

Vox Draconis

Kingdoms of Stone and Fire

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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.

- GM: Game Master
- NPC: Non-Player Character
- AP: Armor Point
- XP: Experience Point
- PP: Player Point
- PS: Physical Strength
- PD: Physical Dexterity
- PE: Physical Endurance
- MS: Mental Strength

- MD: Mental Dexterity
- ME: Mental Endurance
- SS: Social Strength
- SD: Social Dexterity
- SE: Social Endurance
- AS: Arcane Strength
- AD: Arcane Dexterity
- AE: Arcane Endurance

Chapter 2

How to Play

General Gameplay

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.

Turn Order

Outside of combat, turns can occur in whatever order fits the scene. In combat, there are four phases in which participants act. Players can choose either to take a Fast Turn or a Slow Turn. Characters controlled by the GM (called Non-Player Characters, or NPCs) have the same choice. Turns then play out in the following order:

1. Player Fast Turn
2. NPC Fast Turn
3. Player Slow Turn
4. NPC Slow Turn

Fast Turn

A Fast Turn allows the character to take one major action OR one minor action.

Slow Turn

A Slow Turn allows the character to take one major action and one minor action, OR two minor actions.

Actions

There are two types of action: Major and minor. Major actions include casting a spell, attacking, setting a trap, 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

$$1d20 + attribute$$

Skills and 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. Skill proficiency is either +1 or +2.

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 Developments 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, the consequences fall on them.

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

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.

Combat

The following rules govern how combat works.

Attacking and Defending

A character's Defense score is equal to the sum of Armor Points they have plus their Physical Dexterity.

$$BodyAP + HelmetAP + ShieldAP + PD$$

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

$$1d20 + PD$$

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 2.2: Cover penalties

Damage

A successful hit deals damage equal to the amount specified by the weapon. Melee weapons deal an extra 2 damage if the character's Physical Strength is over 15.

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.

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 GM determines 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. Roll a twenty-sided die and add your Social Strength. The target number is modified by the other participant's Social Endurance.

$$1d20 + SS$$

Dissuade

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

$$1d20 + SD$$

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 Dexterity. 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

Magic

Magic

Magic is a force both intrinsically linked to the world and wholly separate from it. It is the root of all creation, all destruction, all life, and all death. It is also a force unto itself. Some beings exhibit unusual abilities born of it. Others learn how to manipulate

its links to the world in order to have some small control over it.

Despite its omnipresence, magic does not manifest strongly in this world. There are no spell-casters in the traditional sense. In game terms, characters will only ever have a handful of pre-defined magical abilities at most.

Chapter 4

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 Arcane. Each category has the following attributes.

- **Strength:** Offensive ability or power.
- **Endurance:** Defensive ability or resistance.
- **Dexterity:** Manipulative ability or agility.

In total, there are twelve 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 Strength would be abbreviated PS, and Arcane Endurance would be abbreviated AE.

Determine Initial Attributes

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

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

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 Two Ancestries

Pick two ancestries. 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.

Choose an Attunement

Pick an attunement. This will grant you a supernatural ability and an affinity for a supernatural force. Be warned: that affinity will be both a boon and a weakness. Attunements are detailed in the Attunements chapter.

Derived Statistics

After all the above is accounted for, calculate your derived statistics. These are Life Points and Crisis Points. 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. They are calculated as follows.

- **Life Points:** 10 + Physical Endurance
- **Crisis Points:** Mental Endurance + Physical Endurance + Social Endurance + Arcane Endurance

Starting Equipment

Your character begins play with 50 silver drachms, the coinage of the realm. You must spend at least half of it on equipment from the Equipment chapter.

Languages

All player characters understand how to speak Common, the language most widely spoken in Yrda. This comes as the universal skill proficiency *Language (Common)* +1.

In lore terms, "Common" is also known by its older name, Yrdish.

Sometimes you will have the opportunity to gain new languages. All languages are represented by two skill proficiency types: *Language* and *Literacy*. *Language* lets you speak a language, and *Literacy* lets you read it.

The following are some of the languages in Yrda:

- Yrdish (or Common) - 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
- Makhethian - the language of the Makheth culture, spoken primarily in the Kingdom of Makheth
- Ardonan - the language of the Ardonan culture, spoken primarily in the Kingdom of Ardonan and western parts of the Sushani Empire
- Sushani - the language of the Sushani culture, spoken primarily in the Sushani Empire

Chapter 5

Character Advancement

Statistics Advancement

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

Characters never gain more Life Points. To increase their durability, they must find new ways to protect themselves.

New Crisis Points can be gained by spending Experience Points. Each Crisis Point costs 10 Experience Points.

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
Improved Skill	10
New Skill (at +1)	5
New Crisis Point	10

Table 5.1: Player character development costs

Progression of Your Story

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 6

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.

Dragon-Bonded

If a child is present when a dragon's egg hatches, there is a small chance that the hatchling and the child will form a supernatural and unbreakable bond. The Ill-drazi have built their entire culture around this phenomenon, and co-exist in peace with dragons.

A dragon-bonded's life is built around that bond, for better or worse. They live with, hunt with, grow old with, and die with their dragon.

At character creation, choose one of the dragon types from the Enemies and Allies chapter. You gain a dragon bond-mate of that type. They will listen to you and usually do as asked, but are not mindless servants and have goals of their own. Consider the personality of your bond-mate.

Dragon-Bonded Abilities

- **Shared Life:** You are bonded to a single dragon for life. If your bond-mate dies, you must make a Crisis

Roll. If you fail and cannot spend a Crisis Point, you also die. However, you also gain the lifespan of your dragon, and will not die of old age until they do.

- **Telepathic Link:** You can communicate with your bond-mate in words and images, no matter how much distance is between you.

Dragon-Bonded Skill Proficiencies

- Dragonriding +1
- Dragon Medicine +1
- Lance +1

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 +1
- Raptor Medicine +1
- Hunting +1
- Spear +1

Knight of the Realm

Knights of the Realm are trained warriors who adhere to a strict code of honor. They hail from many different kingdoms, and owe allegiance to a noble family. When a member of that noble family calls for their service, they must give it. A Knight of the Realm is almost always a noble themselves.

Knights are as skilled in etiquette and courtly ways as they are in combat.

Knight of the Realm Abilities

- **Shield Another:** Once per scene, you may take a blow intended for another. You must be within range to interject yourself.
- **Bond of Honor:** You may make a Bond of Honor with another person by jointly speaking a ritual phrase beginning with "I bind myself to..." and ending with "...and to this be true." So long as at least one participant is alive,

the bond requires both to adhere to the words of the Bond. Breaking the Bond results in catastrophic bad luck for the one who breaks it. Only one Bond may be active at a time. If the Bond's wording allows for it to be completed, completion of the Bond ends it without ill effect.

Knight of the Realm Skill Proficiencies

- Horsemanship +1
- Etiquette +1
- Long Sword +1
- Heraldry +1

Adjudicator

The kingdom of Makheth has a strong tradition of law and order. The Adjudicators are independent interpreters of the law, and by necessity, they are also highly trained warriors. Their role is to see to it that justice is served and that lawbreakers do not go unpunished. They are the king's instruments, and have his full authority behind them. As such, an Adjudicator's word has the force of law.

Some Adjudicators are restricted to a single city, but most travel from town to town. Any citizen can call upon them to hear a report of law breaking, and once an Adjudicator answers such a call, the matter is fully within their hands to resolve.

Outside of Makheth, they have no authority, though some of them seem to labor under the illusion that they do.

Adjudicator Abilities

- **Discern Truth:** An Adjudicator, as part of their final investment of office, undergo a ritual which permanently allows them to tell when someone is telling the truth or not. They can't tell what the truth *is*, only that the speaker believes what they're saying.
- **Oath of Makheth:** The investment ritual also bonds the Adjudicator permanently to the monarchy of

Makhet. The monarch possesses a small gem that, if shattered, will kill the Adjudicator instantly.

Adjudicator Skill Proficiencies

- Detect Forgery +1
- Interrogation +1
- Intimidation +1
- Literacy +1 (choose two languages)
- Persuasion +1
- Short Sword +1

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 weakens the Fell Knight's connection to the Titan. The reduction

in lifespan is approximately 20% of their current maximum.

- **Unnatural Strength:** The Fell Knight's strength increases by +1.

Fell Knight Skill Proficiencies

- Battle Axe +1
- Mace +1
- Intimidation +1

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 +1
- Astronomy +1
- Astrology +1
- Mathematics +1
- Literacy (Common) +1
- Language (one additional language) +1
- Literacy (one additional language) +1

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 +1
- Short Sword +1
- Long Sword +1
- Intimidation +1
- Medicine +1

Swashbuckler

Swashbucklers are flamboyant adventurers with a penchant for the dramatic. They adhere to a code of honor, protecting the downtrodden and duelling villainous scoundrels. They show a fondness for ostentatious clothing, and often come from noble backgrounds.

Despite their apparent bravado, swashbucklers are skilled at swordplay and display a cunning not limited to battle.

Swashbuckler Abilities

- **Undeniable Duel:** The swashbuckler may declare a duel between themselves and a villainous character. The target must make a Hard Mental Endurance roll; if they fail, they must fight the swashbuckler and only the swashbuckler until one of them is rendered unconscious or dead.
- **Daring Acrobatics:** Once per scene, the swashbuckler may dramatically change their location through incredible agility without having to make a Physical Dexterity roll. This includes things like leaping from a rooftop to the ground, cutting the rope holding a chandelier and riding it to a second floor, and so on. It must be dramatic and there must be an audience.

Swashbuckler Skill Proficiencies

- Rapier +1
- Cutlass +1
- Charm +1
- Acrobatics +1
- Dance +1

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 +1
- Calm +1
- Perception +1
- Gardening +1

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 Arcane Dexterity 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 im-

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.

- Intimidation +1
- Persuasion +1
- Short Sword +1

Soul Hunter Skill Proficiencies

- Meditation +1
- Short Sword +1
- Trident +1
- Acrobatics +1
- Calm +1

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 +1

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 +1
- Calm +1
- Meditation +1
- Hiding +1

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 +1
- Short Sword +1
- Perception +1

Chapter 7

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. Your biome gives you some physical traits and skill proficiencies.

Mixing Species

In Vox Draconis, none of the species are biologically viable with any of the others. Beings such as half-elves simply can't exist.

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

List of Species

Human

Humans are the most common sentient species on Yrda.

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

Table 7.1: Height and weight for humans

Elf

Elves are thin and graceful.

Gender	Height	Weight (lbs.)
Female	4 ft. + 2d6 in.	80 + 2d10
Male	4 ft. + 2d12 in.	85 + 2d10

Table 7.2: Height and weight for elves

Dwarf

Dwarves are hardy beings with stout stature and voluminous beards.

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

Table 7.3: Height and weight for dwarves

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.

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

Table 7.4: Height and weight for stone-born

Mudling

Mudlings are small beings with elongated heads, large eyes, and four fingers on each hand. They have thin or no hair.

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

Table 7.5: Height and weight for mudlings

List of Cultures

Cultures describe the community that you grew up in.

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.

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.

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.

Religious Order

You grew up within the confines of a religious order. It was cloistered 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.

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.

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.

List of Biomes

Biomes describe the natural world where you grew up in.

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 +1
- Fishing +1

Desert

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

Desert Skill Proficiencies

- Heat Survival +1
- Find Water +1

Forest

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

Forest Skill Proficiencies

- Tracking +1
- Hiding +1

Jungle

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

Jungle Skill Proficiencies

- Direction Sense +1
- Hunting +1

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 +1
- Cold Survival +1

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 +1
- Fishing +1

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 +1
- Tracking +1

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 +1
- Snow Tracking +1

Chapter 8

Attunements

About Attunements

The entries below are the attunements of Vox Draconis. You may never have more than one attunement.

An attunement is a supernatural alignment to a particular constellation or heavenly body. It is rare among mortals, affecting only 1 in 10,000. Those born with an attunement are destined for great and sometimes terrible things. Some animals also have attunements, though that is even rarer than among sentient beings.

This grants you a supernatural ability and an elemental affinity. The affinity makes you immune to damage or ill effects from that element, but also means you take double damage or worsened effects from its opposite. The exact nature depends on the circumstances; for example, if you have an affinity to fire, and you fail a swimming check while trying to fight rapids, you may have to make a Crisis Roll to avoid drowning rather than simply be washed downstream.

The Elements

Air opposes Earth.

Fire opposes Water.

If you have an affinity for Air, you are weak against Earth. So too is someone with an affinity for Earth weak against Air.

The same applies for Fire and Water.

List of Attunements

Bull

The Bull is a weighty cluster of white and red stars in the western sky.

Affinity: Earth

Ability: Stubborn Charge

Dragon

The constellation Dragon appears high in the sky. Its twisting shape is memorable, but the most notable thing about it are the two orange stars that make up its "flame."

Affinity: Fire

Ability: Breath Fire

Once per scene, you can breath fire. This can be a small puff of flame or up to a dog-sized gout of fire. The flame is as hot as a campfire. It deals 1d4 damage to those caught in it, and may ignite flammable materials.

Moon

The Moon of Yrda is large and bright. It has long been considered the ruler of night.

Affinity: Water

Ability: Silver Glow

At night, you are surrounded by a faint silver glow. While in this state, you can see perfectly well even in complete darkness.

Phoenix

The constellation Phoenix spreads large wings. It rises up out of the deep southern sky.

Affinity: Fire

Ability: Rebirth

When you die, you are reincarnated in a newborn. When that person reaches adolescence, they begin having flashbacks and dreams of their past lives. When they reach adulthood, they possess all the memories and knowledge of their past lives, though none of their skills or personality.

River

The constellation River winds its way through the low western sky.

Affinity: Water

Ability: Waterbreathing

You can breath as well in water as you can in air.

Serpent

The stars of Serpent stretch in a curving line across the southern sky.

Affinity: Earth

Ability: Venomous

You have unusually sharp incisors, and your bite is venomous. Any living thing bitten by you suffers 1d4 poison damage every round for four rounds.

Sky

The Sky is a bright blue blanket enveloping the world.

Affinity: Air

Ability: Wingless Flight

Once per scene, you can fly up to a hundred feet. If you are still in the air once you reach that limit, you fall to the ground.

Spire

The constellation Spire has seven bright green stars arranged like a spear reaching upward.

Affinity: Earth

Ability: Displace Earth

Once per scene, you can cause a section of earth to rise or lower abruptly, up to six feet. The section can be no larger than ten feet wide and ten feet across. Anything standing on the ground must make a Hard Physical Dexterity roll. If they fail, they fall over as the ground under them shifts violently.

Spirit

The Spirit constellation is ghostly, possessing three pale nebulae amongst its stars.

Affinity: Water

Ability: Become Wraithlike

Once per day, you can become incorporeal for up to a scene. In this state, you cannot be seen, heard, or touched. You can pass through solid objects at will, but you cannot affect the physical world. You can hear and see everything around you.

Storm

Storms on Yrda are short-lived but ferocious. So, too, are those with this attunement.

Affinity: Air

Ability: Tempest

Whenever you are angry, lightning appears in your eyes, and clouds gather above. Once per day, this can grow into a full storm that lasts for the rest of the scene. Lightning strikes nearby at random, rain pours down, and wind howls at gale force.

Sun

Yrda's bright orange-yellow Sun brings life and light.

Affinity: Fire

Ability: Illumination

Once per day, you can glow so brightly that it appears to be daylight for a mile in every direction. Attempting to look at you is like looking directly at the sun. This lasts for up to a single scene.

Void

The Void of the night sky between the stars is an empty expanse.

Affinity: Air

Ability: Extinguish

You can immediately extinguish any fire of any size that you can see.

Chapter 9

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 drachm, which is the standard coin of Yrda.

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 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.

Equipment Lists

Body Armor

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

Helmets

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

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 lacking 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.

Name	AP	Cost
Round	2	13
Oval	3	20
Rectangular	1	7

Table 9.1: List of bucklers

Name	AP	Cost
Kite	5	25
Heater	4	20
Target	3	15

Table 9.2: List of strapped shields

Name	AP	Cost
Pavise	Half	30
Mantlet	Full	25

Table 9.3: List of tower shields

Melee Weapons

Melee weapons

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

Table 9.4: List of melee weapons

Ranged Weapons

Ranged weapons

Food and Drink

Food and drink

Traveling Gear

Traveling gear

Dungeoneering Gear

Dungeoneering gear

Clothing

Clothing

Musical Instruments

Musical instruments

Mounts

Mounts

Carts and Wagons

Carts and wagons

Ships

Ships

Chapter 10

Enemies and Allies

About Enemies and Allies

These are the non-player characters 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
- **Desires:** what drives the being to act
- **Fears:** what compels the being to attack or flee
- **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

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.

Allosaur

Ankylosaur

Brontosaur

Dilophosaur

Raptor, Greater

Tyrannosaur

Velociraptor

City Dwellers

These people live in or near cities.

Bandit

City Guard

Cultist

Noble

Ranger

Elder Beings

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

Dragon, Great Horned

Dragon, Lake

Dragon, Moon

Dragon, Rock

Dragon, Forest

Wild Folk

Ogre

Troll

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

Chapter 11

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 Empire of Gaddar, and the mysterious Ildrazi. 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.

The Kingdom of Makhet

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

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 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 Inyani

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

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 Unknowable Void

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

The Path of Three

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

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