

VOX DRACONIS

**KINGDOMS OF
STONE AND FIRE**

By Ben Overmyer

Preview Copy

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Credits

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Chapter 1

Introduction to Vox Draconis

About The Game

Vox Draconis: Kingdoms of Stone and Fire is my latest tabletop role-playing game project. Thematically, it's based on my original *Vox Draconis* game. It's not set in the original game's "Desova" setting, but it takes a few cues from that world. Dinosaurs are as prevalent as other wildlife. The tech level is somewhere between the Stone Age and Tolkienesque fantasy. The game system makes a few nods to the original's, but is built around the player characters being true heroes and not rampaging murderhobo tomb raiders.

"Treasure" as older tabletop role-playing games define it is much less of a focus. Experience Points are awarded for having an impact on the game world, and not explicitly for defeating monsters. It is perfectly plausible to run a campaign where no combat takes place. Such a game might focus on the social intrigues of a noble court, or perhaps the misadventures of a group of street performers. This is up to you.

The game as a narrative device and set of social rules for a group of gamers also tries to support modern ideas of

identity, gender, ancestry, and culture. The cultures in the setting may not adhere to these ideals, however. Components of the setting that you are uncomfortable with should be modified or removed from your own group's campaigns to suit.

How It Works

Vox Draconis requires at least two players, and works best with four or five. One person acts as the Game Master (GM), and the rest act as individual characters. The GM is responsible for describing scenes for the others to participate in. They are also responsible for making sure everyone is engaged in the game and having fun.

To play Vox Draconis, the group will need some dice. Most of these are the common six-sided dice you see everywhere. The rest have four sides, eight sides, ten sides, twelve sides, or twenty sides. You can find them for sale online or in local shops that specialize in tabletop games.

Common Acronyms

Through the text, there will be shortened references to various concepts. The following is a guide to these acronyms.

- AD: Anima Might
- AE: Anima Toughness
- AP: Armor Point
- AS: Anima Might
- GM: Game Master
- LP: Life Point
- MD: Mental Might
- ME: Mental Toughness
- MS: Mental Might
- NPC: Non-Player Character
- PD: Physical Might
- PE: Physical Toughness
- PP: Player Point
- PS: Physical Might
- SD: Social Might
- SE: Social Toughness
- SS: Social Might
- XP: Experience Point

Chapter 2

How to Play

General Gameplay

One player acts as the Game Master and describes each scene for the others.

The others each control a character and describe what their characters do in response to the Game Master's description of each scene.

The game is divided into "scenes." Each scene is either a combat, a social engagement, exploration of a specific area, or travel. Each scene opens with the Game Master describing the setting and important details and then asking the players for their actions.

The flow of gameplay runs in turns. The Game Master will describe a scene, and then players take turns describing what they do. In combat, turns are more structured, and each enemy has a separate turn.

Maps

There are two kinds of maps in Vox Draconis: the world map and the scene map. The world map is made up of hexes, with each hex being a 3

mile area. Each hex will usually have at least one thing of interest, whether that's a town, dungeon, landmark, or something else.

The Campaigns chapter goes into more detail on building a world map for play in Vox Draconis.

The second kind of map is the scene map. This is more flexible in scale than a world map and acts mostly as a reference for scenes. It can be as basic as a sketch on paper to as detailed as a full color professionally printed map. Its purpose is solely to orient the players in a scene and help them visualize the action.

Turn Order

Outside of combat, turns can occur in whatever order fits the scene.

In combat, turns are based on Initiative. Each participant in combat has an Initiative score, and they act in order of descending score.

Actions

There are two types of action: Major and minor. Major actions include attacking, setting a trap, casting a spell, or any other action that takes the character's full attention. A minor action includes movement, swapping equipped weapons, or other things that the character can do while doing major actions.

Most of the time, a major action requires an "attribute roll." The player rolls a twenty-sided die and adds the relevant attribute score. There may be other modifiers. The result is compared to a target number that the GM specifies from the following:

Difficulty	Target Number
Very Easy	7
Easy	10
Moderate	12
Hard	15
Very Hard	17

Table 2.1: Target numbers based on difficulty

$$1d20 + \textit{attribute}$$

If the roll is equal to or higher than the target number, the action succeeds.

If the roll is more than 5 higher than the target number, the action not only succeeds, but the character can optionally add a "flourish" to the result. Flourishes are up to the player to describe, but they should be something that adds to the scene in a meaningful way.

If the roll is less than the target number, the action fails. The GM describes the consequences of the failure.

If the roll is at least 5 less than the target number, the action fails and the

GM adds a "complication" to the scene. This is something that makes the situation more difficult for the player characters.

Narrative Fiat

If a player really wants to succeed at an action, they can automatically succeed without rolling, but at the cost of allowing the GM to add a complication to the scene. This is called "narrative fiat."

Each player can only use narrative fiat once per scene.

Skill Rolls

Many actions in Vox Draconis are covered by simple attribute rolls. However, some actions are covered by skills instead. If an action falls under the area described by a skill, a character attempting that action must do a skill roll.

A skill roll is an attribute roll, but may also include a "skill proficiency" modifier. This adds +1 to the skill roll. If you would get a specific skill proficiency from more than one source, you gain a bonus of +2 instead of +1. This is called "skill expertise." You can never gain a +3 bonus, however.

Sometimes, a skill proficiency is required to even attempt a particular action. For example, a character would need a skill proficiency in metallurgy to produce an alloy.

Skill proficiencies are granted by classes in character creation. They may also be learned through the course of gameplay. See the Character Advancement chapter for further information.

Crisis Rolls

If a player ever gets into a situation that would have dire consequences for them, they may make a Crisis Roll to avoid it. They roll a twenty-sided die, and if the roll is over 10, they succeed. If they fail, they must spend a Crisis Point to avoid their fate. If they don't have any Crisis Points to spend, they suffer the consequences they were trying to avoid.

A Crisis Roll may be used for such things as avoiding death or mitigating the results of a social engagement.

Crisis Rolls cannot be used to negate a complication.

The Passage of Time

In combat, a turn lasts roughly 5 seconds of in-game time. Outside of combat, a turn takes as much or as little in-game time as the scene demands.

Travel

A travel scene is the process of moving from one hex on the world map to another. Every time the party would move from one hex to another, they must do a travel scene.

The GM describes the terrain, the weather, and any other relevant details about the transition. The time it takes to travel is listed in the table below. Travel along roads will always be quickest. Terrain with uneven footing is considered "difficult" terrain. Terrain with many obstacles that must be avoided is considered "very difficult" terrain. Some terrain, such as sheer mountains, may be completely impassable.

Terrain Type	On Foot	Mounted
Road	1 hour	30 minutes
Normal	2 hours	1 hour
Difficult	3 hours	2 hours
Very Difficult	4 hours	3 hours

Table 2.2: Travel times

Travel Events

Each travel scene, the GM rolls 1d6. If the result is a 1, then the party encounters a travel event. Roll 1d10 on the travel event table below to determine its nature.

Roll	Event
1-3	Bad weather
4-6	Other travellers
7-8	Hostile animals
9-10	Hostile characters

Table 2.3: Travel events

Bad Weather

Bad weather can take the form of a sandstorm, blizzard, monsoon, or any other dangerous weather event. The GM describes the approaching weather and gives the party a chance to prepare for it. The results depend on the severity of the weather and how well the party prepares. Use imagination and careful description to determine this.

If the party decides not to take shelter and instead travel through the weather event, travel time is quadrupled, and each character must make a Physical Toughness roll of difficulty Hard. If they fail, they suffer harm appropriate to the type of weather.

Other Travellers

A group of other travellers can be either positive, negative, or just unevent-

ful. This could be something like a passing caravan, a wagon at the side of the road, a traveling minstrel, or anything else that fits the region. The GM should describe the travellers and give the party a chance to interact with them. If neither party chooses to interact, then the travel scene passes uneventfully.

Hostile Animals

This type of travel event is a random encounter with a group of hostile animals. The Allies and Enemies chapter has tables to roll on for each biome for random encounters. Alternatively, the GM can choose to use a premade encounter of their own.

Hostile Characters

Hostile characters are other travellers or denizens of the region that are actively trying to harm the party. The GM can describe the hostile characters and give the party a chance to avoid the encounter, or they can just immediately initiate combat. As with hostile animals, the Allies and Enemies chapter has tables to roll on for these random encounters.

Exploration

After a travel scene, the party arrives in their destination hex. If there are any undiscovered hexes neighboring the destination hex, the GM draws them out on the players' map and describes what they look like from a distance.

Once in a hex, the party may explore it if they have not done so already. Each player rolls on the following table.

Roll	Result
1-4	Nothing
5-7	Natural resource
8-9	Point of interest
10	Settlement

Table 2.4: Exploration

If the result is natural resource, point of interest, or settlement, that player rolls on the appropriate table below. The GM makes a note of the result on the players' map and the GM's map.

Roll	Result
1	Metal ore
2	Gem ore
3-5	Plentiful food
6-8	Clean water
9-10	Arable land

Table 2.5: Natural resources

Roll	Result
1	Abandoned fortress
2	Abandoned village
3	Abandoned mine
4	Abandoned temple
5	Abandoned tower
6	Giant plantlife
7	Unusual rock formation
8	Cavern entrance

Table 2.6: Points of interest

Roll	Result
1-4	Hamlet
5-7	Village
8-9	Town
10	City

Table 2.7: Settlements

Combat

The following rules govern how combat works.

Combat Turns

On a character's turn in combat, they can take one major action and one minor action. They can also opt to take two minor actions and forego the major action.

Attacking and Defending

When a character attacks, they roll a twenty-sided die and add their Physical Might. If the result is higher than the defender's Defense score, the attack hits.

$$1d20 + PD$$

A character's Defense score is equal to 10 plus the sum of Armor Points they have. If they're not wearing armor, add their Physical Might.

$$10 + BodyAP + HelmetAP + ShieldAP$$

or, for unarmored characters:

$$10 + PD$$

Cover

If the target of an attack is behind cover, the chance to hit them is reduced. An attacker's attack roll is reduced by the cover penalty listed in the table below.

Amount of Cover	Penalty
Fully hidden	-5
Half hidden	-3
Partly hidden	-1

Table 2.8: Cover penalties

Damage

A successful hit deals damage equal to the amount by which the attack succeeded.

If the damage a character suffers is greater than half their maximum life points, they receive a grievous wound. The nature of this wound is up to the GM's discretion. Grievous wounds can be healed, but they leave a permanent scar. Grievous wounds that impact a character's abilities - such as severed limbs - should allow the player to make a Crisis Roll to avoid the grievous wound. If they are successful, they still suffer the life point damage, but do not take a grievous wound.

Death

If a character's Life Points reach zero or less, they fall unconscious. When this happens, the character must make a Crisis Roll. If they fail, they must spend a Crisis Point to stay alive. If the roll is successful or they spend the Crisis Point, they don't need to continue rolling, and the character stabilizes but remains unconscious.

Healing and Resting

Characters must rest to recover from wounds. When the party rests for at least 4 hours, each character re-

gains 1d4 Life Points plus their Physical Toughness.

If the party instead rests for an uninterrupted 8 hours, each character heals up to their maximum life points.

Note that while life points may return to maximum, grievous wounds may leave scars, and missing limbs will not grow back.

Ammunition and Limited Resources

Rather than tracking individual counts of ammunition, rations, and other limited resources, any player character with such resources will instead use a Resource Die for that resource.

A Resource Die reflects the amount of that resource the character has. At full capacity, the Resource Die is a d8. After any scene where the character uses that resource, the player rolls the Resource Die. If the result is 1-2, then the Resource Die is reduced by one die type. If the Resource Die is a d4 and the player rolls a 1-2, then that resource is depleted, and the character must replenish their stocks before they can use that resource again.

Rations can be replenished by hunting, gathering, or buying food from a settlement. Ammunition can be replenished at an appropriate store, through crafting, or perhaps by scavenging in a dungeon. The GM's discretion determines the availability of replacements. Note: skill proficiencies can be helpful here.

Magic

Magic is based on the manipulation of anima, the mystical energy that suffuses the world of Yrda. Spellcasting cultures vary in how they use anima and what they use it for. Generally, spellcasters learn to attune themselves to a particular kind of anima, and their spells reflect that attunement. Other types of anima become more difficult for them to manipulate, and they may even be completely unable to use anima that is diametrically opposed to their attunement.

Spellcasting

Casting a spell is a major action. It always uses Anima Might for the roll. If the roll is successful, the spell is cast. If the roll is more than 5 higher than the target number, the spell is cast with irresistible force, and it cannot be canceled or dispelled. If the roll is less than the target number, the spell goes awry, and the anima has an effect that the caster did not intend. The player determines this effect. If the roll is at least 5 less than the target number, the spell goes badly awry, and the GM determines the effect.

Spells

There is no set list of spells. Instead, when casting a spell, the player describes what they want the effect to be. The GM then determines the target number based on the difficulty of the effect.

The character's spells must be related to their anima attunement. If a character is attuned to fire, they can cast spells that manipulate fire, but they cannot cast spells that manipulate water.

If a spell would cause damage to a living target, the damage dealt is equal to the amount by which the spell's roll differs from the target number.

If the spell is not cast with irresistible force, the target can make an Anima Toughness roll to resist the spell's damage. If the target's roll is higher than the spell's roll, they avoid any damage from the spell. Effects other than damage still occur.

Spells that have ongoing effects which target a living creature can be broken on a future turn, either by the caster at will or by the target. For the target to do it, they must make an Anima Toughness roll of difficulty Moderate. If they succeed, the spell is broken.

Social Engagements

A social engagement is a conversation of importance between two or more sides. Before it begins, divide the participants into sides. Every participant will argue for their side. Each side determines what they're arguing for before the engagement begins.

Each participant has a turn. On their turn, they may choose to take one of the following actions, or give up their turn for the round. Every social engagement lasts for three rounds. At the end of the three rounds, the total points of each side is compared, and the highest wins. In the event of a tie, there is no victor, and the engagement is a draw.

No side can go below zero points.

Once the engagement is over, the players as a group determine the result of the winning argument.

Actions in Social Engagements

There are three types of actions a participant can take in a social engagement. These are Persuade, Dissuade, or Riposte. The target number for Persuade and Dissuade is set by the GM based on how difficult the point they're trying to make is. Use the target number table from the Actions section.

Persuade

This is an attempt to convince another participant of the correctness of your argument. Make a Social Might attribute roll. The target number is a difficulty the GM sets modified by the other participant's Social Toughness. If you succeed, you gain one point for your side.

$$1d20 + SS$$

Dissuade

You can try and reduce the points of another participant's side. Roll a twenty-sided die and add your Social Might. The target number is modified by the other participant's Social Might. If you win, the other side loses a point.

$$1d20 + SD$$

Riposte

Instead of taking a direct action, you can complicate the result of the entire engagement by making a Riposte. Roll a twenty-sided die and add your Social Might. If the result is higher than 10,

then regardless of the result of the social engagement, there will be a complication. The GM chooses the complication.

$$1d20 + SD$$

Experience Points

This is the reward that allows player characters to grow in ability. The Game Master gives out Experience Points at the end of a session based on the players' actions during the session. Experience Points can be awarded for any action by the player characters that has a noticeable impact on the game world. See the Character Advancement chapter for more details.

Player Points

While characters can gain in power as a reward for their active participation in the game world, players should also gain a reward for improving the game experience for everyone. The reward for this is Player Points. Any player at the table, not just the Game Master, can give these out. However, only one can be received by each player per session.

Player Points can be spent to alter or enhance the player character's backstory, appearance, or other aspects of the character outside of their game mechanics. The Game Master should use their discretion in determining the cost of such changes.

See the Character Advancement chapter for more details.

Chapter 3

Character Creation

Creating a Character

These rules determine how players can create their own characters.

Attributes

Every character has the following attributes. These define their physical, mental, social, and magical capabilities. Each of these attributes has a positive or negative score. They range from -3 to +3. These scores modify rolls based on those attributes.

There are four categories: Physical, Mental, Social, and Anima. Each category has the following attributes.

- **Might:** Offensive ability or power.
- **Toughness:** Defensive ability or resistance.

Physical attributes govern your character's ability to physically interact with the world.

Mental attributes govern your character's ability to think, reason, and plan.

Social attributes govern your character's ability to interact with others.

Anima attributes govern your character's ability to manipulate anima, the magical energy that flows through the world.

In total, there are eight attributes. For brevity's sake, sometimes you will see references to abbreviations of these attributes. These abbreviations will always have the first letter of the category and the first letter of the attribute. So, Physical Might would be abbreviated PM, and Anima Toughness would be abbreviated AT.

Determine Initial Attributes

At the beginning of character creation, assign the following scores to your attributes.

- 2 scores of +2
- 2 scores of +1
- 3 scores of 0
- 1 score of -1

Note that the best and worst scores (+3 and -3, respectively) are not included in character creation. As game events alter characters, attributes may increase or decrease. They will never go below -3 or above +3, however.

Choose an Ancestry

Choose your ancestry. This will give you several innate abilities and a piece of your character's background. Ancestries are detailed in the Ancestries chapter.

Choose a Class

Pick a class. This will determine your path in life and which abilities you have refined. Classes are detailed in the Classes chapter.

Derived Statistics

After all the above is accounted for, calculate your derived statistics. These are Life Points, Crisis Points, and Initiative. Life Points determine how much damage your character can take before falling unconscious. Crisis Points determine how many times your character can narrowly avoid disaster. Initiative determines turn order in combat. They are calculated as follows.

- **Life Points:** 10 + Physical Toughness
- **Crisis Points:** Mental Toughness + Physical Toughness + Social Toughness + Anima Toughness
- **Initiative:** 5 + Mental Might + Physical Might

Starting Equipment

In addition to the starting equipment given to you by your ancestry and class, you also gain 2d6 x 10 copper coins.

Starting Language

All player characters understand how to speak Yrdish, the language most widely spoken in Yrda. This comes as the skill proficiency "Language (Yrdish)".

Note: language knowledge is split into two skill proficiencies. The "Language" proficiency is the ability to speak and understand a language. The "Literacy" proficiency is the ability to read and write a language. You only start with the "Language (Yrdish)" proficiency and not the "Literacy (Yrdish)" proficiency.

At character creation, you may choose one additional language to be fluent in, or you may take the "Literacy (Yrdish)" proficiency instead. See the "languages" section of the World of Yrda chapter for more information on available languages.

For convenience, here is a short list of additional languages available:

- Ardonan
- Gaddari
- Makhetian
- Old Yrdish
- Sushani

Chapter 4

Ancestries

About Ancestries

Your character's ancestry is an important part of their story. It gives context for where you came from and how you grew up. It also tells you what you look like. It does *not* tell you what your future will be. That is up to you.

There are three parts to a character's ancestry in Vox Draconis. The first is your species. The second is your culture. The third is your biome.

Your species gives you physical traits and some special abilities. Your culture gives you some ingrained behaviors and outlooks and a few perks. Your biome gives you some physical traits and skill proficiencies.

Mixed Species

If you choose to be of mixed descent, choose one species to be your primary bloodline. Most of your appearance and your special ability will come from this. Then choose a second species to influence your appearance. The magic-imbued world of Yrda causes many strange combinations to be viable, so be creative in your descriptions.

Alex decides that her species will be Human. She then picks Farming Village for culture, and Coast for her biome.

List of Species

Choose one or roll 1d10 on the table below to determine your species randomly. If you get the "Mixed-species" result, then roll again twice, rerolling duplicates.

Roll	Species
1-4	Human
5	Dwarf
6	Elf
7	Mudling
8	Orc
9	Stone-born
10	Mixed-species

Table 4.1: Random species

Dwarf

Dwarves are hardy beings with stout stature and voluminous beards. They originated from the deep places of the world and first lived in underground cities built into mountains and caverns.

Gender	Height	Weight (lbs.)
Female	3 ft. + 2d4 in.	100 + 2d10
Male	3 ft. + 2d8 in.	130 + 2d10

Table 4.2: Height and weight for dwarves

Special Ability: Dwarves are highly resistant to the effects of alcohol and other poisons. Any time they might normally be affected by such a substance, roll 1d10. They are only affected on a roll of a 1.

Elf

Elves are thin and graceful. Their eyes are almond-shaped, and they have long, pointed ears. In the early days of Yrda, they lived in the forests and jungles, but they have since spread out to live in many different places.

Gender	Height	Weight (lbs.)
--------	--------	---------------

Female	4 ft. + 2d6 in.	80 + 2d10
Male	4 ft. + 2d12 in.	85 + 2d10

Table 4.3: Height and weight for elves

Special Ability: Elves do not sleep and cannot be put to sleep, though they can be knocked unconscious. They still require at least four hours of rest per day, however.

Human

Humans are the most common sentient species on Yrda. They are from the hottest regions of the world but have adapted to live in every biome.

Gender	Height	Weight (lbs.)
Female	4 ft. + 2d10 in.	85 + 2d20
Male	5 ft. + 1d10 in.	120 + 4d20

Table 4.4: Height and weight for humans

Special Ability: Humans heal quickly. They heal 1 extra life point per 2 hours spent resting.

Mudling

Mudlings are small beings with elongated heads, large eyes, and four fingers on each hand. They have thin or no hair. Their skin is usually shades of grey, green, or blue. Mudlings came from the swamps and marshes and still tend to live in wet regions.

Gender	Height	Weight (lbs.)
Female	2 ft. + 1d8 in.	30 + 2d6
Male	2 ft. + 2d8 in.	40 + 2d6

Table 4.5: Height and weight for mudlings

Special Ability: Mudlings can hold their breath for up to half an hour without ill effect.

Orc

Orcs have green, grey, or earth-brown skin and black or brown hair. They have elongated faces resembling a cross between a wild boar's and a human's. Orcs are stronger and larger than humans on average. They first appeared in the steppes of what is now the Sushani Empire.

Gender	Height	Weight (lbs.)
Female	6 ft. + 1d6 in.	180 + 2d10
Male	6 ft. + 2d6 in.	200 + 2d10

Table 4.6: Height and weight for orcs

Special Ability: Orcs have a powerful sense of smell. They can smell - and track by smell - ten times further and stronger than normal.

Stone-Born

Stone-born are tall beings with tough, rocklike skin and glowing eyes. They are hairless. Some possess growths of rough gemstone on their heads where humans would have hair or beards. Their skin can have the color and pattern of any natural stone. Stone-born hail from the World's Tooth Mountains originally, but have slowly spread to other mountainous and hilly regions over the centuries.

Gender	Height	Weight (lbs.)
Female	6 ft. + 2d6 in.	160 + 2d10
Male	5 ft. + 1d6 in.	140 + 2d10

Table 4.7: Height and weight for stone-born

Special Ability: Stone-born are highly resistant to temperature extremes. Any time they might be affected by extreme temperatures, roll 1d6. Only on a 1 are they affected.

List of Cultures

Cultures describe the community that you grew up in.

Choose one or roll 1d6 on the following table.

Roll	Culture
1	Farming Village
2	Large City
3	Nomad Tribe
4	Religious Order
5	Traveling Merchants
6	Wilds Outpost

Table 4.8: Random cultures

Farming Village

Your home was a farming village. There were at most a couple hundred people living there. The surrounding land was mostly wilderness, but there were a few other villages within a day's ride. Children were expected to begin working almost as soon as they could walk. Life was simple but hard, and you gained an appreciation for hard work and an attitude of never taking things for granted.

Farming Village Perks

- Skill Proficiency: Farming
- Equipment: A set of farmer's clothes

Large City

Your home was a large city, with all the bustling activity that comes with it. Many different kinds of people found their home there, and to some, it was chaotic. To those who lived there, though, it was a wonderfully complex community. You didn't know everyone, but you knew your own district, and you could always count on your neighbors for help. The diversity of the city made you comfortable with outsiders.

Large City Perks

- Skill Proficiency: Streetwise
- Equipment: A set of common clothes

Nomad Tribe

You grew up in a nomadic tribe. Your tribe moved from place to place, living in tents, yurts, or other such mobile shelter. They didn't always know where their next meal was coming from, but they usually managed to find it together. The encroachment of civilization usually meant having to pick up and move more often, but that didn't much matter to you. Your tribe was always there for you, and you developed a strong sense of loyalty.

Nomad Tribe Perks

- Skill Proficiency: Survival
- Equipment: A set of nomad clothes

Religious Order

You grew up within the confines of a religious order. It was closeted and cut off from the outside world. The order lived a simple, even ascetic life, but never lacked for food. The pursuit of the truth and a good and holy life was the most important aspect of the community. You were instilled with a strong sense of right and wrong, and the determination to uphold your faith above all else.

Religious Order Perks

- Skill Proficiency: Religion
- Equipment: A holy symbol

Traveling Merchants

Growing up, your family was part of a large caravan of traveling merchants. Your home was a wagon, and you never spent much time in any one place. Your family's traveling companions changed occasionally, and you never knew if the newcomers would be friends or troublemakers. You learned to be cautious of others, but hide your true feelings behind a mask.

Traveling Merchants Perks

- Skill Proficiency: Deception
- Equipment: A set of merchant's clothes

Wilds Outpost

Your home was a small fortified outpost on the remote edge of civilization. Everyone living there was self-sufficient by necessity. As a frontier outpost, it was more well-armed than a farming village, but there was a reason for that. Your home suffered occasional attacks by monstrous wildlife or even raiders. You grew up learning to fight and to take care of yourself.

Wilds Outpost Perks

- Skill Proficiency: Survival
- Equipment: A set of sturdy clothes

List of Biomes

Biomes describe the natural world where you grew up in.

Choose one or roll 1d8 on the following table.

Roll	Biome
1	Coast
2	Desert
3	Forest
4	Jungle
5	Mountains
6	River
7	Steppe
8	Tundra

Table 4.9: Random biomes

Coast

Those that live on the coast tend towards bronze or tan complexions and favor shells and other sea-borne items for decoration.

Coast Skill Proficiencies

- Swimming
- Fishing

Desert

Desert dwellers have darker complexions, tend towards light but full clothing, and are usually a little shorter.

Desert Skill Proficiencies

- Heat Survival
- Find Water

Forest

People who live in or near forests have fairer skin, though darker hair.

Forest Skill Proficiencies

- Tracking
- Hiding

Jungle

Jungle folk have dark skin and often wear light and airy clothing.

Jungle Skill Proficiencies

- Direction Sense
- Hunting

Mountains

People of the mountains are bigger and taller than their low-altitude cousins. Their hair tends to be light in color, but their skin is heavily tanned.

Mountains Skill Proficiencies

- Climbing
- Cold Survival

River

Those who live beside rivers have a wide variety of skin and hair colors. They also tend to be shorter than others.

River Skill Proficiencies

- Swimming
- Fishing

Steppe

Steppe denizens are used to rolling hills and wide open spaces. They have darker, reddish or bronzed skin and dark hair.

Steppe Skill Proficiencies

- Riding
- Tracking

Tundra

Folk of the tundra live in bitter cold most of the year and are comfortable in heavy snow and freezing rain. These people have fair skin and hair.

Tundra Skill Proficiencies

- Cold Survival
- Snow Tracking

Chapter 5

Classes

About Classes

The following are the classes of Vox Draconis. They are professions, followings, or other life pursuits. Each class will give you some background information, some unique abilities, and a set of skill proficiencies.

List of Classes

- **Adjudicator:** A warrior-sage who has devoted themselves to the pursuit of justice.
- **Cleric of the Balance:** A cleric who believes that balance in all things has the most to teach the world.
- **Cleric of the Dark:** A cleric who believes that shadow and stillness bring the most benefit to all.
- **Cleric of the Light:** A cleric who believes that the light will save the world.
- **Deathstalker:** A warrior who has come to embrace death in combat as the one true path.
- **Earthshaker:** A sorcerer whose magic is tied to the earth.
- **Fell Knight:** A warrior who has made a pact with the Fell Titan for power.
- **Flamewalker:** A sorcerer whose magic is tied to fire.
- **Frostwarden:** A sorcerer whose magic is tied to the cold.
- **Raptor-Bonded:** A warrior who has formed a supernatural bond with a greater raptor.
- **Soul Hunter:** A warrior who has dedicated their life to finding and destroying supernatural corruption.
- **Spirit Talker:** A ritualist who can see and talk to the spirits of the dead.
- **Star Sage:** A scholar and philosopher with deep knowledge of the heavens.
- **Tidemaster:** A sorcerer whose magic is tied to the sea.
- **Warmaker:** A warrior who has dedicated their life to battle.

Adjudicator

Adjudicators are warrior-sages who have devoted themselves to the pursuit of justice. While they are sometimes found in the courts of monarchs, they are more often found traveling the land, righting wrongs and punishing the guilty. They are trained in the law, in combat, and in the use of their unique powers.

They are very common in the Kingdom of Makhet, where they are a part of the cultural fabric and are often called upon to settle disputes. Elsewhere, they may not have the blessing of the local ruler, which can sometimes make them outlaws despite their calling.

Adjudicator Abilities

- **Discern Truth:** Adjudicators can tell when someone is lying to them. However, they cannot tell what the truth is, only that they are being lied to.
- **Instinctive Law:** During an adjudicator's travels, they may encounter an unfamiliar culture. In such situations, they intuit the local laws and customs as if they had grown up there.

Adjudicator Skill Proficiencies

- Detect Forgery
- Interrogation
- Intimidation
- Literacy (choose two languages)
- Persuasion
- Short Sword

Adjudicator Equipment

- Roll 1d4 on the random weapons table
- Roll 1d6 on the random armor table
- A book of the law
- An Adjudicator's amulet of office

Cleric of the Balance

The third part of the Path of Three is Balance. Clerics who devote themselves to this path believe that balance in all things has the most to teach the world. They maintain that balance through any means at their disposal. Some have a more nuanced view of what "balance" entails than others. Clerics of the Balance wear symbols associated with balance, such as scales. They view preventing one side in any given conflict from getting too strong as a divine calling. Some manifest powers associated with balance.

Cleric of the Balance Abilities

- **Neutralize:** Clerics of the Balance can neutralize the powers of Clerics of the Dark and Clerics of the Light at will.
- **Mirror:** Once per day, a cleric of the Balance can copy an ability someone else has just used and use it against them.

Cleric of the Balance Skill Proficiencies

- Persuasion
- Short Sword
- Perception

Cleric of the Balance Equipment

- Roll 1d4 on the random weapons table
- Roll 1d4 on the random armor table
- A holy symbol of the balance

Cleric of the Dark

The darkness teaches some adherents of the Path of Three that shadow and stillness bring the most benefit to all. Clerics of the Dark practice calm, measured action and meditation. They bear symbols of darkness, such as black cloaks, black circles, etc. They view watchfulness and patience as a divine calling. Some manifest powers associated with darkness.

Cleric of the Dark Abilities

- **Cloak in Darkness:** Clerics of the Dark can hide a small object from view even in direct sight and full light. Once done, that object can only be perceived by them or other clerics of the Dark until it is destroyed or another object is so hidden.
- **Vanish:** A rare few clerics can give themselves so fully to the Dark that they vanish completely from sight. This only lasts for at most a single scene and can only be done once per week. While in this state, they may not interact with the world other than to move about it.

Cleric of the Dark Skill Proficiencies

- Dissuasion
- Calm

- Meditation

- Hiding

Cleric of the Dark Equipment

- Roll 1d4 on the random weapons table
- Roll 1d4 on the random armor table
- A holy symbol of the dark

Cleric of the Light

The outspoken adherents of the Path of Three who believe that the light has the most to teach of the three forces are called Clerics of the Light. They bind themselves to symbols of the light, such as the sun, moon, stars, fire, and so on. They view the projection of their will onto the world as a divine calling, and some manifest powers associated with light.

Clerics of the Light are found in positions of leadership or advisement all over Yrda where the Path of Three holds sway.

Cleric of the Light Abilities

- **Illuminate:** Clerics of the Light can imbue a small object with light equivalent to candlelight in brightness at will. Once lit, it is only extinguished when the cleric so imbues another object.
- **Sword of the Light:** Some few clerics can call forth a blade made of concentrated light out of nothing. This can be done once per day, and lasts for a single scene. It always takes the form of the first bladed weapon that cleric used in

anger, and deals the same damage. It is bright to look upon, but not blindingly so.

Cleric of the Light Skill Proficiencies

- Leadership
- Intimidation
- Persuasion
- Short Sword

Cleric of the Light Equipment

- Roll 1d4 on the random weapons table
- Roll 1d4 on the random armor table
- A holy symbol of the light

Deathstalker

Yrda is no stranger to battle. Many have died in combat. The Deathstalker is a warrior who has come to not only accept death in combat as a possibility, but to embrace it as the one true path. Deathstalkers worship death. The battlefield is their temple, and violence is their ritual.

Most deathstalkers operate as mercenaries. Their reputation for wholesale slaughter and religious disregard for mercy and restraint means that they are both feared and command a high price for their services.

Deathstalkers see it as their holy duty to kill. They restrain themselves from random murder as a necessary evil; by adhering to mortal laws, they are able to end more lives over time. However, when law does not restrain them, they are forces of unmitigated destruction.

Curiously, their affinity for death has also granted them some skill in delaying it. There have been more than a few practitioners of medicine who discover that their natural talent for healing came about as a side effect of their true calling, and have left their old profession to become a deathstalker.

Deathstalker Abilities

- **Sense Death:** A Deathstalker can sense death within a mile radius. They know how recently it occurred and how it occurred.
- **Visage of Death:** Deathstalkers have a gaunt appearance. Their skin is pale, their eyes are sunken and dark, and they perpetually smell faintly of grave dirt.

Deathstalker Skill Proficiencies

- Scythe
- Short Sword
- Long Sword
- Intimidation
- Medicine

Deathstalker Equipment

- Roll 1d10 on the random weapons table
- Roll 1d4 on the random armor table
- A steel neck chain with an onyx skull amulet

Earthshaker

Earthshakers wield anima of stone and earth. They hail from regions where the land is broken and jagged, as this is where earth anima is strongest. Their

powers can aid in building homes and fortifications, and they are welcome defenses against landslides and earthquakes. The influence of earth anima nudges their personalities towards stubbornness and implacability, but also an unshakeable loyalty to their friends and allies.

Earthshaker Abilities

- **Aspect of Stone:** Over time, earthshakers' skin becomes like stone in appearance and texture. The appearance varies based on the individual, but it is always unmistakable. They are also able to hold perfectly still, showing no sign of life, for hours at a time.
- **Earth Magic:** Earthshakers can cast spells that manipulate stone and earth. These spells can create walls, move earth, and create weapons of stone.

Earthshaker Skill Proficiencies

- Earth Magic
- Stonecraft
- Club

Earthshaker Equipment

- Roll 1d6 on the random weapons table
- Roll 1d4 on the random armor table
- A cloak of brown wool

Fell Knight

The followers of the Fell Titan all come from different backgrounds. They share one thing in common: a desperate need for power. Each Fell

Knight made the pact with the Fell Titan under different circumstances and for different reasons, but now they all serve the Titan's will.

These deadly warriors are forever changed by the pact. In exchange for their unquestioning service, they are given frightening powers. The longer a Fell Knight has been in service, the more they physically change. Over time, their features become more drawn, worn, and emaciated. Eventually, after several years, their flesh - if they have it - disappears entirely, and they become skeletal horrors. Unlike mere undead, however, they retain their full intellect and free will, except where such will conflicts with the direction of the Fell Titan.

Fell Knight Abilities

- **Wasting Immortality:** A Fell Knight cannot die of old age, instead becoming an animated skeleton over time.
- **Drain Life:** The touch of a Fell Knight can drain the life force of any living thing. While this causes no overt damage, it reduces the lifespan of the creature or plant in question, aging them visibly. This ability can only be used once per week, as it draws on the Fell Knight's connection to the Titan. The reduction in lifespan is approximately 20% of their current maximum.

Fell Knight Skill Proficiencies

- Battle Axe
- Mace
- Intimidation

Fell Knight Equipment

- Roll 1d8 on the random weapons table
- Roll 1d6 on the random armor table
- A black cloak trimmed in white

Flamewalker

Those sorcerers who attune to fire anima are called Flamewalkers. They often have a fiery personality to match their powers. Flamewalkers are found most commonly in deserts, volcanic regions, and other areas where fire and heat are a constant presence.

Flamewalkers are often called upon to provide light and heat in the dark and cold places of Yrda. They are also called upon to provide fire for forges, as well as call fire down upon their enemies.

Flamewalker Abilities

- **Fire Immunity:** Flamewalkers are immune to fire. They can walk through flames without being burned, and can handle hot objects without injury.
- **Fire Magic:** Flamewalkers can cast spells that manipulate fire. These spells can create fire, control existing flames, and create weapons of fire.

Flamewalker Skill Proficiencies

- Fire Magic
- Desert Survival
- Short Sword

Flamewalker Equipment

- Roll 1d6 on the random weapons table
- Roll 1d4 on the random armor table
- A cloak of red silk

Frostwarden

In the colder places of Yrda, where the snow never melts, cold-aspected anima pools and gathers. Some people sensitive to this anima have learned to harness it. These people are called Frostwardens.

Some Frostwardens are leaders of their people, using their powers to transform a threatening winter into a time of plenty. Others are wanderers, wielding anima for their own ends. Some few use this power as a weapon, becoming feared warriors.

Frostwarden Abilities

- **Cold Immunity:** Frostwardens gain an innate immunity to the cold. They can walk barefoot in snow without feeling the cold, and can wear light clothing in the coldest of winters.
- **Frost Magic:** Frostwardens can cast spells that manipulate cold. These spells can freeze water, create ice, and chill the air. They can also use these spells to create weapons of ice.

Frostwarden Skill Proficiencies

- Frost Magic
- Cold-weather Survival
- Spear

Frostwarden Equipment

- Roll 1d6 on the random weapons table
- Roll 1d4 on the random armor table
- A cloak of white fur

Raptor-Bonded

The Ardonans are fierce tribal warriors whose lives revolve around fighting. They live in the jungles of Ardonia, home to many equally fierce beasts. Among these are the greater raptors - bipedal carnivorous dinosaurs the size of a horse. When a clutch of greater raptor eggs hatch, a tribe of Ardonans will sometimes steal the hatchlings and raise them alongside their young.

Often, a raptor hatchling and a child will form a supernatural bond. Once this occurs, the bond lasts until one of them dies.

The raptor-bonded and their bond-mate hunt, fight, and live together. Groups of Ardonan raptor-bonded will hunt as packs and are deeply loyal to each other.

Raptor-Bonded Abilities

- **Shared Senses:** If you concentrate, you can share all of the senses of your bond-mate. You can only do this for a few seconds before needing to break the link, and you can only do it once every hour. The senses of your bond-mate replace your own for the duration.
- **Empathic Link:** You can communicate with your bond-mate

in emotions and images, no matter how much distance is between you.

Raptor-Bonded Skill Proficiencies

- Raptor-riding
- Raptor Medicine
- Hunting
- Spear

Raptor-Bonded Equipment

- A raptor-saddle
- Roll 1d6 on random weapons table
- Roll 1d6 on random armor table

Soul Hunter

Soul hunters are highly trained warriors whose entire lives revolve around finding unnatural corruption of souls and destroying it. No one knows where they first originated, and they are not numerous. Their abilities stem from a natural talent for sensing supernatural corruption. Once a soul hunter finds a person with this talent, it is their sworn duty to train that person as a soul hunter.

Supernatural corruption is a tainting of individuals by the Unknowable Void, that vast and powerful force that can consume even gods. If it grows too strong in any area, Void-tainted creatures begin to spring up, madly attacking anything and everything around them. These creatures are so dangerous that it takes multiple soul hunters to destroy even a single one. As such, it is vital that supernatural corruption is found and destroyed before the Void-tainted can appear.

Once a year, all soul hunters return to the Den of Purity, an ancient and massive structure somewhere in the Wild Tooth Mountains. There, they train and participate in rituals to cleanse their own souls of any corruption that might be lurking there.

Soul Hunter Abilities

- **Cleanse Soul:** The soul hunter plants his weapon blade-first into the ground and stretches a hand out towards a being with a corrupted soul. For the next two rounds, the soul hunter must roll Anima Might against a difficulty the GM determines. If both rolls succeed, all supernatural corruption is drawn out of the being and dispersed. If the being is a Void-tainted creature, this difficulty is always Very Hard. A Void-tainted creature returns to normal if this process succeeds.
- **Clarity of Mind:** Soul hunters train for hours each day to maintain their skill and hone their abilities. As a result of this training, they have the ability to clear their minds completely, instantly calming themselves and rendering them temporarily immune to psionic or empathic attacks or attempts to read their minds. This does not require a roll but can only be sustained for two rounds.

Soul Hunter Skill Proficiencies

- Meditation
- Short Sword
- Trident
- Acrobatics
- Calm

Soul Hunter Equipment

- Roll 1d4 on the random weapons table
- Roll 1d4 on the random armor table
- A cloudy crystal

Spirit Talker

People of the Inyani tribes have long used the flowering herb *jahrah* to weaken the wall between the worlds of the living and the dead. Each tribe has at least one person who acts as a representative to the spirits. These "Spirit Talkers" have occasionally taught their arts to those outside of the Inyani.

Outside of the Inyani tribes, spirit talkers take many forms. They are particularly valued in the Kingdom of Makhet for discerning the truth behind murders.

Spirit Talker Abilities

- **Spirit Trance:** A spirit talker smokes the herb *jahrah* and enters a trance-like state where they can see and talk to the spirits of the dead. This trance lasts for about half an hour per puff of *jahrah*. The spirits they interact with are either recently dead or are haunting the local area.
- **Altered Mind:** Prolonged use of *jahrah* has altered the spirit talker's mind permanently. They can sense when spirits are nearby, and are able to sense the emotions of those spirits, even when not in a trance.

Spirit Talker Skill Proficiencies

- Persuasion
- Calm
- Perception
- Gardening

Spirit Talker Equipment

- Roll 1d4 on random weapons table
- Roll 1d4 on random armor table
- A pouch of *jahrah*
- A pipe

Star Sage

Star sages are scholars and philosophers with deep knowledge of the heavens. Some groups of them have built massive observatories hidden in mountains. They train others to see and interpret the movements of heavenly bodies. Some people think they are little more than charlatans. Others have seen the strange powers that such a knowledge has given them.

Star sages often spend time at observatories, studying the heavens. Some of their number, however, spend just as much time wandering Yrda, applying the skills they have acquired. They act as fortunetellers, yes, but also as engineers and architects. Star sages' skill at building marvelous machines is unquestioned.

Star Sage Abilities

- **Wonderful Toys:** Star sages can build contraptions of gears, belts, steam, and other strange and advanced technology. Only the star

sage that built the device can operate it, as it has quirks that only they know about. The larger the device, and the more complex its operation, the longer it takes to build.

- **Read the Stars:** By reading the heavens and consulting their charts, star sages can predict the future. This takes at least an hour, and must be done at night, with a full view of the stars. These predictions are vague; rather than "Brutus will stab you in the back at 3:00 PM this afternoon," a star sage's prediction would be "a man you know and trust will bring harm to you today."

Star Sage Skill Proficiencies

- Engineering
- Astronomy
- Astrology
- Mathematics
- Literacy (Common)
- Language (one additional language)
- Literacy (one additional language)

Star Sage Equipment

- Roll 1d4 on the random weapons table
- A telescope
- A sextant
- A pocket watch
- A quill pen
- A book of charts

Tidemaster

The seas of Yrda are vast and dangerous. The people who live on the coasts have learned to respect their power. Some have learned to harness it. These people are called tidemasters. The anima of the seas suffuses them. Their power can protect ships from storms, call fish to their nets, and hasten ships on their way. Coastal communities that have a tidemaster among them are often prosperous.

Tidemaster Abilities

- **Waterbreather:** Tidemasters can breathe underwater as easily as they can on land. They can also see clearly in the water, even in the darkest depths.
- **Water Magic:** Tidemasters can cast spells that manipulate water.

Tidemaster Skill Proficiencies

- Water Magic
- Fishing
- Spear

Tidemaster Equipment

- Roll 1d6 on the random weapons table
- Roll 1d4 on the random armor table
- A cloak of woven seaweed

Warmaker

Warmakers are skilled warriors who dedicate their lives to battle. They tend to favor one fighting style but are experienced in several. Some make a

living as mercenaries, while others are soldiers in the armies of the various kingdoms of Yrda.

Warmakers always have (or have had) a master, someone who taught them their fighting style. Frequently, they will also have one or more students of their own. These master-student groups don't always stay together, but often they will be hired as a group.

Warmaker Abilities

- **Signature Fighting Style:** A warmaker's fighting style is born of many hours of practice and training. When fighting in this style, they gain skill proficiency.
- **Battlefield Awareness:** Warmakers are trained to be aware of their surroundings at all times. They cannot be surprised in combat.

Warmaker Skill Proficiencies

- Short Sword
- Long Sword
- Battle Axe
- Mace
- Spear
- Shield

Warmaker Equipment

- Roll 1d8 on the random weapons table
- Roll 1d6 on the random armor table
- A masterwork weapon created specifically for them after completing their training

Chapter 6

Equipment

About Equipment

This chapter contains information and statistics for all kinds of items, weapons, armor, and other useful things. All costs are listed in coppers, which is the standard coin of Yrda.

Items that make use of Resource Dice are denoted with an (R) in their name.

Currency

The coinage of the realm is the "copper," a small coin made of copper. As a single copper may be worth more than goods of low value, it's a common practice to split coppers into eight equal pieces. These pieces are just called "shards." Sometimes people will refer to mixed prices as (for example) "twelve and two," meaning 12 coppers and 2 shards.

In the following equipment lists, coppers are abbreviated "c" and shards are abbreviated "s."

Metals Available

Yrda has not yet discovered the secret of working iron. The most common metal used for weapons and armor is bronze, which is a mixture of copper and tin. Gold and silver are used for decoration and jewelry, but are hard to come by.

How Much Can I Carry?

Be reasonable about what your character can carry. A real person couldn't carry twelve different weapons and 300 lbs of miscellaneous gear in a small backpack.

In general, keep close to the following limits:

- one weapon wielded and one weapon stowed
- a shield OR a second weapon wielded
- fifty pounds of other small gear stored in a backpack
- a few ounces of coins and other light items in belt pouches

Anything more than that will require a mount, wagon, or other additional storage space.

Equipment that you don't have on you will probably be stored back at an inn, home, camp, or other base of operations.

What Armor Can I Wear?

You can wear a helmet and body armor. A shield is held in your off hand, if you choose to use one.

Random Equipment Tables

The following tables are used during character creation. When told to roll on one of these tables, roll the specified dice once.

Roll	Item(s)
1	Dagger
2	Short sword
3	Short sword and buckler
4	Battle axe
5	Spear
6	Warhammer OR long sword
7	Short sword and strapped shield
8	Long sword and strapped shield
9	Battle axe and strapped shield
10	Spear, short sword, and strapped shield

Table 6.1: Random weapons

Roll	Item(s)
------	---------

1	Boiled leather
2	Boiled leather and horned helmet
3	Brigandine
4	Brigandine and horned helmet
5	Chainmail
6	Chainmail and horned helmet
7	Chainmail and kettle helm OR nasal helm
8	Plate armor
9	Plate armor and horned helmet
10	Plate armor and great helm OR nasal helm

Table 6.2: Random armor

Equipment Lists

The following lists show the details of various kinds of equipment.

Body Armor

Body armor protects your torso, and optionally your shoulders, arms, and legs.

Name	AP	Cost
Boiled leather	1	20c
Brigandine	2	40c
Chainmail	3	80c
Plate armor	4	200c

Table 6.3: List of body armor

Helmets

Helmets cover part or all of your head. They come in a variety of materials and levels of workmanship.

Name	AP	Cost
Nasal helm	2	13c
Great helm	2	20c
Kettle helm	2	15c
Horned helmet	1	11c
Wolf's-head helm	1	18c

Table 6.4: List of helmets

Shields

Shields come in three types - bucklers, strapped shields, and tower shields. Bucklers are strapped to your arm and are not held, freeing up a hand but lack-

ing the defense of a larger shield. Strapped shields have a handle or strap and are held in your off hand. Tower shields are heavy and huge, and are meant as mobile defensive structures. Tower shields only offer cover and do not grant Armor Points. Moving a tower shield to a new position is a minor action.

Name	AP	Cost
Round	1	13c
Oval	1	20c
Rectangular	1	7c

Table 6.5: List of bucklers

Name	AP	Cost
Kite	2	25c
Heater	2	20c
Targe	2	15c

Table 6.6: List of strapped shields

Name	Cover	Cost
Pavise	Half	30c
Mantlet	Full	25c

Table 6.7: List of tower shields

Melee Weapons

A wide variety of melee weapons are in use in Yrda. Different cultures favor different weapons, though short swords are the most common.

Name	Damage	Cost
Battle Axe	1d8	20c
Dagger	1d4	2c
Knife	1d4	2c
Lance	1d6	15c
Long Sword	1d6	12c
Mace	1d6	5c
Morningstar	1d6	10c
Scythe	1d8	10c
Short Sword	1d6	8c
Spear	1d8	10c
Trident	1d8	20c
Warhammer	1d6	5c
Whip	1d4	2c

Table 6.8: List of melee weapons

Ranged Weapons

The most common ranged weapon in this era is the short bow. Long bows are difficult to draw and longtime wielders end up suffering deformities of the spine. Crossbows are easier to fire, but take longer to set up for a shot. They are best used in pairs by two people - one to load and set, the other to fire, trading between the two. Commoners often use slings or throwing knives.

Name	Damage	Range (Close/Mid/Long, in feet)	Cost
Short bow	1d6	20/100/300	20c
Long bow	1d10	40/200/600	100c
Crossbow	1d6	20/100/300	50c
Bolas	1d4	10/20/50	5s
Sling	1d4	10/20/50	5s
Throwing Knife	1d4	10/20/50	5s

Table 6.9: List of ranged weapons

Name	Cost
Arrow (R)	1s
Bolt, crossbow (R)	2s

Table 6.10: List of ammunition for ranged weapons

Food and Drink

This is a short list of food and drink prices for common items. Unless marked with an (R), these prices are for one-off items in a tavern or similar situation.

Name	Cost
Ale, cup	1s
Ale, pint	2s
Ale (R)	4s
Beef, roast	2s
Beer, cup	1s
Beer, pint	2s
Beer (R)	4s
Bread	1s
Gruel, bowl	1s

Mead, cup	1s
Mead (R)	4s
Mutton, roast	2s
Rice wine, cup	2s
Travel rations (R)	1c
Water, bottle	2s
Wine, cup	2s
Wine (R)	6s

Table 6.11: List of food and drink

Traveling Gear

This list is for items that would be of use in traveling.

Name	Cost
Backpack	2s
Bedroll	1s
Blanket	1s
Box, large	2s
Box, small	1s
Candle, 1 day	1s
Chain, 10 feet	5s
Chest, large	1c
Chest, small	5s
Fishing hook	1s
Fishing line	1s
Fishing net	1s
Fishing pole	1s
Flask, empty	1s
Kettle	2s
Lantern	5s
Lantern oil, 1 day	1s
Pot, iron	2s
Sack, large	2s
Sack, small	1s
Satchel	1s
Tent, 2 person	1c
Tent, 4 person	2c
Torches (R)	1s

Waterskin	1s
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Table 6.12: List of traveling gear

Dungeoneering Gear

This list is for items that would be of use in a dungeon.

Name	Cost
Caltrops (R)	1s
Glue, 1 pint	3s
Hacksaw	6s
Hammer	1s
Ladder, 10 feet	5s
Oil, 1 pint	1s
Pick, iron	1c
Pitons, 4	1s
Rope ladder, 10 feet	3s
Rope, 50 feet	4s
Saw, iron	1c
Shovel	2s
Tinderbox	5s
Wax, 1 pound	1s

Table 6.13: List of dungeoneering gear

Clothing

Common garments are listed here. All cultures have their own modes of dress and this price list should be considered a rough guide.

Name	Cost
Belt, leather	1s
Boots, leather	2s
Boots, long	2s
Cloak, wool	1s
Dress, silk	2c
Dress, wool	1s
Gloves, leather	4s
Gloves, riding	3s
Hat, felt	1s
Hat, leather	1s
Pants, wool	1s

Robe, wool	1s
Tunic, linen	1s
Tunic, silk	1c

Table 6.14: List of clothing

Musical Instruments

Different cultures have different instruments. This list is for the most common.

Name	Cost
Bagpipes, double drone	2c
Bagpipes, single drone	1c
Bell, brass	5s
Bell, silver	1c
Flute, silver	2c
Flute, wooden	1c
Hand drum	2s
Harmonica	5s
Harp	3c
Lute	1c
Lyre	3c
Pan flute	5s
Sitar	2c
Xylophone	2c
Zither	2c

Table 6.15: List of musical instruments

Mounts

This list is for mounts that can be purchased. Different biomes will have different mounts available.

Name	Cost
Camel	4c
Drake, riding	8c
Horse, race	5c
Horse, riding	4c
Horse, war	8c
Horse, work	2c
Mule	8s
Pony	2c

Triceratops, war	20c
Triceratops, work	15c

Table 6.16: List of mounts

Carts and Wagons

This list is for common carts, wagons, and other things meant for transporting goods.

Name	Cost
Cart, 2 wheel	1c
Cart, 4 wheel	2c
Wagon, uncovered	2c
Wagon, covered	3c

Table 6.17: List of carts and wagons

Ships

Seagoing and river-going ships are listed here. Passage on vessels varies by distance and speed, but can usually be had for 1s per mile per day.

Name	Cost
Canoe	5c
Caravel	10,000c
Fishing boat	100c
Frigate	40,000c
Galleon	50,000c
Longship	4,000c
Schooner	7,500c
Sloop	5,000c

Table 6.18: List of ships

Chapter 7

Character Advancement

Statistics Advancement

As you play, the Game Master will give you Experience Points. You can spend them between game sessions on Developments.

The base amount of XP given for a session is 3. The GM can grant bonus XP for good role-playing, succeeding at difficult challenges, or other impressive feats.

Developments

Developments refer to mechanical changes in your character. These can be things like new skills, improved skills, and so on. The costs are as follows.

Development	XP Cost
Improved Attribute	30
+5 LP	20
New Crisis Point	10
New Skill Proficiency	5
Skill Expertise	10
New Language	5

Progression of Your Story

Table 7.1: Player character development costs

Players can grant you Player Points that you can use to advance your own character's story outside of game sessions. Generally, the GM will set the Player Point cost of a new character trait of this type.

Chapter 8

Allies and Enemies

About Allies and Enemies

These are the non-player characters and creatures players might encounter in their adventures. Each is presented with a different set of statistics than player characters. When acting, they use their own abilities as described here rather than the rules for players. Where the rules are unclear for a situation, the Game Master decides how to proceed.

Each being in this section is described with the following format.

- **Name:** the name of the being
- **Description:** a description of what the being looks like, how they move, and how they act
- **Abilities:** statistics and rules for each of the being's key abilities
- **Statistics:** the Life Points, Defense, Initiative, Attack Bonus, and Social Bonus for the being

Dinosaurs

These are free-roaming, large reptilian creatures. They are not generally

domesticated and have varying levels of intelligence. Most are social creatures and operate in groups.

These creatures generally have two names. The first is what sages and scholars classify them as. The second is what everyone else calls them.

Allosaur

Name: Allosaur (commonly, "fang-devils")

Description: The allosaur is a large bipedal predator that grows up to 12 feet tall and 30 feet long. It's aggressive and territorial, and it has been known to take down entire settlements if they grow too near to its territory.

Abilities: Bite (1d10 dmg)

Statistics:

LP	Def.	Init.	AB	SB
10	14	5	+2	-1

Table 8.1: Allosaur Statistics

Ankylosaur

Name: Ankylosaur (commonly, "club-tails")

Description: This armored dinosaur grows up to 33 feet long. It has thick bands of heavy armor running across its back and is supported by four strong, stumpy legs. Its heavy clubbed tail is a brutal weapon at close range.

Abilities: Tail Attack (1d8 dmg)

Statistics:

LP	Def.	Init.	AB	SB
10	16	5	+1	-1

Table 8.2: Ankylosaur Statistics

Apatosaurus

Name: Apatosaurus (commonly, "gargants")

Description: This massive herbivorous beast spends most of its waking time grazing on trees. Though massive and slow, apatosaurus is relatively safe from predators, as its great bulk makes for a deadly crushing weapon. It can grow up to 65 feet long.

Abilities: Tail Attack (1d8 dmg)

Statistics:

LP	Def.	Init.	AB	SB
30	14	5	0	-1

Table 8.3: Apatosaurus Statistics

Dilophosaurus

Name: Dilophosaurus (commonly, "crest-heads")

Description: This creature has been around as long as the people of Yrda remember. While other carnivorous dinosaurs will directly attack settlements, dilophosaurus is an opportunistic hunter and will instead prowl around and seek out easy prey. It can grow up to 20 feet long. Its most distinguishing feature is a bony crest on the top of its head.

Abilities: Claws (1d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
10	14	6	+1	-1

Table 8.4: Dilophosaurus Statistics

Raptor, Greater

Name: Greater Raptor (commonly, "raptors")

Description: These highly social predators form packs of four to six. They have ridges of bony spikes above their eyes and brightly-colored feathers on their backs, thighs, and the end of their tail. Of all the raptors, they are the least likely to attack sentient beings, preferring smaller prey. They can grow up to 12 feet long and stand 5 feet tall at the shoulder.

Abilities: Bite (1d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
10	14	5	+1	+1

Table 8.5: Greater Raptor Statistics

Triceratops

Name: Triceratops (commonly, "three-horns")

Description: Triceratops are large four-legged reptiles with a broad crest sweeping from their head and three distinctive horns protruding from their skull. They eat plants and fruit and are very social creatures. They move in herds of up to 15 individuals. They can grow up to 30 feet long. Triceratops are often domesticated for use as beasts of burden or war mounts.

Abilities: Horn Attack (1d8 dmg)

Statistics:

LP	Def.	Init.	AB	SB
20	14	5	+1	0

Table 8.6: Triceratops Statistics

Tyrannosaur

Name: Tyrannosaur (commonly, "jungle-kings")

Description: The tyrannosaur is the largest of the predatory dinosaurs. Though it has weak arms, its bite strength is unrivaled. It can grow up to 40 feet long and 12 feet high. Generally it hunts alone.

Abilities: Bite (1d12 dmg)

Statistics:

LP	Def.	Init.	AB	SB
20	17	5	+3	-1

Table 8.7: Tyrannosaur Statistics

Velociraptor

Name: Velociraptor (commonly, "thrashers")

Description: A smaller but no less aggressive predator, the velociraptor is a fast and agile predator that can reach speeds of up to 60 miles per hour. Their feet have a distinctive sickle-shaped claw on the main toe. They hunt alone or in small packs. Velociraptors grow to be up to 6 feet long and are very dangerous to travellers.

Abilities: Bite (1d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
8	12	6	+1	0

Table 8.8: Velociraptor Statistics

City Dwellers

These people live in or near cities.

City Guard

Name: City Guard

Description: City guards are the law enforcement of the city. They are usually well-trained and well-armed. They are usually organized in squads of four to six.

Abilities: Sword attack (1d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
8	13	5	+2	0

Table 8.9: City Guard Statistics

usually work alone, but sometimes operate in networks called guilds. They prefer subtlety over a straight fight.

Abilities: Dagger attack (1d4 dmg)

Statistics:

Noble

Name: Noble

Description: Nobles are the wealthy and powerful of the cities. They are usually well-protected and own large estates. They are usually accompanied by a retinue of servants.

Abilities: None

Statistics:

LP	Def.	Init.	AB	SB
8	10	5	-1	+2

Table 8.10: Noble Statistics

Ranger

Name: Ranger

Description: Rangers are solitary hunters and protectors of the wilderness. They spend their entire lives studying nature and its many dangers and boons. Some are in the employ of a major city or noble house, but most are independent.

Abilities: Bow attack (1d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
8	14	6	+2	-1

Table 8.11: Ranger Statistics

Thief

Name: Thief

Description: Thieves are urban predators who steal from the unwary. They

LP	Def.	Init.	AB	SB
8	12	6	+1	0

Table 8.12: Thief Statistics

slender body. They have a long, narrow head and fins on their cheeks, legs, and the end of their tail.

Abilities: Bite (2d6 dmg)

Statistics:

Elder Beings

These beings are sentient and have lived on Yrda for much longer than the smaller species that inhabit cities.

Dragon, Great Horned

Name: Great Horned Dragon

Description: Great horned dragons are the largest and most powerful of the dragons. They are cunning and intelligent, and often carve out vast territories in the more remote parts of the world. Though generally solitary, they do enjoy the company of other dragons. Adult great horned dragons are 200 feet long and have four massive wings. Their broad wedge-shaped heads have between four and eight horns.

Abilities: Bite (3d6 dmg), Breathe Fire (60' cone, 3d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
40	18	5	+3	+1

Table 8.13: Great Horned Dragon Statistics

Dragon, Lake

Name: Lake Dragon

Description: Lake dragons are aquatic beings that spend most of their lives underwater. They are amphibious but prefer the water. Adult lake dragons are usually 80 feet long. They have fine scales similar to a fish's and a long,

LP	Def.	Init.	AB	SB
30	16	5	+2	0

Table 8.14: Lake Dragon Statistics

Dragon, Rock

Name: Rock Dragon

Description: Rock dragons have thick hide and powerful tails. They have no wings, and make their lairs in caves. They are most fond of mountainous regions. Adult rock dragons are sixty feet long. They resemble enormous crocodiles, though with shorter wedge-shaped heads.

Abilities: Bite (3d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
30	18	5	+2	0

Table 8.15: Great Horned Dragon Statistics

Wild Folk

These are sentient beings that live in the wilderness alone or in very small groups.

Bandit

Name: Bandit

Description: Bandits are wanted criminals who have fled to the wilderness and make a living by robbing travelers. They organize in bands of two to six and are usually armed with simple weapons.

Abilities: Sword attack (1d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
8	12	5	+1	0

Table 8.16: Bandit Statistics

Ogre

Name: Ogre

Description: Ogres are enormous humanoids that live in steppes and hills. Adults are up to 12 feet tall and have thick, coarse hair. They have a large, flat face with broad nose and mouth. Most have a single horn on their forehead, though some will have two or even three. Ogres are intelligent and social, and it's not unheard of for some to leave their wilderness homes to live in cities.

Abilities: Staff or club (1d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
12	14	5	+2	-1

Table 8.17: Ogre Statistics

Troll

Name: Troll

Description: Trolls are large, hairy humanoids with thin bodies and grey or green skin. They are solitary beings that live in caves, under bridges, or in other dark places. They prey on other intelligent beings when they can, as they gain or lose intelligence depending on what they eat. Adult trolls are usually eight feet tall and have sharp talons on their hands and feet.

Abilities: Claws (1d6 dmg)

Statistics:

LP	Def.	Init.	AB	SB
12	15	5	+1	0

Table 8.18: Troll Statistics

Chapter 9

Campaigns

What is a Campaign?

Campaigns are an extended series of adventures that all have a common theme or goal.

Creating a Campaign

TODO: Write this section.

Building Worlds

Though this book revolves around the included setting of Yrda, nothing prevents you from creating your own world. This section offers a few tips on how to do so.

Chapter 10

The Game Setting

About the World of Yrda

Yrda is a strange and wondrous place. There are lush jungles full of dangerous beasts and dinosaurs. There are expansive deserts with ancient ruins and powerful artifacts hidden beneath the dunes. There are long mountain ranges punctuated by violent, active volcanos. All of these places are inhabited to one degree or another. Civilizations of varying degrees of technological progress and wildly different cultures exist all over Yrda.

Chief among these are the authoritarian Kingdom of Makhet, the spiritual Inyani, the imperialistic Kingdom of Gaddar, and the mysterious Illdrazi. Not all are political, but all are important in their own right.

All of these lay on the continent of Bardu - the known world at this time. What lies beyond the vast oceans is unknown.

Anima

The world of Yrda is suffused with a mystical energy called *anima*. This energy is the source of most magic. An-

ima is drawn to places and creatures that use it, and its nature shifts over time to reflect how it is used.

For example, a place where a lot of healing magic is used might have a calming, soothing anima. A place where a lot of destructive magic is used might have a violent, chaotic anima. Areas with a significant elemental focus might have anima that is associated with that element.

Important Kingdoms and Cultures

The Kingdom of Makhet

Authoritarian kingdom with a heavily oppressed populace. The rule of law is considered more important than anything else.

NOTE: Makhet is based on Babylon.

The Kingdom of Gaddar

NOTE: Gaddar is based on the Minoans.

The Empire of Sushani

NOTE: Sushani is based on the Mongols.

The Ildrazi

A culture built around dragons and the mystical bond between the two.

The Ardonan Reaches

Steamy jungles, home to tribal cultures that live amongst dinosaurs.

The Inyani

This culture is built around ancestor worship, holy gardens, and the good of the community.

Important Places

The Wild Tooth Mountains

A series of treacherous mountains with a handful of passes allowing travel through them. There is more than one secret place hidden here. One of those is the Den of Purity, a valley that only Soul Hunters can find.

The Great Powers

The Unknowable Void

A formless and vast power that can consume even the gods themselves. It is not sentient, but hungers always.

The Fell Titan

Somewhere between a god and a demon, the Fell Titan is an incorporeal entity that fights with the other Great Powers for influence over the mortal world. It is most closely associated with the bridge between life and death.

The Path of Three

The Light, the Dark, and the Balance form the trinity of this pantheon.

Languages

The following are some of the languages in Yrda:

- Yrdish - the common language of Yrda
- Old Yrdish - a more archaic version of Yrdish, this is no longer spoken outside of scholarly circles or some lost cultures
- Gaddari - the language of the Gaddar people
- Makhetian - the language of the Makhet culture, spoken primarily in the Kingdom of Makhet
- Ardonan - the language of the Ardonan culture, spoken primarily in the Ardonan Reaches and western parts of the Sushani Empire
- Sushani - the language of the Sushani culture, spoken primarily in the Sushani Empire

There are many lands and cultures in Yrda. The Game Master and the players can work together to make up new languages.

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