He has learned the hard way how much cruel and vindictive can faeries truly be, despite their angelic beauty. The promise he made to the king magically prevents Norindel from ever speaking to him again and made him revert the spell somehow – not that he has much faith he could be persuaded in any way to do that. Probably Norindel is cursed to remain like this for – literally – eternity. He has not completely lost hope yet though. As a herbalist and merchant, he is traveling the world searching other fae realms or mages powerful enough to help him. The problem is that most of the people to whom he tells his story find a hard time believing the cute fae they are facing; his current species reputation for deceiving and manipulation – that he had first handed experienced – doesn't help his cause.

### COMPLICATION: CAN'T BE TRUSTED

Every human worthy their salt knows fae people can't be trusted. Their love is almost as dangerous as their hate, and they follow rules totally alien to human morality. They are not openly hunted, but most people will do their best to avoid them and to make them feeling not welcome. Norindel isn't a mage and he has only limited fairy powers, so he can't disguise his true appearance – a problem when trying to interact with humans. At GM's discretion, other species of their setting can be more open minded in their approach to the fae. In general, however, Norindel will always have problems to make people trust him – at least till he finds a way to break his curse.

# ABILITIES

## INVISIBILITY

One of the few Fae abilities Norindel can use. Using this Ability, he can make himself invisible; in this condition, he can only be detected by magical means. Invisibility lasts until Norindel wishes or until he interacts with the world around him: speaking with someone, or opening a door are examples of actions that will make him visible again.

## HEALING TOUCH

Magic. Fae people are incredibly resilient. With this power, Norindel can heal 1LP by touching the target. He can use this power on himself too. This Ability can be used in Combat.

## FAE SENSES

Magic. Focusing enough, Norindel can see through magical disguise and see what lies behind. Using this Ability, he can sense whether or not the target is disguising his true nature by magical means, if the target can use magic and if there is someone invisible.

## HERBALIST

Norindel is a quite skilled herbalist. Using this Ability, he can prepare a potion if he had all the ingredients. This Ability can also be used to recognize the herbs he needs when searching for them.

For what kind of potions Norindel can do, see the list of examples at the end of the book – or create your own!

## HAGGLE

Obtaining the best possible prices is part of Norindel's job. With this Ability, he can sell his potions at a higher price or buy items with a discount.

## MANA POINTS: 2

# CORIREI, THE SEA PRINCESS

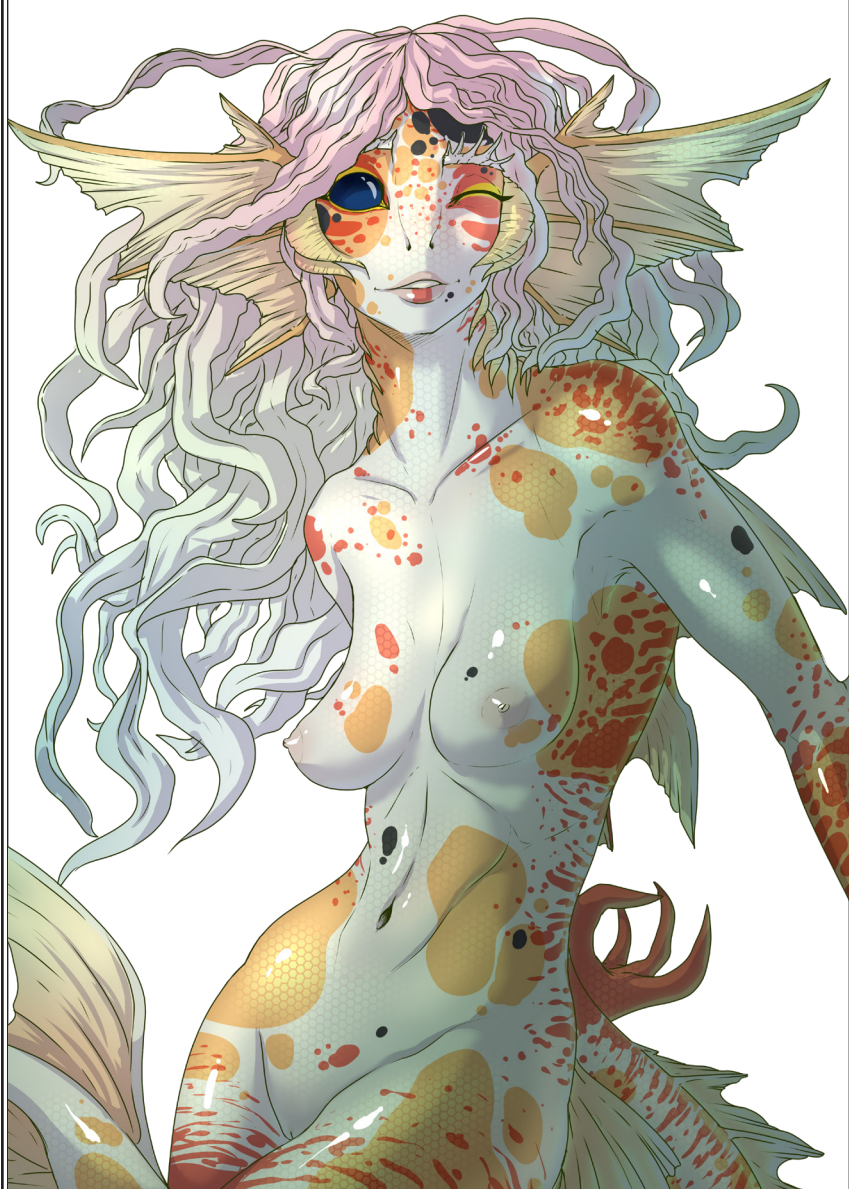
For centuries, sea and earth had been at war, their children fighting constantly without one faction being strong enough to subjugate the other. No one knew how this conflict had begun, the information lost in time and tales, but finding victory had long since begun to be more important than finding out why it all started.

However, no war can be eternal. Even the most stubborn among the two factions came to realize that simply no side was strong enough to subjugate the other. It was a stormy day when the Sea Republics and the Merchant Cities finally decided to negotiate the end of the conflict, hoping for a new era of peace and prosperity. Gold was more important than victory apparently, in the same way victory for long time had been more important than truth. It was a chance for everyone to meet for the first time outside the battlefield mysterious species, with their peculiar costumes and cultures. So, what was supposed to be a military and political meeting evolved soon in something more akin to a celebration, with the capital of the Cities transformed into a kaleidoscope of colors. Everyone was happy and joyous but one: the daughter of the tritons chief, Corirei. The reason of her less than enthusiastic approach was simple: the fragile peace that was about to be signed had to be sealed by a marriage. Corirei would have had to remain in the Cities' capital and marry one the counselor's son, as a form of assurance that the tritons would have respected the treaty. Tritons were, in fact, the most ferocious species of the Republics, and many feared they would have used the peace to their advantage, taking the opportunity to plan a surprise attack.

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Corirei didn't mind being away from her world – on the contrary, she was eager to explore the Cities. The problem was she didn't have any intention to be married off to someone she didn't even know. And a human, no less! Despite all the efforts by the ambassadors to convince her of the importance of her accepting the marriage, she took the first opportunity that presented itself to flee the meeting, the palace and the whole city. Tritons were rare outside the borders of the Republics, so hiding was not exactly easy, but the farther she went from the Capital the fewer were the persons who actually recognized her, until finally she found a city where she was mistreated only because of her being a triton and not because of her identity too.

Her escape inflicted a serious blow to the forming peace treaty, that resulted in the Cities imposing the condition of excluding Corirei's people from this new alliance. Tritons are now in a difficult position, with their political adversaries inside the Republics seizing this opportunity to limit their influence. Corirei feels deeply guilty about that, but she doesn't regret her decision. She is practicing her combat skills, with the firm intention of becoming an adventurer and exploring the world. There has to be a reason for the war and she wants to find that reason. She knows it's going to be difficult without coin and allies, so her next step is looking for a group to travel with. If she was still in her father's halls, many warriors would have been glad to pledge themselves to her cause, but she renounced that life. The truth for her is infinitely more important than victory and gold. Whether she will ultimately return to her people or not remains to be seen.



# ABILITIES

## CHILD OF THE SEA

Tritons can live both in the sea and on the mainland. With this Ability, Corirei can revert to her mermaid form: this form allows her to breath underwater and to move and fight as easily as if she was on solid ground.

## TRIDENT

Corirei was trained on how to use the typical weapon of her people, the Trident. She can use this Ability to attack during a Combat scene.

## SIREN'S CALL

Corirei's species is sadly famous for their power of enthralling people with their voice. This is not as powerful as common folks seem to think, but Tritons songs are still dangerous to other species. When using this Ability, Corirei starts to sing and anyone except other Tritons hearing her voice can't do anything but listen to her; in Combat she must repeat the roll for every turn she wants to maintain the power active.

## COMPLICATION: THE ROYAL RUNAWAY

Corirei's escape created a political embarrassment for both the Cities and the Republics. There's a generous reward for anyone taking her to the capital or providing information about her whereabouts. Tritons chief is furious too and will do almost anything to capture his unruly daughter. If she was ever to be taken back to the capital, she will be probably forced to marry her intended betrothal – if she is lucky. However, there's no guaranties she will not be imprisoned instead, and used as a way to blackmail her father.

# BRERXATH

Brerxath was quite pleased when he was finally summoned to the human worlds – and by an elven wizard of all things! However, his enthusiasm was quick to fade away as soon as he found himself in front of a trembling apprentice playing with his master's spells books. He was far from the mortal a demon wished to make a deal with, but he hadn't much of a choice: he knew he was still a young demon, and he had to make the most of any chance he got to obtain power and influence in the mortal world.

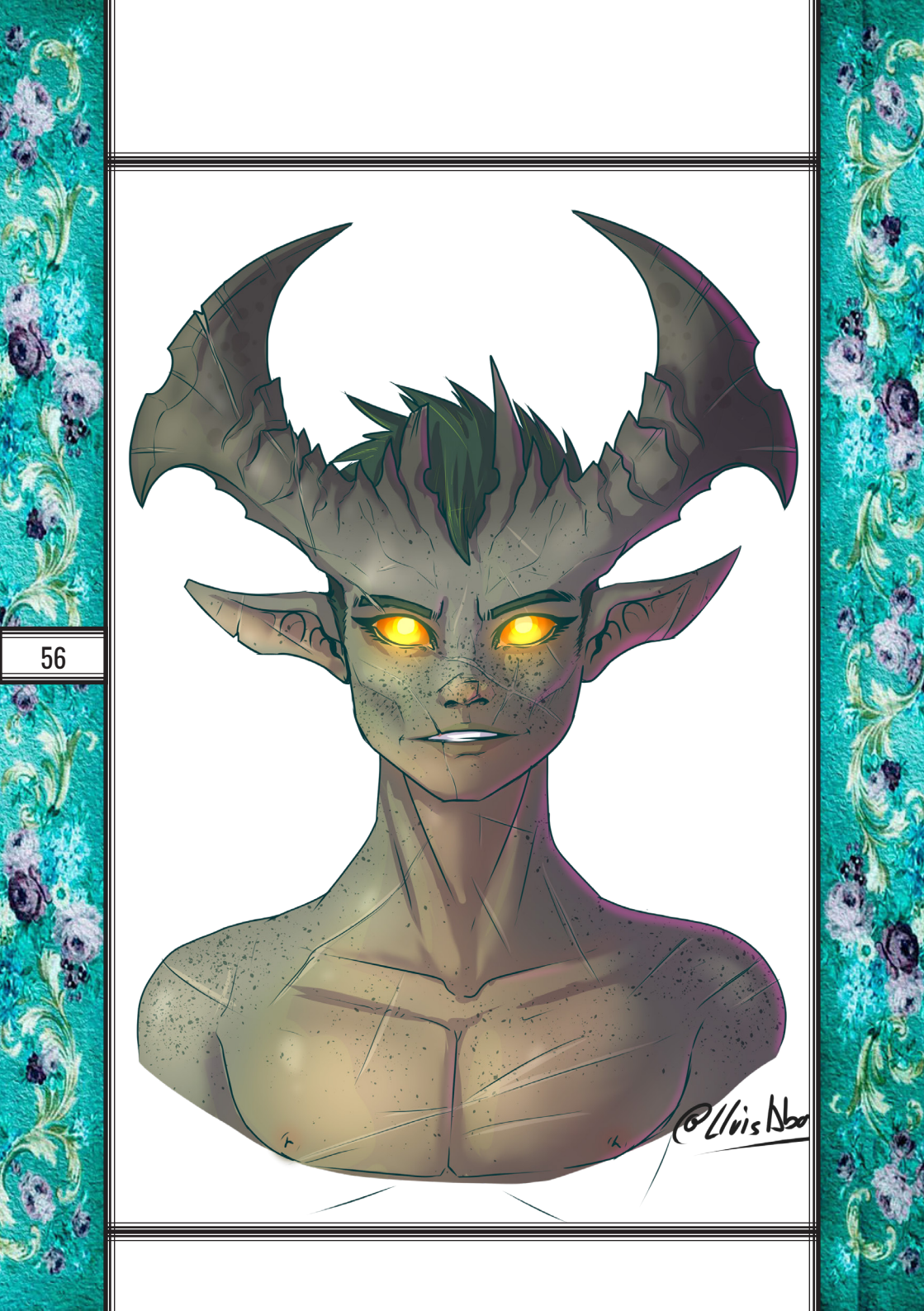
Things seemed promising for the first few days, but then the apprentice's master discovered what his foolish student had done and how easily he had let himself be persuaded to make a deal with the demon. He broke their contract using magic and banished the creature.

Normally, Brerxath should have been simply sent back to the demonic plane. In this particular circumstance it would have probably meant being reprimanded and maybe punished by his king – not something the demon was very eager to do. The reality of what happened, however, proved to be worse.

Brerxath, for whatever reason, is trapped in the material world. His magic is not powerful enough to understand the reason and any attempt to contact his king on the other side have failed. Maybe something was wrong in the summoning ritual or – more alarming – something happened in his plane of origin while he was away.

His link with the source of his infernal powers cut off, there's little the young demon can do. His magic reserve is constantly used to keep his mortal disguise, so he cannot use any of the spells he knows. He had a few tricks despite that, but any time he uses them his demon nature shows, with different – but never pleasant – consequences based on who sees him. He can still form contract, but without his magic his ability at performing the tasks required has significantly diminished, forcing him to rely more on charisma and deception than on real skills. Most of the times, he have to make up excuses with mortals expecting for him to be able to operate miracles and to try make them settle for more... mundane solutions. It's all extremely humiliating, but he needs a contract to regain magic – another adorable side effect of being cut off from the demons plane.

Brerxath is stuck in the mortal world for the time being, and his main goal, that once have been to remain there as much as possible, is now to escape. His only plan for now is trying to find mages who can know the source of his predicament or a way to open a gate to access his plane; he knows that probably this little help will cost him another contract but there isn't much he can do about it.



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Luis Nbo

# ABILITIES

## WINGS

Brerxath has big bat-like wings. With this Ability, the illusion concealing is wings is canceled and he can fly.

## SCORPION'S TAIL

Brerxath has a long, venomous tail. With this Ability, he can attack enemies in close combat. If the tail inflicts damage, Brerxath rolls again for its venom: if it's successful, the target takes an additional point of damage every turn till they are unconscious or the venom's action is stopped by mundane or magical means.

## INFERNAL CONTRACT

In order to disguise himself like a human, Brerxath needs to make a deal with a mortal: this contract allows him to regain his MPs while it is active. Players and GM can be creative on how it is performed, but the ritual mechanically works like this: Brerxath agrees to accomplish a task for the mortal and the contract is active till he completes the job or either of them decides to break the agreement. While in a contract, Brerxath regains everyday all his MPs; in addition, he can communicate telepathically with the mortal, no matter their distance.

## COMPLICATION: MAGICAL ERRAND BOY

The peculiar condition in which he finds himself has weakened significantly Brerxath's powers but, more importantly, has made impossible for him to recover his Mana in the usual manner. To do that, he needs to be in a contract: he must agree to perform a task for someone, and the power of this ritual makes him regain his MPs – something he needs to conceal his true nature. The contract has no time limit and is magically binding: Brerxath cannot simply promise to do something and then refuse, and the contract is valid till he accomplishes what he promised to do. This could give the impression he just needs to promise something unattainable and problem solved. Unfortunately for him, it doesn't work just like that; the contract can virtually stay in place forever, but the contractors can choose to terminate it whenever they want; so, if the task takes too long, the person he made a pact with can decide to break their link. If Brerxath is not in a contract, he is considered at 0 MPs – and, as a result, in all his glorious infernal self. Being seen with Brerxath like this will probably cause the whole group to be accused of be ally of demons (technically not wrong...) and they will be actively hunted down together with him. Brerxath true form is so unnatural and his magical aura so powerful that no amount of mundane camouflage can make him pass for a human. Being a demon isn't easy!

# HIRAM ALDRIDGE

Hiram's childhood was... well, not like other children's one, that was a given. But to be fair, his mother was not like other children's mothers either. Professor Aldridge was a scholar and a researcher, in a field no sane person would ever choose: monsters. She dragged Hiram across the wildest parts of the world since he was just a child, never settling in one place for more than a couple of months at most. As for his father, he never knew his identity and never honestly thought about him too much: considering the chaos his mother alone could put him into, he doubted he could survive another parent. It was a disaster after disaster kind of lifestyle, but Hiram would be the first to admit it was fun. And useful to many people, even though the vast majority of them treated her mother as a weirdo. She never asked for Hiram to follow her footsteps, but he didn't really see himself doing any other job. Furthermore, with time – and the wild escapes from angry monsters – he came to understand how valuable the data they collected were. Their experience with any manner of beasts could save lives.

There was only one monster they were never able to study: dragons. Hiram's mother attempted many times to interview one, but to no avail: either she was bad at negotiating with dragons, or they didn't love being interviewed. Trying to find clues on books proved fruitless too. Apparently no one had ever managed to collect certain data from them. So, in time, this became Hiram's mother mission: finding a way to speak with them. She was able to have civil conversations with other intelligent monsters before, so she knew it was possible. It had to.

This mission put their lives in danger more times that Hiram likes to remember, but they were always refused an audience, no matter what they did or what gifts they promised. However, his mother never gave up, and neither Hiram – mostly because he had little choice in the matter. Finally, it was not her perseverance to grant her wish. It was love.

As often it's the case with love and dreams, a dragon came to her when she was not out hunting them, but at her sister's wedding feast, in her father's home. A dragon, his interest picked by the stories of a crazy elven adventurer studying dragons, met her disguised as a traveling elven bard, there to celebrate the joyous event – and fell in love with the scholar immediately. By midnight, he confessed to her both her true nature (giving the feast an exciting twist) and his love. They ended up saving the coins of their own wedding marrying under the full moon of that same day.

It was so absurd that Hiram still don't know what to make of all of that. The book about dragons is still in the making – it turned up that there was a lot to say about dragons – but her mother's goal of being the first one to write about them can be considered accomplished.

The only side effect of this joyous event was that the family business risked to close, at least for the near future: Hiram's mother was too busy working on her literary masterpiece – and having fun with her new partner – to go hunting new monsters around the world. It was Hiram's turn to keep the activity of monsters researcher alive!

Unfortunately, as the elf discovered very soon, tracking down dangerous creatures on his own was not exactly ideal – at least if one wants to both work and survive. So he's currently looking for a group to tag along, offering his help in exchange for the opportunity to study any species encountered during their travels. He regularly receives letters from his mother. Letters. Not a single gift. Not even a coin. Damned dragons!



# ABILITIES

## MONSTERS EXPERT

Thanks to his experience and his mother's notes, Hiram is now quite knowledgeable when it comes to monsters. With this Ability, Hiram can have some basics knowledge of the habits and main characteristics of a monster he encounters, or on the contrary he can establish it is something new.

## FOLLOWING TRACES

His job makes Hiram great at tracking any sort of wild creature. With this Ability, he can follow the traces left by monsters or wild animals. It doesn't apply to non monster creatures. He can follow the traces of a group of goblin scouts, but he will not be able to do the same with a human hunter, for example.

## TRAPS

Setting traps was a necessary skill to study – and to survival. With this Ability, Hiram can set a basic trap; he can choose one of the following two effects: the target can't move; the target gets 1 LP damage. He can also use this Ability to try detecting and disabling traps set by others, as long as they are not magical.

## HUNTER

Hiram was taught how to catch his own food – a necessity in his line of work. This Ability can be used to hunt and fish.

## COMPLICATION: MONSTERS ENTHUSIAST

For Hiram, collecting data about monsters and unknown creatures is a mission he takes great pride from. When he sees an opportunity to discover something new, he becomes reckless and irrational, refusing to listen to his friends advises. In particular, it's almost like he loses any instinct of self preservation when monsters are involved. For this reason, during an adventure he is prone to very stupid decisions, like jumping in a monsters nest without a proper plan, stopping his friends from killing a vicious and evil creature just because he needs more time to study it, or bothering with endless questions a creature who clearly wants to be left alone – and almost as clearly could kill the whole group with a single blow.

## LYLE DARANTE, THE VOICE OF THE GUILD

**“I stayed silent for too long, it seems.  
It is time that the Guild makes itself heard once again...”**

“It is not a merchant’s job to question a king” - this is what Lyle’s father, Master of the Merchants Guild, used to say. Sometimes, when the night is dark and the moon hides behind the clouds, she wonders if he had said the same thing to the guards who came to arrest him and confiscate all their gold so many years before.

Lyle never knew who exactly among the other merchants accused her father of treason – maybe it was the idea of one of the king’s men, to put their hands on their family’s considerable fortune. Whatever was the case, however, that stolen money didn’t make the king any good. He lost the war with the neighboring kingdom anyway, and all the riches he had stolen were stolen again from him – from a thief to another thief. During all of that, Lyle stayed silent.

The other merchants paid her and what little remained of the former Master’s family any mind. At first they simply considered her nothing to worry about, and then they were too worried about finding a way to flee the invading army to even remember the Darante name. Lyle, however, in her silence hadn’t forgotten.

She gathered around her all the merchants too poor – or too stubborn – to escape. She smiled more than talking. She signed documents – most forged, a very important few authentic. She bent the knee to the new king. When finally the new ruler finished to get rid of all his enemies – real and just imagined – and life slowly began to return to normal, she was the one suggesting names to regulate the merchants activity in the new, cosmopolitan nation. Many were surprised she didn’t appoint herself as new Master of the Guild; someone even asked her the reason. Once again, Lyle remained silent.

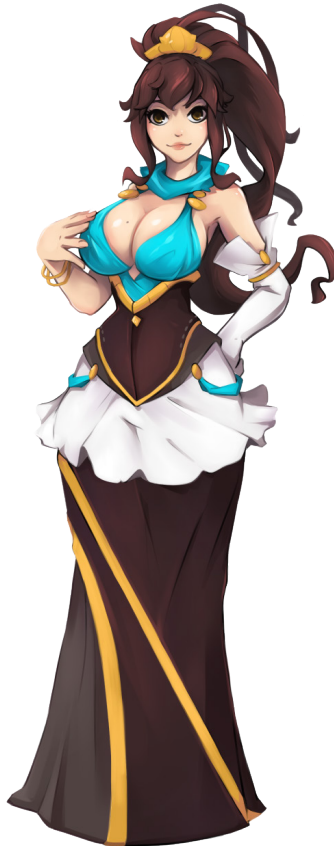
She kept working for the guild for a few years, traveling from town to town on behalf of the new Master – a man she herself had put in that position. It was only a matter of time before Lyle Darante was a name well known among all the merchants, no matter the place they worked in.

And finally Lyle started to speak.

“It is not a merchant’s job to question a king” - this is what Lyle’s father, Master of the Merchants Guild, used to say.

Not anymore. The Darante believed that pretty lie for years, and this had brought them only misery and betrayal. The Guild knows best now. Lyle knows best. She doesn’t want power, but she does want for her fellow Guild members to realize that they are the ones with the true power; if they act like one, no king can oppose them. Some merchants fear where such a reasoning can guide them, but others are starting to listen. Merchants are beginning to imagine a country where they are the ones who decide how things should be run.

This could be the beginning of a revolution – or of another tragedy ready to unfold.



# ABILITIES

## HAGGLE

Obtaining the best possible price for her goods is part of Lyle's job. With this Ability, she can sell her wares at a higher price or buy items with a discount

## MASTER LIAR

Lies are what kept Lyle safe and make her thrive in time. Lies are Lyle's true wares. With this Ability, when she is trying to deceive someone, any test to detect she is not telling the truth must be rolled again if successful; only if the second roll is a success too, the lie is exposed.

## MERCHANT EYE

Lyle is used to evaluate goods. With this Ability, she can try to judge the true price of any mundane wares she examines.

## FRIENDS IN EVERY PLACE

Lyle is extremely well known among merchants. Every time she enters a town, she can use this Ability to determine if she has a contact in that particular place. The contact will be a merchant or an artisan (of some mundane craft) who, while not particularly willing to take risks (at least for free) for the group, could provide Lyle and her friends with information about the area and introduce them to important political figures of the town.

## COMPLICATION: LOYAL TO NONE

Lyle had pledged her loyalty to so many powerful leaders, spoken so many vows... None of them means anything to her. She doesn't feel any obligation to keep true to her words with people she only considers tools or work contacts at best. She will not hesitate to betray a trusted ally of the group if she thinks that such betrayal will serve their interest best; she doesn't mind be the one blamed for a morally despicable act if said act will serve the interest of them all. This attitude will invariably cause problems to her companions – in addition to make her appear callous and untrustworthy even to her friends.

# MONSTERS

There is no Monsters Book in this game – well, for now at least. In the same way you and your group create together the setting, you have also to create its inhuman inhabitants. It seems complicated, but worry not! We are here with this chapter to help you! A monster character sheet is very similar to a regular PC's one, except that it has no Abilities if not the basic ones (Dodge, Flee). You can leave it like that for a creature that doesn't have to pose a challenge for the group: a cute rabbit (I know they are evil, but this is a game!), a monster's puppy (don't dare to kill a monster puppy!) and so on. However, if you want for your characters to overcome a challenging fight, you have a lot of different ways to do that. Here are a few:

- add how many LPs you want to the average 5 LPs
- raise other stats the monster may have (MPs for example) how you see fit
- add how many Abilities you want: you can take them both from the character sheets and from the list below

## MONSTER ABILITIES

### FLYING

The monster can fly. No need to roll to do this.

### CLAWS/FANGS/TAIL/SWORD/BOW – YOU NAME IT

The monster can attack in Combat. Ranged weapons related abilities can be used only if the monster is in a different area from the target.

### FAST

The monster can attack two times in a turn; it can hit the same target twice, or two targets who are at close distance from each other.

### DRAGON BREATH

The monster can attack in Combat every target on the battlefield at the same time. Non magical damage.

### SENSE THE INVISIBLE

The monster can see magically hidden targets.

## UNDEAD RESILIENCE

The monster keeps acting after reaching 0 LPs. If it receives damage again, it will be slain like any other creature.

## TELEPATHY

The monster can send messages directly to the target mind.

## VENOM

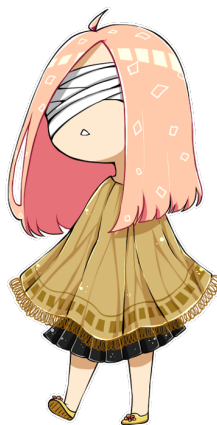
If it's a poisoned weapon, the target have to receive damage from this weapon first. The target takes an additional point of damage every turn till they are unconscious or the venom's action is stopped by mundane or magical means.

## COMMAND

Magic. The monster can give a simple order to a creature, and the creature has to obey at the best of their abilities. However, they can not be forced to self harm themselves. Orders have to be something simple, like "attack your friend", "stop", "close the door", "give me the key" and so on. Target must be able to see the monster to attempt the spell.

## CHARM

Magic. The target of this spell can't hurt in any way the monster for ten minutes or 2 turns if they are in Combat. The monster attacking the charmed individual doesn't break the spell. Target must be able to see the monster to attempt the spell.



# ITEMS

Here some examples of common and special items you can use in your adventures, but feel free to create your own!

## WEAPONS

All the weapons mechanically are the same. The only difference is between close combat weapons and ranged weapons. Ranged weapons can only be used in area 2 of the battlefield, while close combat weapons can only be used in area 1. Apart from that, they are all the same: choose the ones that make the character look cooler!

## ARMORS

All the armors mechanically are the same. They are simply divided in Light Armors and Heavy Armors: Light Armors make the wearer roll twice any Dodge test; Heavy Armors make the wearer roll any time they receive non magical damage to see if the armor absorb it instead, but the wearer needs two turns to reach a target not already in close combat. Armors' effects don't require any roll to be active. Apart from that, they are all the same: choose the ones that make the character look cooler!

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## SHIELD

Wearer succeeds in Dodge tests with a 4 too.

## HEALING POTION

It heals 3 LPs.

## MANA RESTORING POTION

By drinking it, character regains 2 Mps.

## ANTIDOTE

Nullify the effects of Venom Ability.

## INVISIBILITY POTION

Gives the user the Invisibility Ability.

## VENOM

Potion used to give the Venom Ability's effect to a weapon (it lasts for a single Combat scene) or to food or drink.

## RING OF POWER

It gives 1 MP extra per day to its wearer.

## SEA GOD AMULET

It makes the wearer immune to the Siren's Call Ability.

## ENCHANTED LOCK PICKING TOOLS

The user succeeds on a test of lock pick with a 4 too.

## NIGHT GODDESS GRACE

A magical cape that makes the wearer succeeds any test with a 4 too if they are acting at night.

## ENCHANTED WEAPON

It can have one or more of the following effects:

- attack is successful with 4 too
- +1 LP to damage
- it can make a magical attack (summoning a bolt for example) in area 2
- user is immune to venom (only if they have with them the weapon during the attempt to poison them)
- user regain +1 LP every day
- it negates the effect of a spell on the character once per day
- character can use the Spells Breaker Ability once per day

## ENCHANTED ARMOR/SHIELD

It can have one or more of the following effects:

- wearer can roll to try absorbing magical damage too (Heavy Armor only)
- it gives the user the Invisibility Ability once per day
- wearer automatically succeeds in a Dodge test once per Combat scene (Shield/Light Armor only)
- it negates the effect of a spell on the character once per day
- character can use the Spells Breaker Ability once per day
- character regain +1 LP every day
- user is immune to venom (only if they wear the armor or the shield during the attempt to poison them)
- character can Dodge twice when using the Dodge Ability (Shield/Light Armor only)
- user is immune to non-magical damage
- user is immune to magical damage
- user is resistant to non-magical damage (non-magical attacks hit only with a 6 on the roll)
- user is resistant to magical damage (magical attacks hit only with a 6 on the roll)



# WORLD CREATION: OPTIONAL RULES

In the main core rules book, the world building has no particular rules; it is just left to the players and the GM to establish how to create together their own fantasy world. The following rules are just here to help spicing up things, but you can keep doing what you are doing – or just use part of these optional rules. Or modify them. Or just invent your own version.

As always, it's up to the group!

## 2 STEPS CREATION PROCESS

### 1. THE WORLD

Players and GM choose each a single aspect they want to put into their game world. The only rules are that they can't plan things ahead with the rest of the group (what would be the fun in that?) and no one can eliminate an element another chooses. However, everyone can work on an element introduced by another.

It can be anything: a historical fact; a topographic element; a minor thing maybe only relevant to a PC (their hometown hosting a famous bakery, for example); a threat for the whole world, or simply a local issue.

### 2. NPCs

Players and GM choose each a single NPC they want to put into their game world. The only rules are that they can't plan things ahead with the rest of the group (what would be the fun in that?) and they can't eliminate a NPC another created. However, everyone can work on a NPC introduced by another.

The NPC can be someone important for a PC's backstory, but a player could also choose to create a NPC who is relevant for another PC. They could be an enemy of the whole group or an ally. They could be a legendary hero whose name everyone knows, or just a shady merchant known only to few individuals in the black market.

After completing the two steps, the group works together to create a coherent world around those elements.

**NOTE:** Even if there is a "no elimination" rule, players and GM can obviously refuse to include an element they are not comfortable with.

Communication is the most important part of both world building and roleplay!

# EXAMPLE OF WORLD CREATION

Player A chooses to play Mathias; player B Norindel; player C instead Aris-Nal.

## STEP 1

**Mathias:** “Since Mathias is part of a paladins order, it would be cool if the world had several different orders of knights, each of them serving a different god. I imagine not all of them get along... Oh, and it will be cool if there were orders sworn to evil deities... something like “The Fallen Ones.”

**Norindel:** “Thinking about Norindel’s backstory, it makes sense for the world to have a fae kingdom somewhere. Very isolated. They don’t get along with humans much. There is not an actual war between humans and fae kingdom, but a lot of politics and scheming going on.”

**Aris-Nal:** “In the past, there was some kind of natural disaster, and now most of the world is inhabitable. The oceans had submerged most of it, and the seas are in general stormy and agitated, hard to navigate. Most people live in cities on the beaches.”

**GM:** “Based on what you chose, I’d say that the fae kingdom was built on a giant winged turtle’s back. The creature is venerated like a god and no one really knows what goals they may have; for now they simply protect fae people. There’s a rumor saying the royal family knows the secret of the creature though.”

## STEP 2

**Mathias:** “I’d like for Mathias to have a rival among the knights. They aim for the same position of... high knight? He is a great swordman, but he seems to hide a secret... I don’t want to know what though! I want to find out in game.”

**Norindel:** “I have an idea! What if there are also fae knights serving the turtle? I’d like for Norindel to have a contact in the fae kingdom – a turtle paladin. She was the princess’ best friend and she is secretly helping Norindel whenever she can.”

**Aris-Nal:** “What about Turtle Paladin being present when Aris-Nal’s island was destroyed? Maybe she was there to destroy the Serpent because her order was led to believe it is a terrible monster, and she ended up being involved in the island’s sinking. Aris-Nal will not be very happy to meet her again and to find out she is a friend of one in the group. Love the drama!”

**GM:** “Well, at this point, I’d say a terrible inquisitor would fit in quite well. He was probably behind the attack to Aris-Nal’s island and he also after the sky turtle. I have an idea about why he is doing that but... can’t say right now. Spoilers!”