

Beta Version

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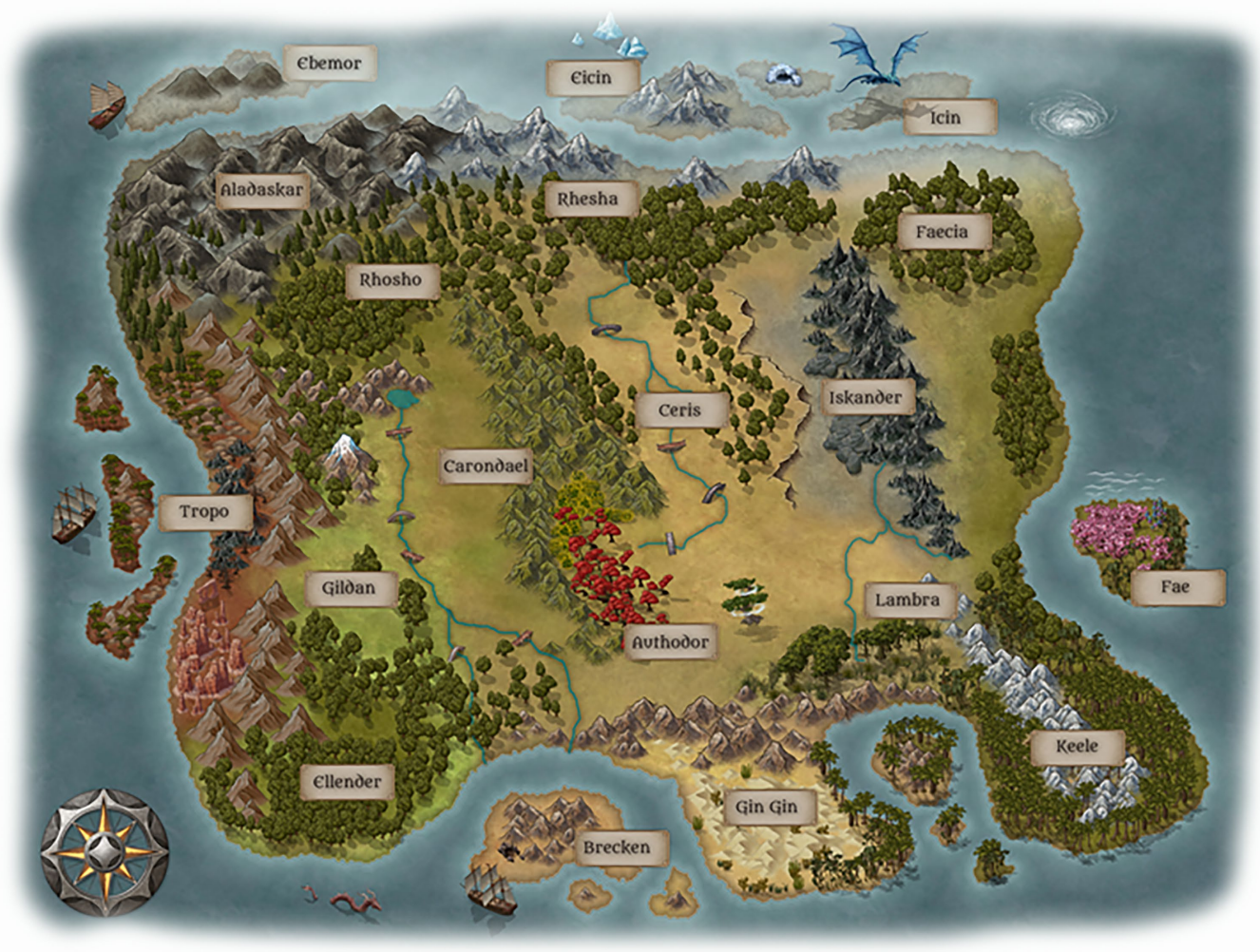


*The city of Pantangel*



## THE NINETEEN KINGDOMS OF TROPO

1. Tropo	Occupied by Creel
2. Aladaskar	Occupied by Aladaskins
3. Gildan	Occupied by Humans, Aladaskins, Ellender Elves, Fairies, Vampires
4. Caroundael	Occupied by Humans
5. Ellender	Occupied by Ellender Elves, Humans, Fairies
6. Lambra	Occupied by Humans
7. Authodor	Occupied by Humans, Ellender Elves, Aladaskins
8. Breken	Occupied by Humans
9. Ceris	Occupied by Humans, Ellender Elves
10. Gin Gin	Neutral, Not Occupied
11. Iskander	Occupied by Creel
12. Rhesha	Occupied by Rhesha Elves, Fairies
13. Rhosho	Occupied by Humans, Rhesha Elves, Fairies
14. Keele	Occupied by Keele Trolls, Creel
15. Fae	Occupied by Fairies
16. Faecia	Occupied by Fairies, Humans
17. Ebemor	Occupied by Aladaskins, Humans
18. Eicin	Occupied by Creel
19. Icin	Occupied by Creel



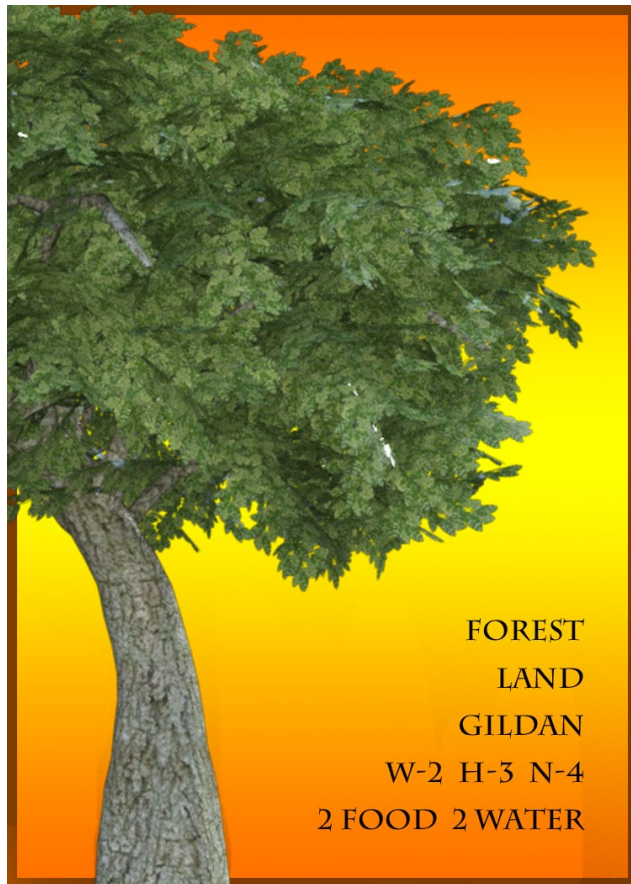


# Introduction to Gildan Beta

Gildan is a fantasy role-playing game that can be played by 3-6 players. The contents of this book include the general rules and mechanics for the game, but the actual game is played through modules, which are the quests that the characters must navigate to complete each game. You can purchase modules or the Adventure Manager can create their adventure. (See Adventure Manager) Each module will have different quests to complete, treasures to find, monsters to kill, and stories to follow. The rules within this guide are for this Beta version and are just a basic outline for playing the

game. The full version will be more robust, fun, and easier to play. Unfortunately, starting up will cost a lot of money, so this is the first step.

*(The card on the left is one of the earliest cards I created for the game. In Gildan Beta I will not have playing cards, however, I will in the final Gildan game.)*



I love playing RPGs, but completing a game can be as impossible as spotting the Loch Ness monster. Whenever my friends and I played in the past, we would spend hours creating our characters, but we would rarely finish the quest. We always had good intentions of finishing it later, but life would get in the way and players would lose interest. That's why I created this game - to be able to complete a quest in one sitting. This Beta version is a slimmed-down version of the final Gildan game, but most of the features in the final game are already included in this version. So don't be discouraged by the Beta version - it's still a fun and robust game.

I am excited to introduce you to the Beta version of Gildan. This version is intended to help us identify and fix any issues before we release the full version. The Beta version serves as an introduction to the world of Gildan and a proof of concept for game players. It will give you a glimpse of what is coming in the full version. In the full version, player characters will be ranked, and the equipment and treasures they collect will have real-world value. You will also be able to create supplies for the game and make real money from them. Your character may even become a leader in the game world, like a king or queen. In this Beta version, there are no defined character classes, but you can create your version for the sake of your gaming experience. Any characters you create in this Beta version can be carried over to the full Gildan version, but any equipment and treasures you have acquired in this version may not be imported. Please note that this

Beta version is a bare-bones version of the game, designed to introduce you to the game mechanics and concepts. I hope you enjoy the game and are patient with us while we work on the full version. Thank you for your support and for testing out Gildan Beta!



*Two creatures in Gildan. A Kragen dragon and a unicorn. The city of Gildan is in the background.*







# A Brief History of Angels

The exact duration of time that angels existed before they discovered Earth and Gaea is unknown, as time is a human creation. However, angels did find Earth and some of them lived among humans for centuries. Despite there being billions of planets in the universe, Earth was unique because it was home to humans. Angels were fascinated with humans because no other intelligent beings were discovered in the universe at that time.

Angels could take three different forms, each of which provided them with unique abilities. First and foremost, they were spirits, and spirit form was the most common form that angels took. While in spirit form, angels could travel the universe instantly and at will. They were invisible to mortals in this form, but recognizable as auras of light to other angels. Each angel had a different aura, so they could become familiar with each other. Although angels could explore the universe while in spirit form, they did not feel anything. They had no emotions, and they could not touch the physical universe. They did not feel loneliness in this form because they did not experience emotions, but they could reason and often decided that they wanted to be in a different form. It was only possible for one angel to kill another while in spirit form.

The second form, the most common form humans relate to angels, is called Crechein. In this form, angels can become partially mortal and partially spirit, enabling them to harness some of their magic and touch the physical world. They often appear in this form with large bird-like wings that allow them to fly within a planet's atmosphere. However, they cannot fly around as they please, so they manifest wings to travel around the planet. While in Crechein form, they can touch the physical world and feel emotions, but their emotions are only a fraction of what humans feel. Angels can use their magic to take different appearances while in Crechein form, even grotesque ones, for entertainment or to frighten humans. Angels can be killed in this form with the use of magic or weapons imbued with powerful magic. Death to an angel means non-existence in spirit and body.

The third form that angels can take is human. In this form, they are entirely human and can experience everything just as humans do. Many angels prefer taking this form because life is both exciting and dangerous as a human, and they can feel everything. Angels do not automatically appear clothed, and most prefer to be naked. The shame of a naked body is a human thing, not a spirit thing. Angels can only appear clothed when they have bound clothing or other items to themselves. In the past, they did not care about clothing, but once the wars broke out, they would bind clothing, armor, weapons, and artifacts to themselves. During the great banishing, when the angels were banished from Gaea, angelic armor, weapons, artifacts, and clothing were left behind and have now become sought after by the people of Gaea.



# The Two Wars

Gaea, the sister planet of Earth, has a turbulent history. Seven thousand years ago, the angels discovered Gaea and found it teeming with creatures of magic and spirit such as elves, fairies, and pixies. Angels claimed the planet as their home, and hundreds of millions of them settled there in harmony with the magical creatures. Later, humans were transported from Earth to Gaea, and they, too, lived among the angels and the magical beings. However, the different races' politics caused friction, and war eventually broke out. Angels started to admire humans and place them above angels, creating animosity among the angels.

The angels, who had never experienced war before, quickly became skilled at it. The FIRST WAR erupted when the majority of angels started to elevate themselves above humans. The first angel to turn against humans was Lucifer, who was soon followed by over a billion other angels. This rebellion sparked a civil war between the angels, and Michael, an Archangel, led the Army of the Righteous on the side of humans. Two other angels, Belial and Asmodeus, each formed their armies opposing Michael and his forces. These opposing armies were called the rebels for their rebellion against humans and the army of the righteous.

The war between angels eventually engulfed all inhabitants of Gaea, and it raged for almost a thousand years, resulting in billions of deaths. During this time, rebel angels experimented with breeding the races to create soldiers for their army, which led to the creation of Sucreel, Aeshinetti, and Aladaskins, among other sub-races.

The Kingdom of Gildan was formed during this period, and an alliance between angels, men, and elves was established. However, an unknown magic from an unknown source banished all the angels from Gaea, and they were never able to return. Angels that were in human form could not turn back into spirit form and eventually died as humans. The banishment also caused angels to lose all their items bound to them, such as armor, weapons, and artifacts of great magic. Many angels made Earth their home, and a truce was established as they no longer had the stomach for war. Angels decided not to reveal themselves to humans on Earth and avoid getting directly involved in their affairs. The Chorus, a group of five angels, was formed to judge and punish erring angels, with Seville, a seraph, as its head. She wields Hail Fire, a magical fire that can burn and destroy the soul, making her the most powerful and feared angel in existence.

Around seven hundred years ago, the SECOND WAR on Gaea erupted due to the use of magic. While humans could still travel between Gaea and Earth with the help of magic, angels were unable to do so. This was because powerful magic prevented spirit creatures like angels and elves from crossing over. Magic became the dominant force in Gaea, and its use became widespread, but on Earth, it was considered taboo and forbidden by religious institutions. During the war, a conflict known as the vampire wars started in Gaea, which was eventually won by the Kingdom of Gildan. When the war ended, the humans on Earth decided to banish all magic from their world, but the humans on Gaea wished to continue using it. As a result, all magical beings on Earth

were transported to Gaea, and they became myths and legends on Earth. Magic has not been used on Earth since then, although the possibility of using it still exists. Angels spend their time exploring the universe and Earth, and some continue to search for Gaea in the galaxies. This game is centered on the continent of Tropo and the Kingdom of Gildan. In later Phases, the whole world will be mapped out for other quests, adventures, and cultures.



*An angel on a battlefield during the first war*



# Gildan

The kingdom of Gildan is the center of the game's universe. It was founded approximately six thousand years ago by a man named Hyral Gildan. During the First War, a conflict between angels, Hyral was crowned as the first king of Gildan. For over a thousand years, the throne of Gildan was passed down through the bloodline of Hyral Gildan until King Roe Gildan took control. However, Roe was a cruel and wicked man who was eventually killed by a mob of Gildan citizens. Throughout history, Gildan has always had seven Paladins, with the purest of knights ascending to the highest rank. After Hyral's death, it became law that the citizens of Gildan would vote for a Paladin to become the king and that Paladin would reign until their death. Women were not allowed to become Paladins or Kings in Gildan.

The kingdom of Gildan was aligned with the Army of the Righteous, led by the Archangel Michael, until nearly four thousand years ago when they were banished. Magic was commonly used on both Gaea and Earth for thousands of years, and there were two types of magic: Magic of the Spirit, which drew its energy from the wielder, and Magic of the Natural World, which sapped life energy from the organic surroundings. During this time, there was a lot of experimentation, and the Aeshinetti and Sucreel races were created. Many magic-imbued artifacts were made, and magic became one of the primary weapons in the war. However, an unknown source of magic created the great banishing, which ended the First War that had been raging for almost three thousand years. After the war, the different races went their separate ways, but hatred and racism persisted.

Nowadays, King Kiltin Boah and Queen Callista Eleanor Boah rule Gildan. Under King Kiltin's reign, Borris stones were discovered in the Kragen Mountains on Gildan's border. The Borris Stones are a valuable resource, and their discovery has made Gildan the most powerful and wealthiest kingdom. (Gildan and Borris Stones are essential for gameplay.) The capital city of the kingdom is Gildan, which is the wealthiest and most powerful country. However, this has sparked jealousy and hatred among certain other nations. The kingdom is abundant in farming resources, Avindewla plants, which are essential ingredients for healing potions, and Borris Stones. Borris Stones are unique stones that can be infused with



magic spells, enabling mass production of magic and its sale at a relatively low cost. The kingdom of Gildan is approximately the size of Nevada, and there are hundreds of small towns and villages that are not displayed on the map. The largest city is Ilscent, where the King and Queen reside. Gildan is the third-largest city, following Ilscent and Pantangel. It was originally established as a military base to protect against an invasion of Creel from Tropo.

Jun Ancel is the only city mostly occupied by vampires. They were given this city to reside in after the Vampire Wars. Vampires are considered citizens of Gildan, but there is a delicate relationship between vampires and humans.



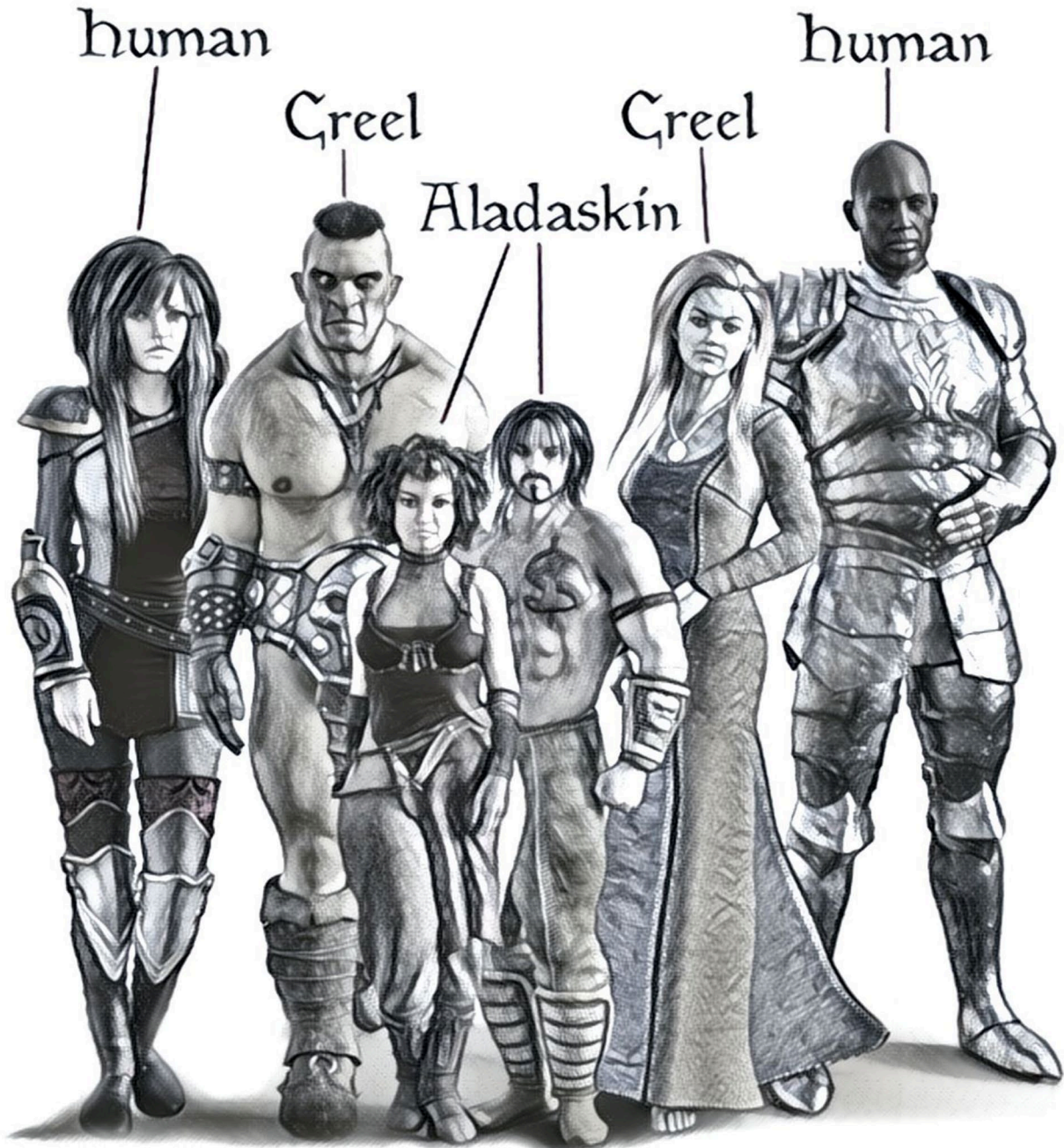
*The vampire city of Jun Ancel*



## MORTAL CHARACTERS

In the world of Gildan, there are two different kinds of Characters that players can play. The characters can either be Mortals or Immortals.

# Mortals





Humans were not originally from Gaea but were brought there from Earth one thousand years before the First War. Humans were the most dominant species in the world for thousands of years, but that changed after the introduction of the Aeshinetti and Sucreel races during the First War. The Aladaskins would soon follow and no single race would be able to dominate the world anymore.

During the First War, which was more than seven thousand years ago, humans were fighting on both sides of the conflict. The atrocities of that time were sparked by the brutality of humans, but they were also capable of inspiring the races with their nobility. Humans could harness both natural and spiritual magic, making them formidable opponents, but the use of spiritual magic would drain the life out of their mortal bodies. Humans were born with a soul inside a mortal body and upon death, their soul

would be released. The use of spiritual magic by humans would damage or destroy their souls. Humans are both powerful and weak, capable of intense compassion and bitter hatred. They were once called the Rainbow people by the Elf King Ellender because of their varied emotions and loyalties, which went from one end of the rainbow to the other. Humans have a general disregard for the consequences of their actions, including the use of natural magic, which often damages the surrounding landscape.

Humans can adapt to most climates and conditions and can consume a wide variety of foods. They tend to be creative and artistic and are the driving force behind the creation of new magic and weapons, particularly with the discovery of Borris Stones.

The average height of human males is five-foot-eleven inches, while human females are an average of five-foot-eight inches tall. They are moderately strong and agile, capable of wielding single and two-handed weapons and wearing chain mail and other armor. Compared to Aladaskins, humans have little immunity to magic. Humans are generally liked by Ellender elves and fairies, but Rhesha elves have a mistrust of humans, and therefore tolerate them. Humans can also befriend creel and side with them.

Humans are the only race that can become vampires - living bodies with dead souls. The first vampires were created using powerful magic during the First War, and now vampires can only be made by a bite from another vampire. After the Vampire Wars, the city of Jun Ancel was created to provide a permanent residence for the vampires. Gildan is the only country that recognizes vampires as a race.



## ALADASKINS

Aladaskins are mortal beings with a soul, and they can live up to one hundred years. They were originally humans who lived in the northern part of the Tropo continent. During the First War, the rebel army enslaved the Aladaskins and conducted numerous genetic experiments on them, causing them to evolve into their race. Aladaskins were created with a high resistance to magic and a thick skin to protect them from the elements. However, due to their high magic tolerance, they have difficulty wielding it and rarely use it. During the second war, Aladaskins had become a full-fledged race and fought bloody battles with the Creel to reclaim their country of Aladaskar, where they currently reside. Their thick skin is ideal for the cold climates of Aladaskar, and they can adapt to warmer climates.

Aladaskins do not have a collective opinion about humans, except for their reverence for human women. They are just as driven by greed and material possessions as humans and have a history of going to war for earthly possessions. Aladaskins and humans can have children, and these children turn out to be human or have all the characteristics of humans. When an Aladaskin male marries, he pledges loyalty to his bride's family instead of God and remains monogamous.

Aladaskin men consider physical strength and fitness a sign of virility, so their physical appearance is an integral part of their culture. They tend to be craftsmen and smiths, creating everything from furniture to weapons. Weapons are their largest economic export, with the country of Caroundael being their largest customer. Enchanting weapons in Aladaskar and Gildan is illegal, but it is common to find enchanted Aladaskin weapons on the black market. Aladaskins sell their goods to Aeshinetti and the Creel.

Aladaskins are friendly towards all races except for Keele Trolls. However, they feel uneasy around races that wield magic, such as elves and fairies. They have a strange connection with Creel and Aeshinetti as they were all created during the first War. Aladaskins remained neutral during the second war, although they fought with the Creel for different political reasons. The average height of male Aladaskins is five-foot-eight inches, while females average five-foot-four inches.





## SUCREEL (Creel)



Creel are a mortal race that is very similar to humans. They were created during the first War by rebel angels, who engineered them through the mating of human males and Rhesha elf females. Creel are as intelligent and physical as humans and possess similar characteristics. They can wield the magic of the spirit, but it harms them, just like humans. Although there have been attempts by human females to mate with Rhesha elf males, no successful mating has ever occurred. Creel views all humans as dirty and repulsive, so they refuse to mate with them.

While Creel possess a deep hatred for the human race, they do not necessarily harbor an individual's hate. They tolerate Aeshinetti and Aladaskins, but they despise vampires. For some reason, they have a connection with Keele Trolls and often befriend them. Creel view elves as a curiosity, especially Rhesha elves, but their

lust for power and domination has turned the elves away from them. Their culture is based on warfare and conquering, and they are always trying to expand their borders. However, despite their militaristic nature, their culture is not barbaric. Their military is usually very organized, and they respect their leadership. Although there are several countries controlled by Creel, they do not have a central leader, not because they cannot agree on one, but because they do not believe they need one. Since their creation, they have learned that it is in their best interest to cooperate with other Creel tribes rather than fight among themselves. Their fragile alliance with the Aeshinetti is more out of necessity than trust because they are still outnumbered by humans and elves. Although they have a hard time following Shin (Aeshinetti) leadership, they respect military authority, which keeps them in line.

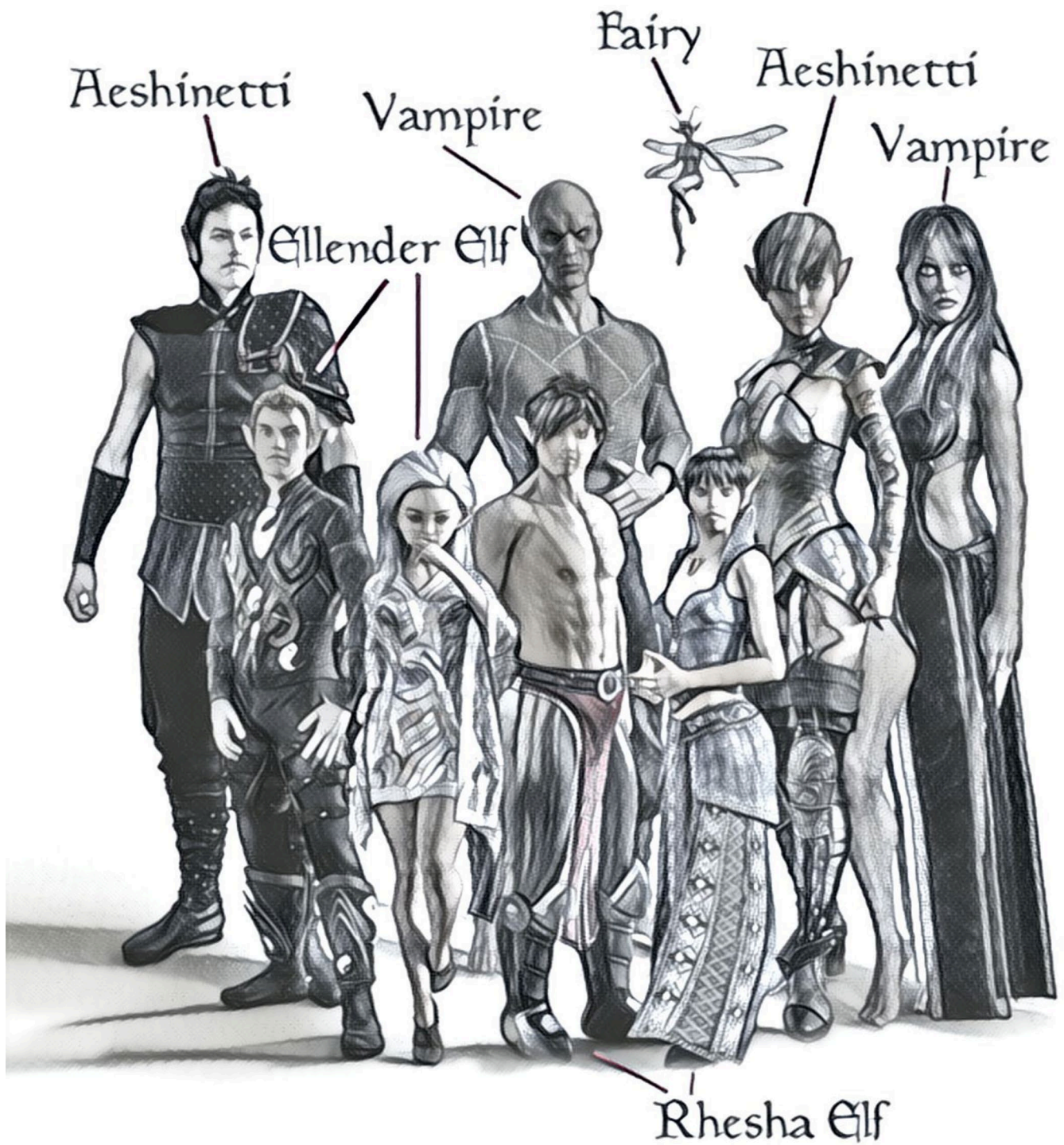
In Creel society, women are considered second-class citizens, and their main role is to mate and raise their children. Creel males have a deep bond with their children, regardless of gender, but once the children reach adulthood, the females are treated as property, and the males are generally trained as soldiers. They tend to live in large clans and tribes and even in cities, and they have become excellent craftsmen. Their weapons have been considered equal in quality to those that come out of Aladaskar. Although they create armor, many Creel consider the extra protection in battle to be cowardly. New soldiers are required to charge into battle naked for the first battle.

On average, Creel males are about five-foot-ten inches tall, and Creel females average about five-foot-five inches tall. They live between fifty to one hundred years, just like humans. Their skin color can range between green, yellow, red, and white, just like Rhesha elves.





# Immortal



## RHESHA ELVES



The origin of elves and fairies in Gaea is a mystery, as there are no written records, and the elves themselves have no memory of their beginnings. The Rhesha elves are believed to be the first sentient creatures on Gaea. Elves are immortal, which means that their soul is a part of their body, and they live until their body dies. Although there are no more original elves, many of them today are thousands of years old. Elves take about a hundred years to grow into a young adult's body, but once matured, their physical growth slows down, and it could take thousands of years before they show signs of aging. Elves are peaceful beings but have learned that violence is sometimes necessary to protect themselves from the evil in the world.

The Rhesha elves have a deep-seated hatred for the Ellender Elves because the latter revere humans more than their kind. Rhesha elves don't understand the purpose of Ellender elves' existence and feel that they are inferior. In the past, a Rhesha elf and an Ellender elf mated and produced twins, but it became forbidden, and both races now consider it an abomination. Although the Rhesha elves have attempted several times to dominate the Ellender elves, all have failed. They are spiritual beings who view Gaea as a living entity and, like Ellender elves, have a natural reluctance towards the magic of the natural world. Rhesha elves, in general, don't trust humans, but they do travel to human cities for trade and excitement. The downside of living for thousands of years is that life can become tedious, and although they don't trust humans, humans create excitement.

Rhesha elves' skin tone varies from green, yellow, and red, to white. Female Rhesha elves enjoy changing their hair color and style and adorning themselves with tattoos and body art. Rhesha elves do not eat meat as they find it repulsive, but they eat fish. They are skilled in archery, using their bows mostly for protection rather than hunting. They have excellent tracking abilities, and humans seek them out when on an adventure. Rhesha elves can adapt to deserts, forests, mountains, and warmer climates, but they struggle in cold weather because they believe wearing animal skins to be a sin.

For thousands of years, the Rhesha elves were not interested in politics, wealth, or trade until the end of the second war. Today, Rhesha elves meddle in the politics of humans and occasionally Ellender elves. They consider Aladaskins, Creel, and Aeshinetti abominations because their races were created using genetics and magic by immortals, and they are not pure like elves and humans.

Male Rhesha elves are about five-foot-two inches tall while females are about four-foot-eight inches tall.



## FAIRIES

Fairies are a female-only species that possess powerful healing and defensive magic. They are immortal beings and cannot be killed easily, but they also cannot cause harm. Fairies are fast-moving creatures and difficult to hit, but they do not use weapons. Their magic is of the spirit and not of the natural world. Fairies are not interested in wealth or treasure. Their main goal is to help their friends and form relationships.

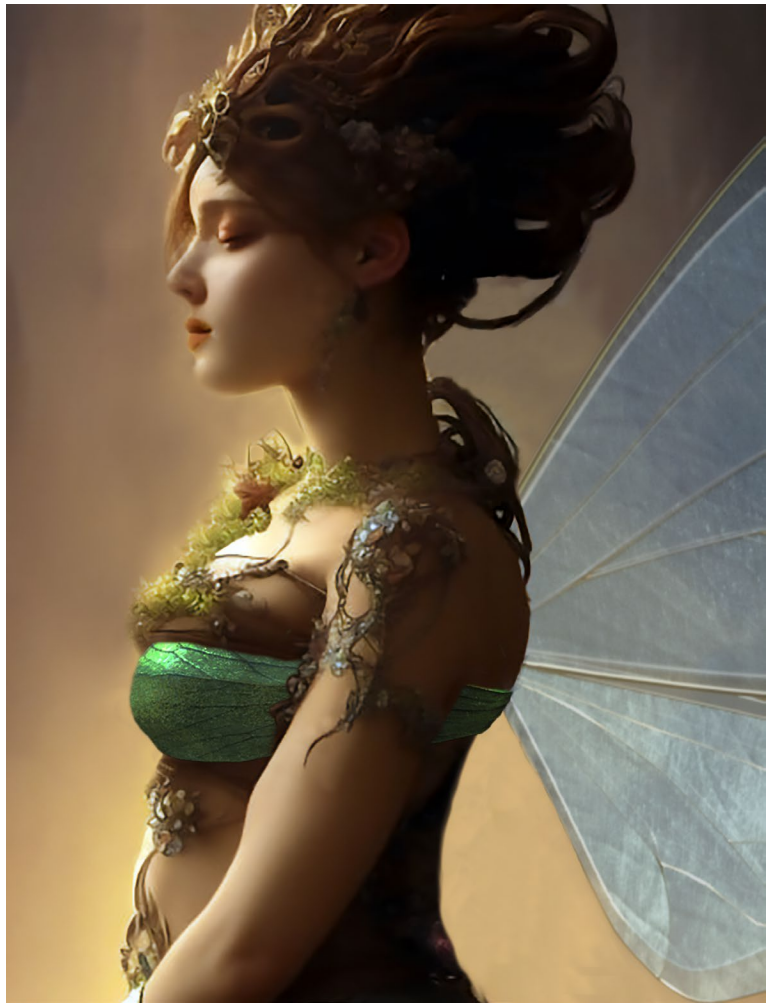
In gameplay, when a player chooses to become a fairy, they must also choose a character to bond with. This character can be human, elf, or Aladaskin. Once bonded, the fairy will protect their partner above all others. If the fairy must use their magic to heal, they will always prioritize their bonded character first unless that character declines. In that case, the fairy will heal the character with the greatest injuries.

Fairies mate with Pixies, the male version of fairies, but they do not socialize with them outside of mating.

The offspring of the bonding determines its race. If the child is a female, it is a fairy, and if it is a male, it is a pixie. Fairies' mortal enemies are Sprigs, their spiritually tainted cousins, who were created during the first war to hunt and kill fairies.

Fairies grow from infancy to adulthood in about a week, but they live for thousands of years. They consume leaves and flower petals for nourishment and require very little water. Therefore, they do not count toward the food and water on quests. Due to their small size and ability to blend in, fairies are ideal for point on a quest and always get the initiative in combat with initial contact.

Fairies are generally friends with humans, elves, and Aladaskins, but they do not like Creel or Aeshinetti. The race of fairies was created a few thousand years after Rhesha elves, but they have never been perceived as a threat to the Rhesha elves, so they are well-accepted. Fairies are approximately seven inches tall on average and have multi-colored wings and skin.



## VAMPIRES



According to legend, vampires were created during the first war by angels from the rebel army. The angels discovered a way to separate the human soul from its body using powerful magic, but the soul was destroyed in the process. However, the body continued to live without a soul. As a result, unforeseen side effects occurred causing the vampires to crave human blood or flesh as elements of the human soul could still be detected in the blood. Without the essence of a soul, the vampire would go mad. The loss of the human soul also granted the vampires the ability to harness the magic of the spirit without any damage to their bodies. Over time, vampires have mastered powerful magic that even the elves or fairies couldn't wield.

Vampires are neither good nor bad as a race, but their thirst for human blood and flesh has led

some people to label them as monsters. During the second war, vampires rose against humans in a power grab which led to their defeat. King Randal Roan of Gildan created the city of Jun Ancel to accommodate the remaining vampires, and a fragile truce was established between humans and vampires. Since the second war, no new vampires have been legally created, and less than twenty-thousand vampires reside in Jun Ancel. Humans from the kingdom of Gildan donate blood which is used for medical purposes and feeding the vampires.

Vampires can be generally good or bad, just like humans. They have an attraction to wealth, power, and physical pleasure. They possess emotions and physical sensations similar to humans and constantly compete with each other to rise in rank. Vampires can create other vampires by biting into a human's artery, which kills the human soul chemically but keeps the body alive through magic. However, creating another vampire is illegal in the kingdom of Gildan, and the punishment is death if caught.

Vampires can befriend humans or creel, but they do not like Aladaskins or any spirit creatures such as elves, fairies, and Aeshinetti. Touching Borris Stones can be deadly to vampires as the stone draws their magic out of them. Although vampires have a reflection in a mirror, they cannot withstand sunlight as the ultraviolet rays quickly destroy their bodies. A vampire can be challenging to kill because they wield powerful magic, but they can be killed from a mortal wound to the body like humans, although their magic allows them to heal quickly, the wound must be mortal



## ELLENDER ELVES

Ellender elves are immortals with their soul being part of their living body. They cannot be separated from their body, so when the body dies, the soul dies with it. The Rhesha elves are believed to be the first generation, while the Ellender elves are considered the second generation. An elf's life span is unique as they slowly grow from a child to an adult in approximately one hundred years. Once they reach adulthood, they can live for thousands of years before appearing old and frail.

The Ellender elves do not believe in borders or countries and have only had one king until he died five hundred years ago during the Second War. Humans created the country of Ellender, and the elves have rejected all claims by the Rhesha elves who believe that they should rule all elves as they were the first in Gaea.

Ellender elves are fascinated by humans and often dress like them and groom themselves similarly. They can wield both natural and spiritual magic, but unlike mortals, the spiritual magic does not harm them. They are opposed to causing harm to the planet as they believe that Gaea is a living being. Over the years, they have strayed from using the magic of the natural world, but with the discovery of Borris Stones, they have started to use it again, although they remain skeptical about its effects on the planet.

Ellender males are approximately four feet and eight inches tall, while females are approximately four feet and five inches tall. They have a lighter skin tone than Rhesha elves, and their small stature can cause them to be mistaken as human children when in large groups of humans. They are generally liked by humans and Aladaskins but despised by Rhesha elves. Ellender elves often have fairies as companions and friends. They are unable to wear heavy armor or wield heavy-handed weapons, but they are skilled with a bow. Ellender elves choose a mate for life, and they do not marry but remain together. While they do not eat meat, they will wear animal skins, unlike Rhesha elves.



## AESHINETTI (SHIN)



In the first war, the rebelling angels conducted experiments by breeding different races. One of their early experiments involved breeding human males with Ellender female elves to create a new race known as Aeshinetti. Through slavery and forced breeding, the Aeshinetti race grew from a few individuals to thousands, and now they number in the millions. Today, they no longer require breeding between humans and elves, as their offspring are as pure as first-generation Aeshinetti. However, their compassion and love have been bred out and replaced with hatred and contempt for humans. Consequently, Ellender female elves avoid mating with human males for fear of producing a Shin, although human males have no such qualms. Attempts to breed Ellender male elves with human females all resulted in stillbirths.

The Shin were bred to be a warrior race for the first war, but the war ended before the race could be fully utilized. However, they became fierce and cunning warriors in the second war and gained a reputation as such. Shin are light-skinned and have soft angular features. They are about as tall as humans, and their soul is a part of their body, unlike humans whose souls are inside their bodies. It is unclear how long Shin live, as they have only been in existence for roughly 6,000 years, and there are still some Shin alive from their earliest days of creation. Shin have a childhood of approximately fifty years, after which they grow into young adults and then slowly age into adults. It is unknown how long a Shin lives before their body ages to the point where they appear old and frail since the race has not been around long enough. They are capable of wielding the magic of the spirit without it permanently harming them, but the strength of their spirit varies per person. They are quick and agile, having the best and worst traits of elves and humans, and they consider death in battle to be an honor.

Shin males often mate with human females, but any children resulting from that mating are stillborn. In contrast, human males can mate with Shin females, and in all cases of childbirth, the child is human and has no elf attributes. Aeshinetti are refined, craftsmen, and militaristic in their culture. Both men and women fight in battle, and Shin women are considered equal to Shin men in status and battle, although they tend to use more magic than the males. There are no Shin colonies on the continent of Tropo, and they generally avoid areas with large populations of humans due to their deep-seated hatred for human men. They share a certain kinship with Creel and to a lesser degree Aladaskins, as these were also races created during the first war.

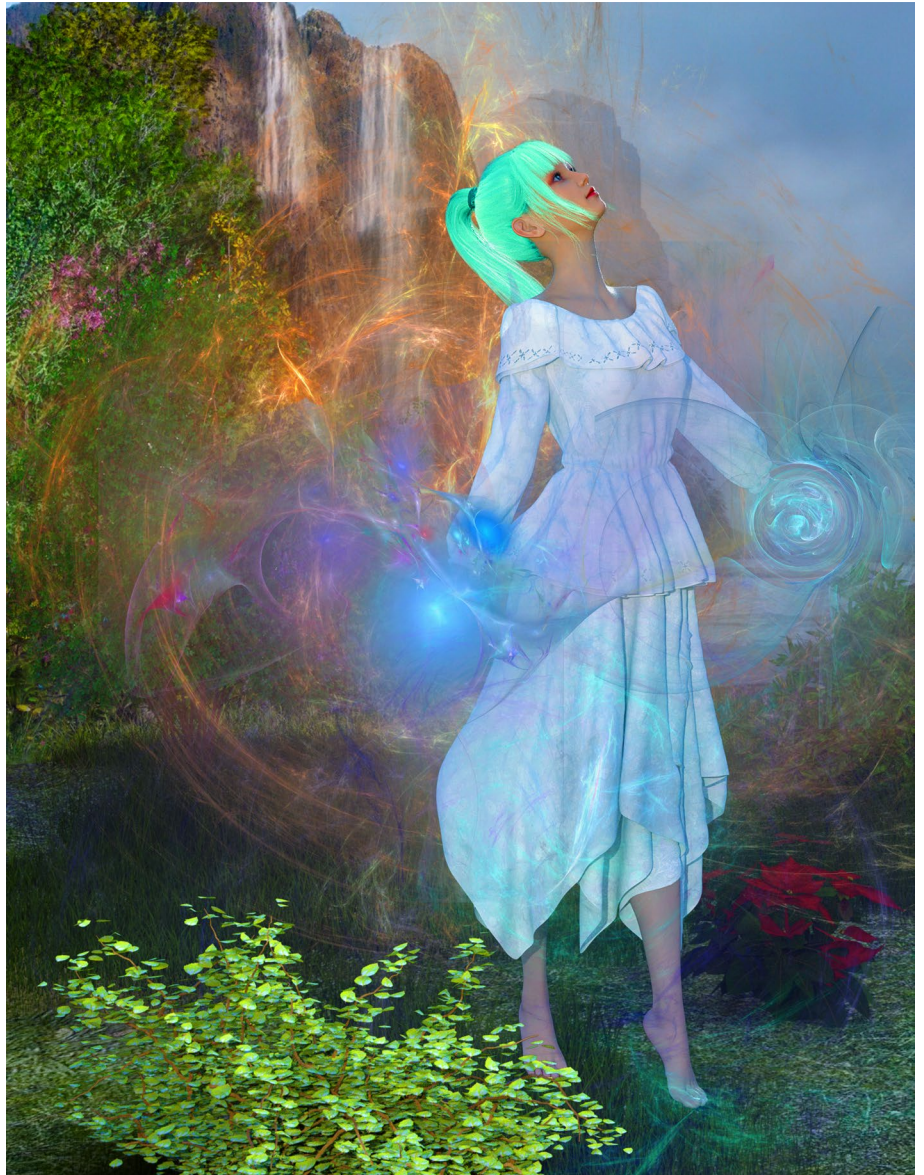
Aeshinetti males are an average of five-foot-eleven inches tall, while Aladaskin women average five-foot-eight inches tall. Shin are highly intelligent, graceful, and cunning. However, they will not be available to play in this Beta version, as they are a preview of what is available in the full game.



## THE LAWS OF MAGIC AND PHYSICS

Gaea and Earth have been governed by two distinct natural laws since their creation. These laws reigned supreme until around 500 years ago, with the end of the Second War. The first natural law was the Laws of Physics, which allowed for the development of technology. This law was applicable on both Gaea and Earth until the conclusion of the second war, but over time, Earth's natural law became the Laws of Physics and magic ceased to exist on the planet.

On the other hand, Gaea's natural law became magic, which became the predominant force after technology stopped progressing. During this period, magic became so commonplace that the races began creating magic to fight magic. This resulted in a halt in technological advancements, which



caused the Laws of Physics to diminish. Consequently, the people of Gaea lost their drive to advance technology, as their addiction to magic restrained them.

In contrast, the Church banned the use of magic on Earth over 500 years ago. The Laws of Physics then became the dominant natural law, which eliminated the use of magic. As a result, the people of Earth began creating all things electronic and technical, without the use of magic. Currently, the Laws of Physics have replaced magic as the natural law on Earth, while magic remains the dominant natural law on Gaea.

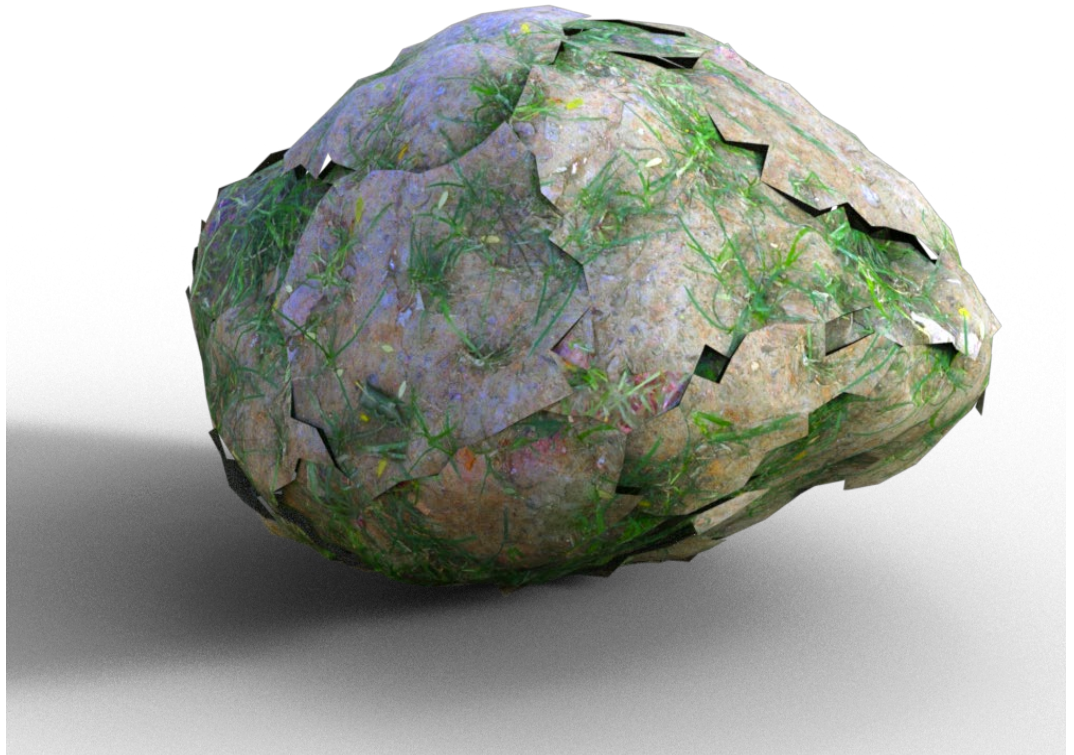
The Law of Magic enables the harnessing of energy stored in all things to power magic. Although there are three different types of magic on Gaea, only two can be used in this Beta version. It is noteworthy that both Laws still exist on both planets, with one dominating the other. However, with time and effort, the current natural laws can be replaced.

## MAGIC OF THE NATURAL WORLD

All things in the universe contain energy, and only those with talent and dedication can harness it. The magic of the natural world draws upon this energy, but if the energy is taken from a living object, it loses its life force until it dies. If the energy is taken from an inanimate object such as a stone or standing water, that object disintegrates into dust.

For thousands of years, humans, creel, and other creatures in Tropo have used natural magic with inconsistent results. This is because each living and non-living object has a different level of energy stored within. As the magic draws its energy from the objects surrounding the wielder, the energy levels are different, resulting in varied consistency. Mortals such as humans and Creel benefit the most from natural magic because it draws its energy from their surroundings rather than their spirit. But, unfortunately, the more powerful the spell, the more of the surroundings around the caster will crumble and die. During the First War, the country that is now Gin Gin was a vast tropical forest, but excessive magic use turned the landscape into a wasteland. Today, pockets of vegetation and life are slowly reappearing.

Less than a hundred years ago, Borris Stones were discovered in the mountains west of Gildan. These stones, named after the human that discovered them, have a unique property that allows them to be charged with pre-mixed magic, consistently storing certain spells within the stones. These spells can be cast without drawing energy from the surrounding area, allowing magic to be mass-produced with consistent results. Borris Stones have become the most common way of casting magic, and it is now illegal to cast magic without one in Gildan. The country of Gildan has become the main supplier of Borris Stones, making them the richest nation and the envy of others. Borris Stones are also mined in Tropo, Ellender, and Aladaskar.





## MAGIC OF THE SPIRIT

All sentient beings possess the ability to draw powerful magic from their spirit. However, mortals will always suffer damage to their life force when they harness the magic of the spirit. If they use this magic excessively, it may even lead to their death. On the other hand, immortals or sentient creatures that are spirits, such as elves or fairies, can wield the magic of the spirit without causing permanent damage to their life force.

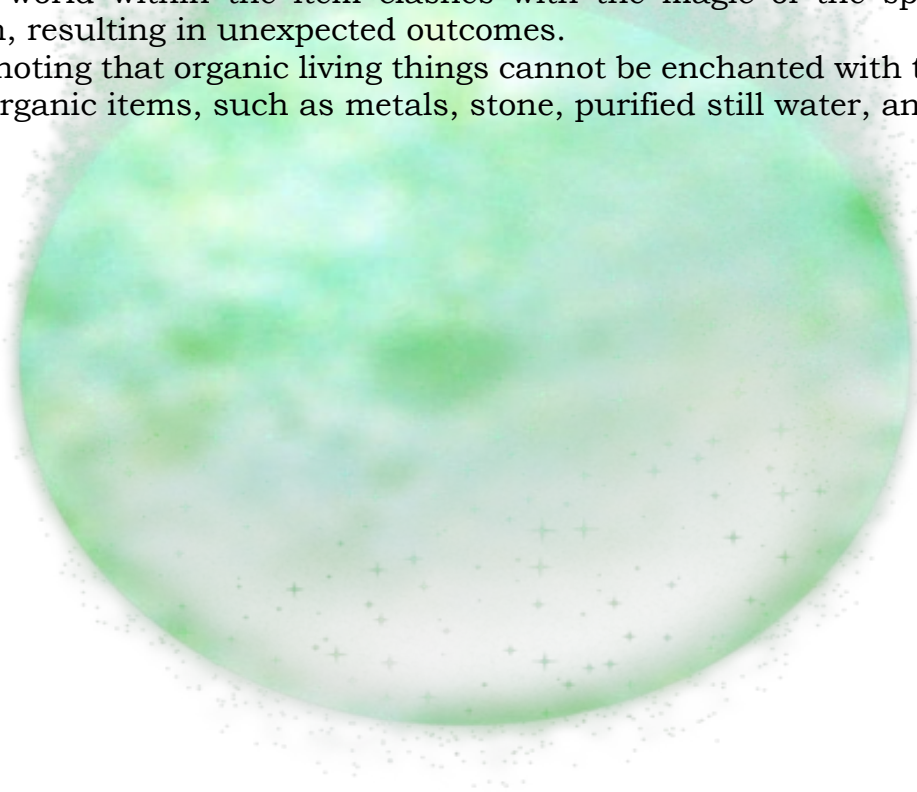
The life force is a combination of a creature's physical strength and the strength of its spirit. In the full game, some characters who are followers and not leaders may have a weaker spirit, and therefore, experience more damage when they use the magic of the spirit.

Most magic of the spirit is defensive or healing in nature and is commonly used by creatures such as unicorns or dragons. Elves almost always use the magic of the spirit because they prefer to avoid damage that the magic of the natural world can cause to the environment. However, with the discovery of Borris stones, elves have become more open to using them.

Magic of the spirit is the only type of magic that can enchant items such as weapons or jewelry. Once an item is enchanted, it can be used by the wielder of the item, including mortals, without causing damage to their life force. Spirit spells can be imbued into Borris Stones, making it possible for the stones to enchant weapons or create other spirit spell effects. However, spirit spells cast by Borris Stones can be diffused and eliminated. In contrast, if they are cast by an immortal, the spells cannot be reversed.

Humans cannot enchant items because the magic is too powerful, and any attempt to do so will lead to their death. Only immortals can enchant an item. It is more common for elves and fairies to enchant items, and different enchantments require varying levels of spirit power. The strength of the enchantment is always random, and sometimes the magic of the natural world within the item clashes with the magic of the spirit the item is enchanted with, resulting in unexpected outcomes.

It is worth noting that organic living things cannot be enchanted with the magic of the spirit. Only inorganic items, such as metals, stone, purified still water, and so on, can be enchanted.



## ADVENTURE MANAGER

The game begins and ends with the Adventure Manager or the AdMan. The AdMan is responsible for putting the game together and overseeing it from start to finish. The Adventure Manager cannot play a character in the game because they have all the details of the game. The AdMan assembles the game and oversees the adventure against the players. In this game, the AdMan has the final say in everything. I have created these rules in this Beta version to be flexible so that the AdMan can modify the game as needed to keep it moving forward. The AdMan must gather all the resources needed to play the game, including dice, counters, and any other material deemed necessary. The AdMan is also responsible for recruiting players. In the next version of the game, there will be big perks for the AdMan playing.

During the game, the AdMan is responsible for keeping track of spells cast, damage to armor and equipment, and damage to players.

In this game, there are no levels, no experience points, and no classes in the traditional sense. Every player starts with a character, and the choices the player makes with the character will define what the character becomes. It is the choices of the player that give the experience to the character, and the best way for a character to grow is for a player to play. This game can be played in multiple ways, and it is up to the AdMan to determine the game. Running an adventure is a lot of hard and creative work for the AdMan, but it is also a lot of fun and rewarding.

To play the game, an AdMan will need at least four six-sided dice, an AdMan sheet (available for download on my website [www.silverpaladin.com](http://www.silverpaladin.com)), some scrap paper, counters (such as pennies or beads), a calculator, and a pen or pencil. Being well-organized will make the game flow quicker and be more fun for everyone involved, so it's important to be prepared before playing.

Once the Adventure Manager has a module that was either bought or created by the AdMan, the Leader must be introduced to the quest. The Leader is the player who will be in charge of the entire campaign. Within the story of the quest that is about to be played, the group of adventurers needs to know what the adventure is. The Adventure Manager will play all Non-Player Characters, a character that is part of the story but not part of the adventuring group, such as a tavern owner or a stable boy. Through whatever means, the Adventure Manager needs to make the story move forward. The AdMan (as a character) will inform the Leader of all the details of the quest. For example, the Leader will receive 50 gold pieces to clear out an old cabin in the woods from a monster taking shelter there. All details that will be known in the story will be given to the Leader by the AdMan, including money, equipment, or anything else required. It's important to note that every story will be different, and it is the AdMan's responsibility to ensure the story moves forward. A good AdMan will be clever and organized. The stories can be horror-based, monster-based, buying and selling on the black market, rescuing a princess, or any of the infinite possibilities.

To understand more about the function of the Adventure Manager, keep reading. A lot can be learned by playing a module, so I am making a module available for free called "Secrets of Dead City," which will be available for download on my website [silverpaladin.com](http://silverpaladin.com). This module is completely customizable and comes with everything needed to play, except for the physical objects such as dice and counters.

An Adventure Manager can only give details of the quest to the Leader and not the other players. If the Leader dies or is assassinated by the other players, the information



of the quest may die with the Leader. It all depends on how much the Leader chooses to tell the other characters.

## LEADER

In the game, the AdMan can only give quest plot information to the Leader of the adventurers. Before starting the quest, one of the players is chosen to be the Leader. The Leader then meets with the AdMan to get all the details of the quest. This meeting can happen at any time before the start of the quest, whether it's days or weeks earlier or right before. Once the Leader has all the information, it's up to the Leader to decide how much they want to tell the other players.

An example of a possible quest is to clear a monster or something from a crypt. The owner of the crypt is willing to pay 75 gold pieces up front and another 50 gold pieces upon completion of the quest. The Leader gets the 75 gold and decides how much to tell the rest of the group. Let's say there are four other players. The Leader gives them each 5 gold upfront to buy equipment, weapons, and armor. The Leader then tells the others that they have to empty the crypt and they will each receive 10 gold upon completion.

After giving the 5 gold to each player for equipment, the Leader is left with 55 gold out of the initial 75. The Leader also promises 10 gold to each surviving adventurer. This means after the quest, each adventurer will receive 10 gold, leaving the Leader with 15 gold. The Leader also receives an additional 50 gold upon completing the quest.

The Leader is responsible for making all decisions for the group. In the full version of the game, there will be special skills such as a point, tracker, and interpreter, among other specialties. Unfortunately, Phase One doesn't allow for these skills yet.

If the group needs accommodations, it's the Leader's responsibility to make sure it happens. If a member of the group gets into a fight with a non-playing character, the AdMan determines the outcome of the fight. However, the Leader decides whether there will be any punishment for the adventurer or not. The Leader is responsible for every character in the group. In the full game, this will be important because characters will get rankings, and the higher the rankings, the more they can charge for their services. Reputation will be everything.

The Leader can remove a member of the team for various reasons. If the Leader forcefully removes an adventurer from the team, there are only two options to be played out. The first is the player willingly leaves the game, or the adventurer may choose to try and kill the Leader.

If a character dies while on the quest, the player of the character must leave the game, unless the character is resurrected. The Leader must decide what to do with the weapons, armor, or equipment of the fallen adventurer. If any of the other characters want the fallen character's things, they can only get them with the Leader's permission.

## STARTING AN ADVENTURE

In the world of adventure games, the Adventure Manager is responsible for putting together the game. There are countless adventures to choose from, and the Adventure Manager can either create their own or choose one that has already been made. Before the game begins, the Adventure Manager must ensure that they have a player-ready quest and that each player has two six-sided dice and 15 counters (if they are immortals). The counters can be anything from coins to beans to stones. Additionally, the Adventure Manager will need a character sheet to log the character's information, and each player should have their character sheet.

The first step in creating an adventure is to decide whether it will be based on time (a quest) or an open format (a campaign). A quest has a limited amount of game time for completion, such as five hours, while a campaign can go on for days, weeks, or even months. It should be noted that a campaign will not work in this beta version of the game due to its structure. Therefore, it is up to the Adventure Manager to decide whether the adventure will be a quest or a campaign. For this example, we will assume that the adventure is a quest with a time limit of five hours.

An adventure has been created where a tavern owner is offering 150G (G is for Gildan gold pieces) to adventurers who can remove the creatures residing in his wife's tomb. The tavern owner has given three days to complete the task, but in-game time, it is only five hours. This is why there are only basic character stats in this beta version, as it allows for less time spent on probabilities and more time spent on gameplay. The task of calculating probabilities falls in the hands of the Adventure Manager. More gameplay means that the game can be completed more quickly, preferably in one sitting.

The tavern owner also provides additional details about the mission. The entrance to the tomb has been vandalized, and someone or something has taken up residence inside. It is expected that there will be 4-5 adventurers. In the full version of the game, players can attain specific skills that make their character more valuable.

The second step for the Adventure Manager is to assign or recruit a LEADER. The LEADER will be in charge of the entire adventure from the player's perspective. The tavern owner, who acts as the Adventure Manager, will provide the Leader with the mission details, as well as the negotiated payment and supplies. In this case, the tavern owner provides a map to the tomb and an upfront payment of 75G, with another 75G to be paid upon completion on time. The tavern owner, however, does not offer any supplies to the group.

The third step is to recruit the other adventurers. In the full version of the game, there are specific skills and positions required for the group, such as translators, trackers, and cooks. However, as this is a bare-bones Beta version, these mechanics will not work as intended. The different races in the full version also have specific traits, but these skills and classes have been eliminated for this Beta version. (For more information, see Creating a Character.) Players are allowed to choose their character class, but the Adventure Manager must approve their choice to ensure it fits within the character traits of the game.

Once the Leader has been chosen, they will inform each player about the quest. The Leader has the option to tell the players individually or as a group. Next, the Leader will negotiate with each adventurer about their payment for the quest. The Leader will be responsible for any treasure found on the quest, so players can negotiate for a percentage upfront or leave it to the Leader to decide as treasure is found. The Leader can also pay some or all of the adventurers upfront or in a backend deal and reveal as much or as little



information about the quest as they choose. The one detail that must be revealed to all adventurers is how much time is required to complete the quest. Quest information is only revealed by the Leader unless there is a reason for in-game info.

The fourth step is to supply the quest. The Leader has been given some money by the tavern owner to start the quest, so they are responsible for outfitting and arming the adventurers. The Leader can give each adventurer some coin to purchase their armor and weapons, or they can decide on how to dress and arm each adventurer. If a player is already armored and armed from a previous quest, they may choose to keep their armor instead of having the Leader supply it. Negotiating the terms is important in this step.

Players can purchase supplies and other items by choosing from the catalog in the game book and simply paying the Adventure Manager. In this Beta version, it is easiest to keep track of all transactions on a piece of paper. The Adventure Manager is responsible for logging all treasure found. In the full game version, this will be much easier, but it is not available in this Beta version.

Remember, the Adventure Manager is not allowed to give any details about the quest to the players, even after the quest has been completed. Any details about the quest can only come from the Leader or other in-game sources.

The Fifth step is starting the game. The actual game starts once the Leader negotiates with, and recruits all of the adventurers. Once that is completed, the time starts ticking. It is the responsibility of the Adventure Manager to start the clock. If the game is to take five hours, the game continues nonstop for five hours. Bathroom breaks and snack breaks for players do NOT stop the clock. This time includes the Leader allocating time to get supplies for the adventurers and the quest, so the Leader must time manage, or the quest won't be completed in time. In the full game version, Leaders will be ranked, in part by their quest completion ratio. Better Leaders will be able to negotiate more money on quests.

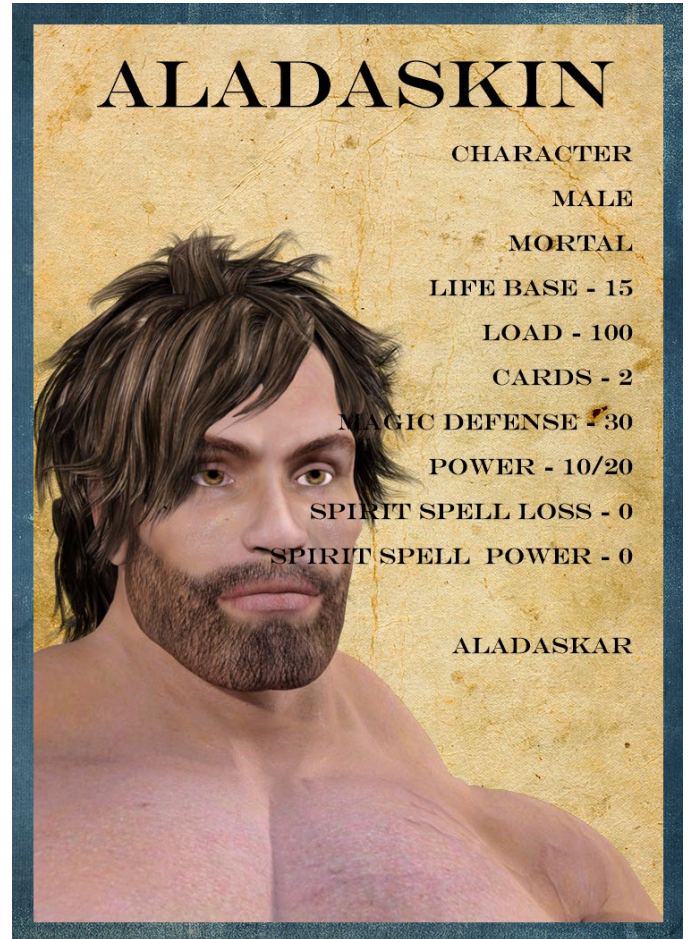
Step Six is playing the game. The Leader is responsible for time management, and ensuring that the game is completed. If the adventurers lose confidence in the Leader, it is possible within the rules for In the full version of the game every action by the adventurers will be logged, and a mutiny or rebellion against the Leader may not look good on a character's resume. Another thing to remember is that the Leader has all of the information about the quest, just because the Leader is overthrown, does not mean the Leader must give up the information. With all of that said, to understand more in-depth how the game is played, keep reading.

## CHARACTER ATTRIBUTES

Now that we've given a general background let's explain the characters in detail as they apply to the game. I am using some sample cards that I have created in early test versions of the game to help explain the stats, however in this Beta version there will NOT be cards available.

The first step in creating your character is deciding what kind of character you want to be. Male, female, Aladaskin, Human, Rhesha Elf, Ellender Elf, Fairy, or Vampire. With that said Aeshinetti and Creel cannot be played in this Beta version. Those races were designed to be a part of the full game and would complicate things in this one.

**COUNTRY** - To begin, I have to explain the stats so you can decide which race to be. The **CHARACTER CARD** was created for the full game but will help you understand the stats. The card on the right shows a picture of an Aladaskin male. The bottom text of the picture is the name of the country the character is from, and in this case, he's from Aladaskar. On the right of the picture are the stats, and the first line tells you that he is Aladaskin.



**CHARACTER** – This means that this card can be the avatar of a player. On a card, if it does not say Character, it is an NPC.

**GENDER** – Describes whether the character is male or female.

**CREATURE TYPE** – A creature or a character can be either mortal or immortal. That applies to characters, monsters, and NPCs.

**LIFE BASE** - This is the total amount of life that this character has. He can lose life base points until he is dead, and he can be healed by magic or by other means, but he cannot go beyond the LIFE BASE. An example is when he is fighting against a Creel soldier and loses 5 life. His life is now 10 instead of 15. A fairy heals him with 6 life, but the most he can have is 15, so his life is brought back to 15. It is important to note that Base Life can be made higher by Extenders, which will be explained later. I am showing you the Aladaskar character because they were bred to resist magic, so it will be much harder to heal an Aladaskin than a human with magic.

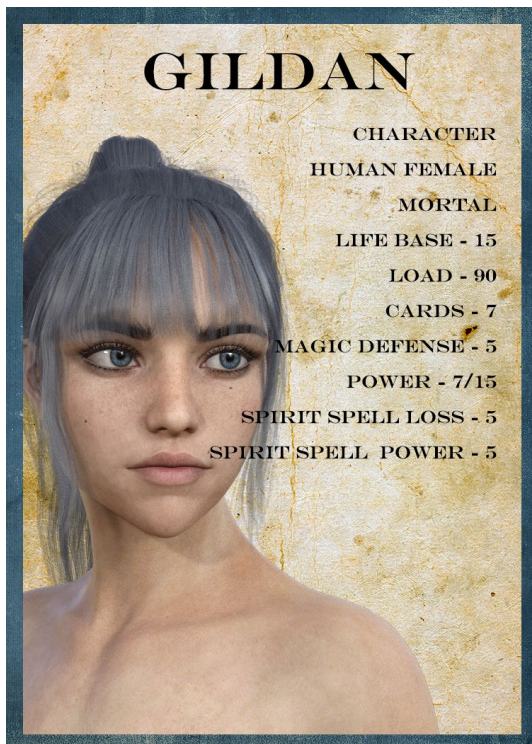
**LOAD** - Everything in this game that can be carried by a player has a load number. The load number on the character card is the maximum total load that the character can carry. An example is a character that has armor that has a 40-load number, a sword that has a 15-load number, and various equipment that has a total load number of 20. That is a total of 75 load that the character is carrying, yet the character can carry up to 100 load. That means if the character finds treasure, the character



can carry up to 25 more load of treasure. Assuming the Leader gives the character the treasure. If the character goes over the maximum load number, an item the character is carrying must be discarded to bring the character below the maximum load. The Adventure Manager tracks the load and equipment for each character on a character sheet.

**CARDS “BATTLE CARDS”**– Unfortunately in this Beta version there are no cards, but this can be played much like the full game. I will explain how to play without cards in this Beta version later in this manual. Although in the full game, there are cards for armor, weapons, equipment, and such, this description solely applies to spell cards (AKA Borris Stones), also referred to as **BATTLE CARDS**. (See Spell Cards) This does not apply to Spirit Spell Cards. (See Spirit Spell Cards) Every player that uses magic can have as many **BATTLE CARDS** as the player chooses. Remember there is a Load number. In game terms, from a character’s perspective, the battle cards are Borris Stones. A character may choose to obtain as many Borris Stones as they wish, however, they can only have available to them for battle the number of cards that character is allowed to carry in a hand, as said on the Character card. In the case of the Aladaskin Character card above, he can only carry 2 cards or BATTLE CARDS.

The female human below can carry 7 cards called BATTLE CARDS or BORRIS STONES. Remember some cards can affect LOAD. An example in the case of a human female character - the player picked twelve Borris Stones, to be used with the character *Female human*, however, the most a human female character can have is 7 Borris Stones available to use immediately. The rest of the Borris Stones are in a pouch, and not readily equipped. Once a Borris Stone is played, it crumbles and can no longer be used. The player will be able to choose another Borris Stone that is ready to play. (Explained more in detail later) A player may choose to skip an attack or defense in the battle to re-stock their cards, however they will be defenseless against an attack. Otherwise after the battle he or she can restock their battle “CARDS”. (Explained Later) Since actual cards are not in use in Phase One, you can write down the spells you choose, and line them out once they’ve been used.



**MAGIC DEFENSE** - Magic spells can cause damage to a character or creature, and the magic defense number is the amount of magic damage the character is protected from. In the case of the Aladaskin male character, he has 30 magic defense, so if any damage-causing magic is used against him he has a strong defense against the magic. (See Magic Attack/Defense)

**POWER** - Power is the amount of damage a character does by his or her physical strength, and that number is added to the damage caused by a weapon or a spell. (Magic of the Natural World Only) An example if a sword does 10 damage, and a character has a power of 10, then the combined damage is 20 to an enemy. The same applies to magic. If a spell does 10 magic damage and the character has a power of 10, then a total of 20 magic damage is done. If a weapon does 10 damage and 10 magic damage, then the power is divided equally between the two, so if the character has a power of 10, then 5 will be added to the

weapon damage and 5 to the magic damage. If it is an odd number divided between the weapon damage and the magic damage, the weapon damage always gets the extra power. The power on a character card will have two numbers, in the case of the human male they are 10/20. The ten is the minimum power that the character starts with. The 20 is the highest number of power that a character can have through training and modifiers. (Explained later)

**SPIRIT SPELL LOSS** – Before I get into the details of Spirit Spell loss for immortals it is important to state that VAMPIRES are NOT affected by the Spirit Spell loss. They have no soul, so their spirit is not harmed. With that said, Spirit Spell Loss is the amount of Base Life points a character loses after casting magic of the spirit. In the case of the mortals, they lose Base Life points permanently every time they cast magic of the spirit. If they start with 15 Base Life points, and they cast magic of the spirit which takes away 5 Base Life points, they now have 10 Base Life points. Any spells that heal Base Life points cannot heal those lost points.

An immortal loses Base Life points after the magic of the spirit is cast, however, he/she recycles those points after 30 minutes of game time. If an immortal loses all of their Base Life points from spell casting, he or she does not die, instead, he/she falls unconscious for 1 thirty game minutes. If an immortal is injured without healing, and the immortal is casting spirit spells, the character must not go below their total Base Life points. An example a female elf has 20 Base Life and gets injured in battle losing 5 Base Life points. Now she has 15 Base Life points. If she casts spells that equal 15 spirit spell loss or more the character's Base Life points go to zero and the character dies. She does not die if she casts a healing spell on herself, or drinks a healing potion before losing all of her Base Life points through spell casting. If the character did not get injured she has 20 Base Life points, and if she casts 20 points of spirit spells she falls unconscious for 30 minutes of game time.

**SPIRIT SPELL POWER** - Magic of the spirit does not have any power, unlike magic of the natural world, so all of its power comes from the wielder. In the case of the human male, he has a spell power of 3, whereas the female elf has a power of five. The effects of the power depend on what the spirit spell does. Some magic of the spirit requires a minimum spirit spell power to cast.

## CURRENCY

To simplify the game for this Beta version, the currency is 10 copper equals 1 silver, and 10 silver equals 1 gold.

## GAME TIME

Game time is exactly what it means. If a certain spell is cast the effects or conditions of the spell may require real time to complete. For instance, if a spell says it takes 20 minutes to completely heal a character, the 20 minutes is 20 minutes. It may not mean much on the surface, but after a battle or an event and the quest moves forward, waiting 20 minutes can be a long time. A lot can happen in 20 minutes, and your character may not be completely healed before the next event. This rule is less relevant in Phase One, however in Phase Two most missions will have a time limit on the quest, and time becomes a potential obstacle. If the Leader is solid, the Leader should be able to time manage. It is the responsibility of the AdM to write the moment that a timed event starts. If a spell is cast at 9:28 pm the AdMan writes down the spell time on the character sheet, then determines the 20 minutes to know when the spell ends. In Phase Two all of this will be done with a Virtual Table Top to make playing a lot easier for the AdMan



## WEAPONS

The battle is no fun without a weapon to whack somebody with. There are many types of weapons, and some can be wielded by any character (except fairies) and others can only be wielded by one race. Some weapons are small enough for characters to wield two weapons, while others are too big, and the character can only wield one.

**COUNTRY** - The first line on the card on the right says Gildan. That is where or by whom the weapon was made.

**ITEM** - The second line is the classification and says it is a Sword

**CLASS** - The Third line says it is a weapon.

**RACE** – This line says which races can wield the weapon (HU) human, (EE) Ellender Elf, (RE) Rhesha Elf, (AL) Aladaskin, (CR) Creel, and (AE) Aeshenetti. (Vampires can wield any weapon or armor that a human can wield.)

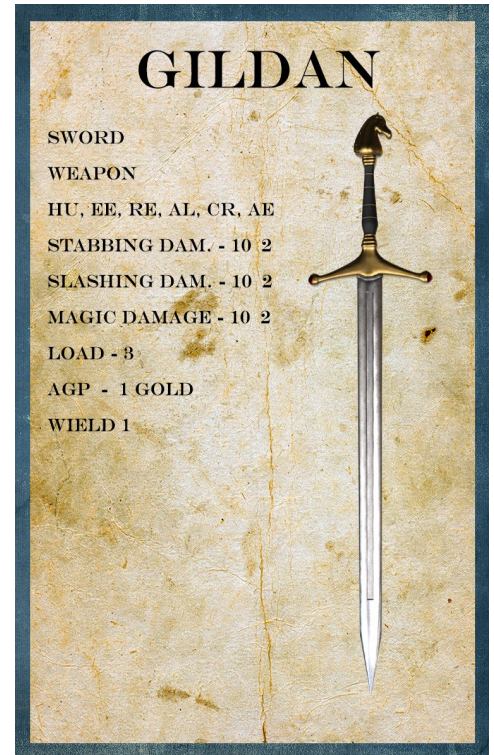
**STABBING DAMAGE** - (See Battle) Stabbing damage is the damage the weapon does when stabbing. The first number is the amount of stabbing damage the weapon does. The second number is 2 and that is the amount of damage that is reduced from the opposing armor if the weapon hits Stabbing damage is always an **ODD** number on the dice roll.

**SLASHING DAMAGE** – Slashing damage is damage done by slashing. The first number on the weapon on the right is 10. That is the amount of damage this weapon does while slashing. The second number is a 2 and that is the amount of damage the weapon does to the opposing armor if it hits. (See battle) Slashing damage is always an **EVEN** number on the dice roll. (See Battle)

**LOAD** - The sixth line is the **Load** amount. In the case of the sword on the right the load is 10 and that represents the weight of the sword. (See Load)

**AGP** - AGP (Average Gildan Price) is the cost of purchasing this weapon at a store. In the case of the sword (ABOVE RIGHT) to purchase the weapon would cost 1 gold piece. Usually, if you sell a weapon, you will receive approximately half of the AGP price. In the case of the sword, you would receive 5 silver which is half of 1 gold. Remember the shop you sell it to needs to make a profit. Don't forget, everything is negotiable.

**WIELD** – This shows that this weapon can be held with 1 hand. This allows for the other hand to carry an extra weapon, or a shield, or equipment, or whatever else might be in the quest.





# GILDAN

ARMOR

FEMALE

HU, CR, AE

STABBING DEFENSE - 15

SLASHING DEFENSE - 10

MAGIC DAMAGE - 0

LOAD - 15

AGP - 1 SILVER

The first thing you will learn about your character is that your character comes naked. You will need to buy clothing or armor for your character if you want to survive. If you look at the picture on the left, you will see that this armor gives low protection against stabbing and slashing weapons, however, the load is light which allows you to carry more treasure.

**COUNTRY** – This armor was made in Gildan. Countries like Aladaskar make better armor, so their prices are generally higher.

**CLASS** – This line shows that it is armor.

**GENDER** – This armor was fitted for a FEMALE.

**RACE** - The line says which race can wear this armor. Humans, Creel and Aeshinetti,

**STABBING DEFENSE** - This armor has 15 points of defense against stabbing attacks. (See Battle)

**SLASHING DEFENSE** – This

armor has 15 points of defense against slashing attacks. (See Battle)

**MAGIC DEFENSE** – This armor has zero protection against magic attacks. (See Battle)

**LOAD** – This line is the **LOAD** amount that this armor weighs.

**AGP** - This is short for Average Gildan Price. The price is the average amount you would expect to purchase this armor for in a typical Gildan shop. Be aware that just because this is the average price, it is meant more as a guideline rather than an actual price. Some shops may sell it to you for more, others for less, it depends on the circumstances. When selling equipment to shops, expect to get approximately half of what the AGP is. Don't forget the shop needs to make money. Don't fret, in Phase Two you can sell your stuff to other characters and overcharge them.



## SHIELD

A shield is unique in that it can be both armor and a weapon. A shield is always Wield 1, and any race can use a shield, except for fairies. If you notice the shield card on the right, the shield has both weapon damage and armor protection. Usually, shields have a high Load because they are heavy and bulky.

## EQUIPMENT

In this game, equipment is as important as weapons, armor, and magic. Without the right equipment, the quest cannot be completed. The trick is getting the right equipment for the job. Usually, the AdMan will inform the leader about any specific equipment needed for the quest. (See AdMan and Leader) Some equipment



**COUNTRY** – This lantern was made in Gildan.

**ITEM** – This line shows that it's a lantern.

**CLASS** – This shows that the lantern is Equipment

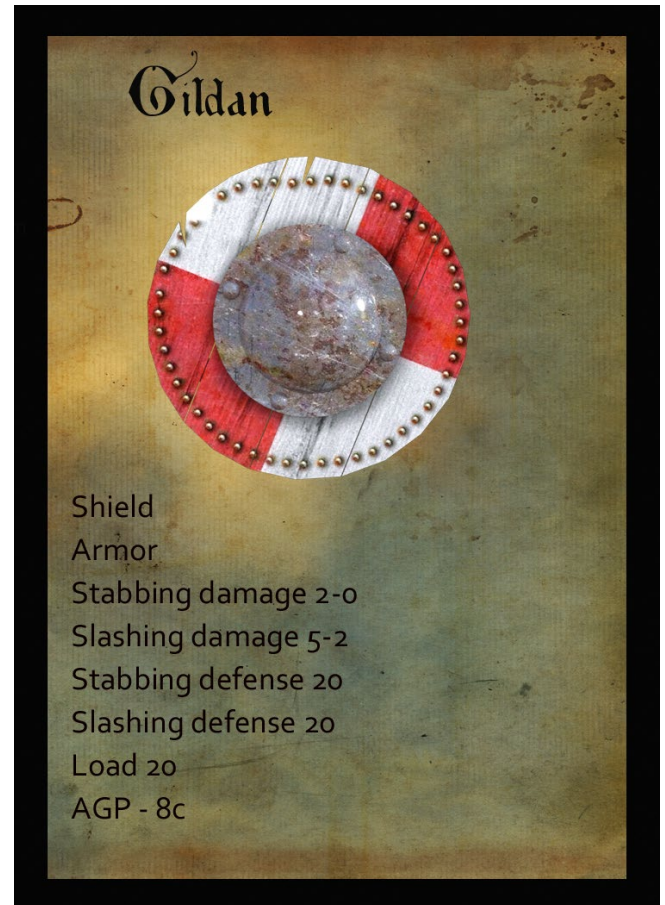
**RACE** – This shows that a Human, Creel, Aladaskin, Rhesha Elf, and an Ellender Elf can use this piece of equipment. This card was created before I incorporated vampires, so a vampire can use a lantern.

**LOAD** – This is the weight of the lantern.

**AGP** – This is the average cost to purchase this item.

**WIELD** – This is the number of hands required to carry this item.

Any special qualities will be written with the item. In this case, the Lantern gives off light in a fifteen-foot radius.



## MAGIC SPELLS

In this version of the game, there are two types of magic - natural magic known as Borris Stones, and Spirit Magic, which can only be used by immortals. Borris Stones are essentially stones that contain a magic spell and can be used by any character except for fairies. Each Borris Stone has a load number, which limits the number of stones a character can carry. However, a character can have as many Borris Stones as they wish, as long as they do not exceed the load number. The character should keep all the Borris Stones in a sack, except for those chosen for battle. Only one Borris Stone can be held in each hand for battle, and a character cannot have multiple stones per hand. The character can either use a weapon or Borris Stones, not both. Once a Borris Stone is used, it crumbles and becomes useless. To play a Borris Stone in battle, the character must choose one of the pre-selected stones. The player that wins the initiative can attack, defend, or switch attack mode by swapping weapons for Borris Stones, or vice versa. Each spell will have instructions and terms of use that must be followed. In this version of the game, there are two types of magic - natural magic known as Borris Stones, and Spirit Magic, which can only be used by immortals. Borris Stones are essentially stones that contain a magic spell and can be used by any character except for fairies. Each Borris Stone has a load number, which limits the number of stones a character can carry. However, a character can have as many Borris Stones as they wish, as long as they do not exceed the load number. The character should keep all the Borris Stones in a sack, except for those chosen for battle. Only one Borris Stone can be held in each hand for battle, and a character cannot have multiple stones per hand. The character can either use a weapon or Borris Stones, not both. Once a Borris Stone is used, it crumbles and becomes useless. To play a Borris Stone in battle, the character must choose one of the pre-selected stones. The player that wins the initiative can attack, defend, or switch attack mode by swapping weapons for Borris Stones, or vice versa. Each spell will have instructions and terms of use that must be followed.

### BORRIS STONE

**BORRIS STONE**  
**CRUSH**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 40  
Load - 2  
AGP 2 Silver

A force of air squeezes an opponent causing 40 points of magic damage. If the opponent is not wearing metal armor the spell does an additional 10 points of magic damage.

Roll 1D6  
1-5 the spell is successful  
6 the spell fails

**BORRIS STONE – CRUSH** – This says that it's a Borris Stone, and gives the name of the Spell.

**STABBING DAMAGE** – \*This spell does 0 stabbing damage, and 0 damage to armor.

**SLASHING DAMAGE** – \*This spell does 0 slashing damage and 0 damage to armor.

**MAGIC DAMAGE** – \*This spell does 40 magic damage and 0 damage to armor.

(The damage from this spell is all of the damage listed above. If the armor has a stabbing protection of 10 and the spell does 5 Stabbing damage, the Stabbing damage has no effect, however, the armor would lose 1 point from damage. If the armor has 30 Slashing protection, this spell does 40 slashing damage, so 30

would be negated, and 2 points would be damage to the armor. However, 10 points would come off of the character's Life Points. This spell also does 30 magic damage, if the armor has no protection from magic, the full 30 points will come off the character's Life Points, and also the armor would lose 2 damage. Magic damage does not affect Aladaskins or fairies.)



**DISTANCE** – This is the maximum distance from the spell caster that the spell effects can happen. The spell is always going outward from the front of the cast in a narrow beam unless specified otherwise.

**LOAD** – This is the weight of the stone.

**AGP** – This is the average cost to purchase this item.

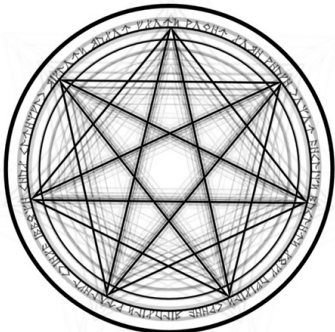
**DESCRIPTION** – This section describes the details of the spell.

Once a Borris Stone is cast, the stone crumbles and is worthless.

SPIRIT SPELLS

The second spell card is the Spirit Magic and this is played slightly differently than a Borris Stone. Only immortals can have Spirit Spells, and in the case of a fairy, they can only have Spirit Spells and no Borris Stones. If you notice, there is no load number for spirit spell cards, since this magic is within the character, however, in the full version these cards do go in the player's hand. For a player to use a Spirit Spell, all they have to do is say so, and it happens. The instructions on the card specify if a dice is needed to roll. A spirit Spell can only be used once per Battle Round. (See battle)

CHOOSING SPIRIT SPELLS



E  
N  
H  
A  
N  
C  
E

Temporarily adds magic protection to a character. This spell last for 20 turns.  
Roll 1d6  
1-2: +5 Magic protection  
3-4: +10 Magic protection  
5: +15 Magic protection  
6: nothing happens

Normal spirit loss and recycle

Every immortal character has the option of wielding spirit spells because, in their point of view, it is innate magic that they learn to harness. They are not able to cast spells until they learn the spells. The only exception is a fairy. The fairy automatically understands and instinctively uses all Spirit Spells. When an immortal character is first created, the character can only learn FIVE spirit spells. At the beginning of the quest, the player may choose up to 5 spirit spells for their character. If a character continues beyond the first game, then the character can LEARN more spells at their leisure. The amount of SPIRIT SPELLS has no relevance to the number of cards the character can carry on the character card. Those cards are for Borris Stones.

An example of a spirit spell is on the left from a card I made years ago.

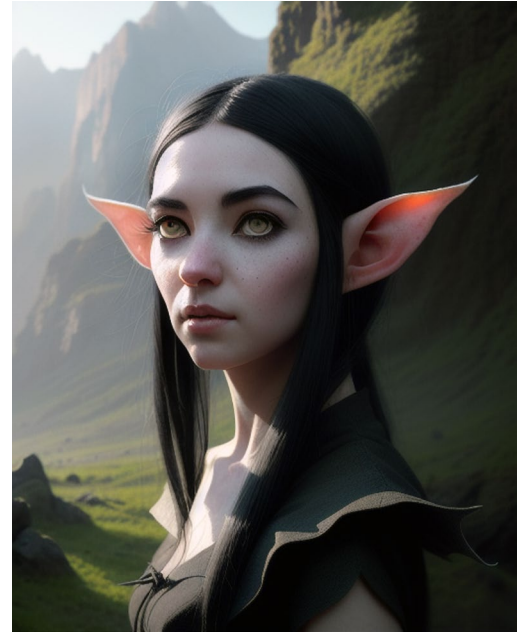
**NAME** – The name of the spell is Enhance.

**DESCRIPTION** – This explains the effects of the spell.

## SPIRIT SPELL COUNTERS

Spirit Spell counters are counters that represent how many Spirit Spells your character has cast. The counters can be beans, pennies, stones, or anything you have multiples of.

Here's a clearer explanation of how Spirit Spell Counters are played in the game. Let's say a female Rhesha Elf wants to cast a Spirit Spell that costs one Base Life point. Once she casts the spell, a counter is placed on the table in front of her and the time it was cast is marked. It's important to note that the elf loses 1 Base Life point when casting the spell. The counter lasts for thirty minutes of game time and it's the responsibility of the AdMan to keep track of the counters. Once thirty minutes have passed, the counter is removed. However, if a character has 6 counters in play at the same time, they "pass out" and collapse. The character remains unconscious until 3 counters have been removed by hitting the thirty-minute mark. The AdMan must keep track of the time for each spell. It's also important to note that some spells may cost additional Base Life points to cast. Although the character loses 1 Base Life point for each Spirit Spell cast, some spells add to the loss as stated by each spell. Additionally, only one Spirit Spell can be cast per Battle Round. Lastly, unless completely surprised, immortals that cast Spirit Spells automatically get First Strike. If a character gets to zero Base Life points through magic or battle and has been injured, the character dies.



A mortal can use Spirit Spells, however the Life Points are taken from the mortal. The mortal must learn the spells before the start of the game, so the AdMan must be notified of the spells the mortal is learning. Loss of life points from Spirit Spells is permanent, and cannot be extended. If a mortal uses a Spirit Spell, subtract 5 life from the character and those Life Points cannot be replaced.



The military city of White Cloud in northern Gildan. White Cloud is where the seven Paladins live, and where the Gildan Blackhawk army is stationed. The Blackhawks are Gildan's elite forces, only ten thousand strong. In all, Gildan has a military force of approximately one hundred ten thousand. The city sits atop a snow-covered volcano that has long been extinct. Parts of the crater have turned into lakes, and most of the year the lakes are frozen.



## SAMPLE GAME SETUP

Every quest will be different and the vast majority of the game will be played with your imagination. Now that I've given you the elements of the game, let me show you how it all comes together. The AdMan has created the quest, enlisted a Leader, and recruited the rest of the adventurers.

*An example quest: A Tavern Owner has hired a Leader to investigate the tomb of his deceased wife and mother-in-law. The Tavern Owner suspects that a vampire may be residing in the tomb and has offered the Leader 150G to complete the quest within a real-time limit of five hours. The AdMan negotiates with the Leader and offers 75g upfront, an old map of the tomb, and permission to keep any treasure found in the tomb.*

*The Leader informs the other four adventurers that they are to investigate an unknown tomb that may have been turned into a residence and offers each adventurer 5g to purchase weapons, supplies, and armor for the quest. The Leader does not mention the suspected vampire to the adventurers. The team consists of a fairy paired with a human adventurer. The Leader negotiates with the team that they will receive 15g upon completing the quest and 10% of any treasure found. In case of any loss of team members, the money and treasure will be split between the surviving members. The human adventurer also negotiates an additional 5g and 5% of the treasure to be given to the fairy as payment.*

The Leader gives the team one hour to prepare, and the quest begins. The clock is ticking, and the AdMan logs the time and announces when the quest will end. The team uses the 5g provided to purchase their required wardrobe and supplies.

**ADVENTURER 1:** Male human.

**Armor:** Gildan, Male, Human, Stabbing defense 15, Slashing defense 20, Magic defense 0, Load 40, AGP 3G 2S

**Weapon:** Gildan, Sword, Weapon, Human, Stabbing damage 10-1, Slashing damage 15-1, Magic damage 0, Load 7, AGP 8S 5c, Wield 1

**Supplies:** 100 foot rope, 2 torches, Flint, Supply bag. Total 1 silver

**Borris Stones:** Protection: Gives armor 25 points of protection against magic weapons or spells.

*Push (Qty 2): A wall of air pushes an attacker back up to twenty feet.*

*Splinter (Qty 3): Shatters wood within a 10-foot area in front of the caster. The caster may be hit with some of the splinters if not protected.*

*Break (Qty 3) causes all metal objects in front of the caster to shatter. The objects must be within six feet.*

**ADVENTURER 2:** Fairy.

**Spirit Spells:** Purify: Purifies water that is full of bacteria or sediment

*Light: Allows up to five characters to see in the dark for 1 game hour. They are blinded if in sunlight before the one hour is up.*

*Cure Poison: This stops the effects of poison*

*Heal: A character can be healed up to 6 HP.*

*Levitation: A human-sized object or smaller can be lifted to ten feet, for ten minutes of game time.*

**ADVENTURER 3:** Female Aladaskin

**Armor:** Aladaskar, Female, Aladaskin, Stabbing defense 25, Slashing defense 30, Magic defense 0, Load 30, AGP 2G  
**Weapon:** Aladaskar, Mace, Weapon, Aladaskin, Stabbing damage 2-0, Slashing damage 25-2, magic damage 0, Load 10, AGP 6s, Wield 1  
**Shield:** Aladaskar, Shield, Armor, Aladaskin, Stabbing damage 0-0, Slashing damage 10-0, Stabbing defense 25, Slashing defense 30, Magic defense 0, Load 15, AGP 1g, Wield 1  
**Supplies:** 100 foot rope, 2 torches, Flint, Supply bag. Total 1 silver

**ADVENTURER 4:** Male Rhesha Elf

**Armor:** Gildan, Male, Rhesha Elf, Stabbing defense 5, Slashing defense 5, Magic defense 0, Load 8, AGP 1s

**Weapon:** Gildan, Sword, Weapon, Rhesha Elf, Stabbing damage 10-1, Slashing damage 10-1, magic damage 10, Load 5, AGP 8s, Wield 1

**Weapon:** Gildan, Sword, Weapon, Rhesha Elf, Stabbing damage 10-1, Slashing damage 10-1, magic damage 10, Load 5, AGP 8s, Wield 1

**Supplies:** 100 foot rope, 2 torches, Flint, Supply bag. Total 1 silver

**Spirit Spells:** Purify: Purifies water that is full of bacteria or sediment

Light: Allows up to five characters to see in the dark for 1 game hour. They are temporarily blinded if in they go in sunlight before the one hour is up.

Cure Poison: This stops the effects of poison

Heal: A character can be healed up to 6 HP.

Levitation: A human-sized object or smaller can be lifted to ten feet, for ten minutes of game time.

*\*It is the responsibility of both the Player and the AdMan to write down the character's supplies and health. Both adjust all damage and healing, use of supplies, and loss of life points.*

*\*\*If you notice that the Rhesha Elf has 2 swords. They are a wield 1, so the Elf can carry one for each hand.*

*\*\*\*If you notice that all of the adventurers have the same supplies. That is because I was too lazy to change it, and it is irrelevant to this example.*

In the full game version, each player has a specific task for the mission, such as tracker, point, grubber (cook), scout, and so on. In this version, those positions don't work in gameplay. This version is a proof of concept, so a lot of the mechanics for the adventurers have been stripped out. With that said, now that you know the basic details of the game the players need to get involved. The first and most important player is the **LEADER**. This is the player that makes all decisions from the player's point of view. The Leader is the player who directly negotiates the adventure with the AdMan, however, any player can question NPCs played by the AdMan. NPCs are Non-player characters, such as town people and villains.



## THE ADVENTURE

Once the players have purchased all of their supplies, the players with Borris Stones need to decide which spells they wish to arm themselves with, if they choose to use them in battle. A human male can have 5 spells (Borris Stones) ready for when they go into battle. The human character above chose to have 1 Push, 2 Splinter, and 2 break spells. Both the player and the AdMan need to log which spells are battle-ready.

## BATTLE

Prepping for the battle comes first. As the adventure begins each player must decide how their character will be ready for battle. Are they going to use weapons? Are they going to use Borris Stones? Are they going to use Magic of the Spirit? Players do not have to declare to the AdMan that they are wielding a sword or a Borris Stone until a battle begins, however, if they approach a battle empty-handed, they could lose quickly. It is a best practice to arm the characters when they are approaching a situation that could be dangerous. Like entering a dungeon or a tomb.

It's important to understand that villains, monsters, and animals can also possess magic, and they may have magic that characters cannot have. It's a good idea to understand the opposition that the characters are fighting.

### BATTLE: WEAPONS AGAINST WEAPONS

When it comes to battle, there are various scenarios, and each requires a different approach. For instance, if your group comes across six bandits, and both parties stumble across each other simultaneously, various things can happen. The leader of your group can initiate a conversation with the bandits to prevent conflict, but this depends on the AdMan playing the bandits. If neither party is armed when they meet and they both draw swords, the first strike needs to be determined. Each player rolls one six-sided dice, and any number above four gets the first swing. Suppose a player rolls a 4, the same as the Adman; in that case, neither side has the attacking advantage, and both sides have to re-roll until one gets a higher number.

Suppose your character rolls a 5, while the AdMan rolls a 4; your character gets the first strike. Since you got the first strike, you get a "free" first roll. If you roll a 5, you hit your opponent before they defend. If you don't roll a 5, both you and your opponent start rolling your dice until the first person gets to their number. You must roll a 5 to hit, and your opponent must roll a 4. The first person to get their number wins the battle attack. You should allow another person to witness the dice roll, even if it's only for a second.

If the AdMan rolls a 4 before you roll a 5, the AdMan hits you successfully. If you roll a 5 before the AdMan rolls a 4, you hit the bandit. If you roll an odd number, such as 5, you inflict slashing damage. If you roll an even number, such as 2, the attack is stabbing. Once a melee round ends, both you and the AdMan roll again. If you roll your number before the AdMan does, you hit the bandit. If neither side concedes nor runs away, the game resumes as usual. If either side decides to run away, the opponent can decide whether or not to chase after them.

1. Roll dice for the First Strike, the highest number wins.
2. The winner of First Strike rolls, and if gets their number, they hit and determine damage.
3. Roll dice a second time. If it is an Even number it does slashing damage, an Odd roll is stabbing damage.

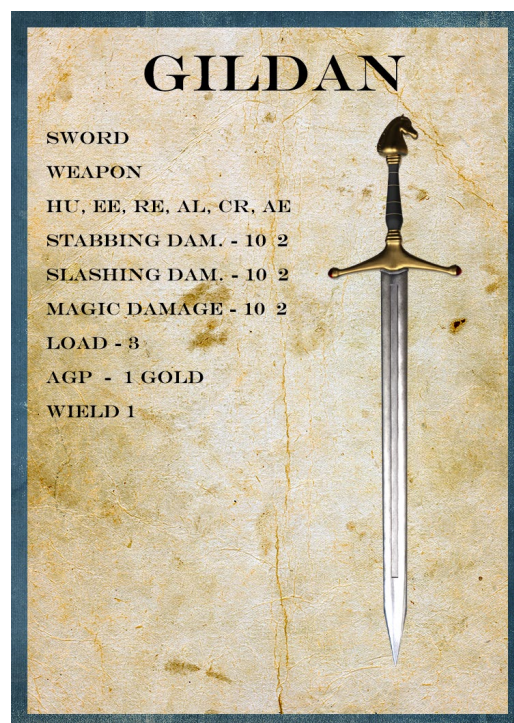
4. Roll dice until the first player re-rolls the dice number from step 2.
5. Determine damage
6. Repeat steps 3-5 until a loser is determined.

### BATTLE: WIELDING TWO WEAPONS

Some characters make have two weapons in battle such as two swords or two axes. When wielding two weapons, the weapons only do SLASHING DAMAGE, so fighting is slightly different. In this case, the player with two weapons will roll two dice instead of one. Let's say one dice rolls a 5 and the other a 6 which is for a slashing attack. The number 6 will be the number that the character must reroll. The player and the opponent start rolling the dice and let's say that the character rolled one 6 before the opponent got their number. Since only one of the dice rolled a six, only one sword hit, and damage is applied. If both dice rolled a 6 then both swords hit. (See Battle Damage below)

### BATTLE DAMAGE: WEAPONS ON ARMOR

To determine damage several things need to be determined. The first is the power of the character. A female human has a power of 7 for strength. She is in a sword fight and she has a sword that does 10 stabbing damage. She wins by rolling her odd number first and she stabs her opponent. Add her power, which is 7 plus the damage of the Sword which is 10 and that equals a total of 17 damage to the armor. The armor on the bottom left shows that the armor has a 15 defense against stabbing. Since the power of the attack was 17 and the defense was 15, subtract the 15 from the seventeen leaving 2 damage. Since the weapon damage was greater than the armor protection the character that was hit loses 2 Life Points. If you look at the sword card (right) the sword does 10 stabbing damage, plus 2 armor damage. The armor (left) has a stabbing defense of 15 however it took 2 damage, and now it has a 13 stabbing defense. That damage is permanent unless taken to a town to be repaired (see Cities) or it is mended through magic.



Another scenario: The female human wins the battle and she does a total of 17 slashing damage. This time the armor has a defense of 30 slashing protection. Since the 30-slashing defense is greater than the 17-slashing attack, the armor successfully defends the blow and there is no damage to the character. However, the sword still does 2 damage to the armor, so the next battle round the armor has a 28-slashing protection.



If a character has two weapons, let's say two swords that do 6 slashing damage and 1 armor damage. Using the human female as an example. She has a power of 7 and each sword does 6 damage for a total of  $7+6+6 = 19$  damage. She wins the Battle Round and both swords hit against armor that has 20 protection against slashing. The defense of 20 is greater than the 19 of damage so the armor holds, however, each sword did 1 point of damage to the armor, so now the armor has a slashing defense of 18 points.

#### BATTLE DAMAGE: WEAPONS AGAINST SHIELDS

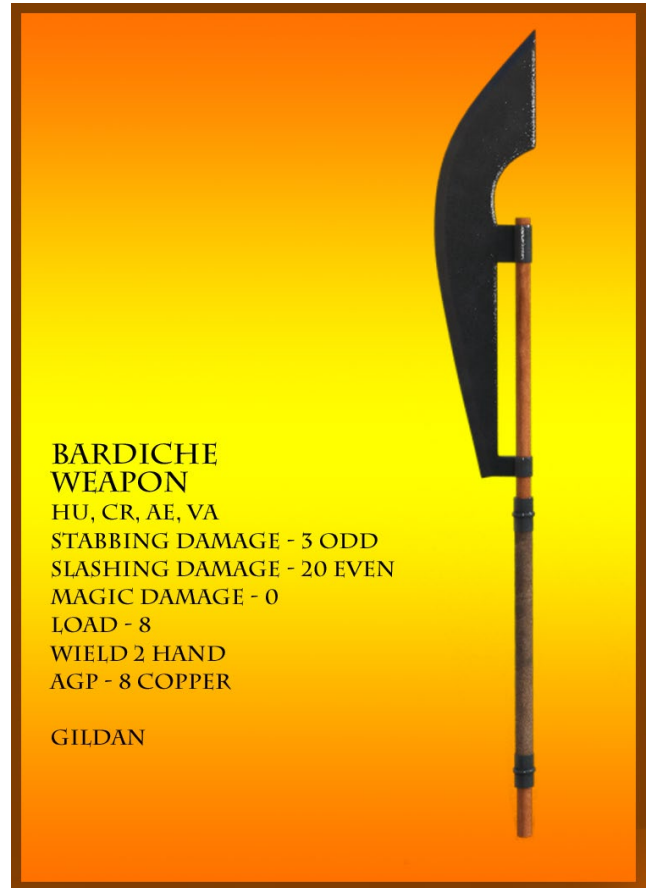
Shields are played the same as armor, however, the shield is extra protection if the character is also wearing armor. The big advantage with a shield is if a weapon does 25 damage and the shield only does 20 protection, the remaining 5 points of damage are applied to the armor and not to the life points of the character. If a shield is destroyed or discarded by the character in battle, the attack goes to the armor that the character is wearing. It might seem that having a shield makes the character invincible because the character has both armor and a shield, however, a shield usually has a high load, as does the armor. A character with a high load for a shield will usually have armor with a lower protection. If the character's weapon is disarmed, the shield automatically becomes a weapon doing slashing damage, as well as armor. How does that work? Let's say your character was disarmed (see Disarming) of the character's weapon. Continue the Battle Wounds as normal, and if your character rolls their number first, the Shield does Slashing Damage to the opponent, however, the Shield does not do damage to the armor.

If a character is defending using a shield, and the character loses 4 Battle Rounds in a row to an opponent, the shield **SHATTERS** and can no longer be used. A battle round is against one opponent, regardless of how many weapons are used in attacks.



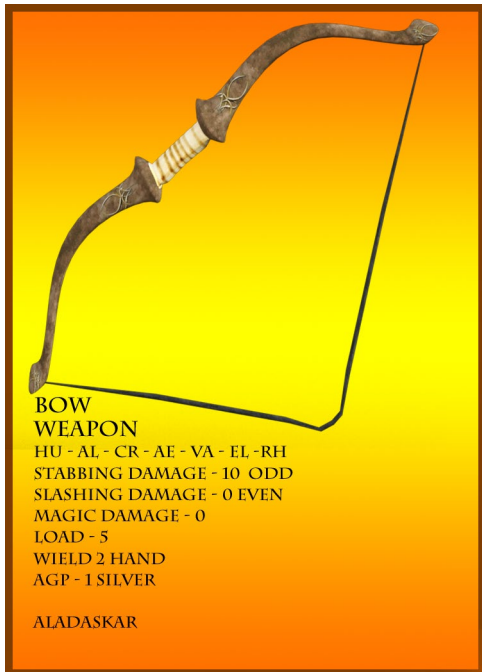
## BATTLE: LONG WEAPONS AGAINST SHORT WEAPONS/LONG WEAPONS

Sometimes characters will use a long weapon such as a Spear, Halberd, Scythe, or Polearm, or other long weapons. These weapons may do Stabbing Damage, Slashing Damage, or both depending on the weapon. Usually, these weapons are two-handed, so the character cannot have a shield. Using a long weapon in battle automatically gives that character the first strike, unless the character is up against another character with a long weapon. If both opponents are wielding long weapons, then the battle is carried out the same as two short weapons. One or both of the characters may decide to drop their long weapons and attack with a shorter weapon. For this to happen, the character loses an attack round, so the opponent gets an automatic free hit. Presumably, because it takes a moment to drop the weapon and draw another weapon. If both characters decide to drop their long weapon and use short weapons of magic, then the battle becomes the same for weapon against weapon or magic against weapon at close range. Once In battle a long weapon against a short weapon begins and the character with the long weapon gets their attack with the first strike, and both parties roll for the next round. If the character with the short weapon wins the roll, the character only deflects the attack and does not hit the opponent. A character that is wielding a short weapon can only deflect the blows from the long weapon unless the character manages to get past the long weapon and closer to the other character. The AdMan will determine that scenario. If one character is using Borris Stone magic then play as magic against weapons, unless the character with the long weapon can successfully get close to the character wielding magic. In that scenario, the characters roll the dice for battle to see which wins the initiative.



## DISARMING A CHARACTER

If characters are battling each other and one of the players rolls a 6 three times in a roll, that player disarms their opponent. It does not matter if the player is attempting to roll an even or an odd number, a 6 rolled three times will disarm the opponent. If a character is playing with two weapons and using two dice (one for each weapon) both dice must roll a 6 three times in a roll to disarm an opponent.



## BATTLE: RANGED WEAPONS

If you want to use a bow, you have to buy a bow but also have to buy a quiver and arrows. Now this is the part that gets tricky. It is up to the AdMan to decide the distance an opponent is from the character shooting the bow. If the opponent is right in front of the character, there won't be much chance of using ranged weapons. Once you get a quiver of arrows, place an equal amount of markers (pennies, stones, etc.) on the table in front of you, one for each arrow. Every time you use an arrow, take the marker off of the table. It is up to the AdMan to determine if you can recycle the arrows. Arrows cannot be recycled until after all battle is over.

Let's say the AdMan says that there is enough distance for your ranged weapon, then you shoot your weapon. To

determine if you hit your target, roll a 1d6 and if you roll an even number you missed your target. Even is slashing damage. If you roll an odd number you hit because odd is stabbing damage. Roll a 1D6 again. If you roll a 1 through 3 then you hit your target, if you roll a 4 your arrow hits, but breaks and cannot be reused. Your arrows do 40 stabbing damage each. The character's power is not applied to range weapon attacks. If your opponent has armor that protects against 20 stabbing damage, then you subtract  $40 - 20 = 20$  and you do 20 life damage to your opponent. It will then be up to your AdMan to decide if there is enough time to shoot another arrow at your opponent.

In the next version of the game, you can become a more skilled archer by getting training cards which will give you better odds of hitting. The more power you have the stronger you are, which means the more damage you can do.

### Gildan

Arrow  
Weapon  
Human, Vampire, Aladaskin, Elf  
Stabbing Attack - 40 ODD 1  
Slashing Attack - 0 EVEN 0  
Magic Damage - 0  
Load - .5  
Wield 1 Hand  
AGP - 2 Copper

Roll 1D6  
1-3 Arrow hits  
4 Arrow hits but breaks  
5-6 Arrow Misses

Any arrow that did not break can be retrieved by informing the Adventure Manager, assuming the circumstances permit.

## BATTLE: MAGIC AGAINST WEAPONS

### BORRIS STONE CRUSH

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 40  
Load - 2  
AGP 2 Silver

A force of air squeezes an opponent causing 40 points of magic damage. If the opponent is not wearing metal armor the spell does an additional 10 points of magic damage.

Roll 1D6  
1-5 the spell is successful  
6 the spell fails

When playing a game where one character uses Borris Stones and the other uses a weapon, the Borris Stones user typically gets the first strike. This is because, in most cases, the characters will be at a distance from each other when they first encounter. Since swords are not long enough to cover that distance, the Borris Stones user has an advantage. However, some encounters may be different, such as when the two characters run into each other around a corner. In that case, the events of the encounter are up to the AdMan.

In this game, one character uses Borris Stone magic, while the other wields a sword. The player with the magic must inform the AdMan which Borris Stones are in their hand before any encounter takes place. The magic user can have up to two Borris Stones in play per turn, one for each hand, if they have them in hand when they encounter the sword wielder. The AdMan decides the details of the encounter. The character holding the Borris Stone in their hand automatically gets the first attack.

Let's say that the Borris Stones user casts the first spell, Crush, and the caster rolls a 3 which means that the spell only does half the damage. The sword wielder has armor with 30 Stabbing protection, 50 slashing protection, and 30 magic protection. Since the spell does not cause any damage from stabbing or slashing because the armor is stronger, the only damage comes from the magic which is 30 points. However, because the spell only does half the damage, it does 15 damage which is less than the magic protection from the armor. Thus, the sword wielder is unharmed. However, the spell may knock down the sword wielder which is up to the AdMan to decide.

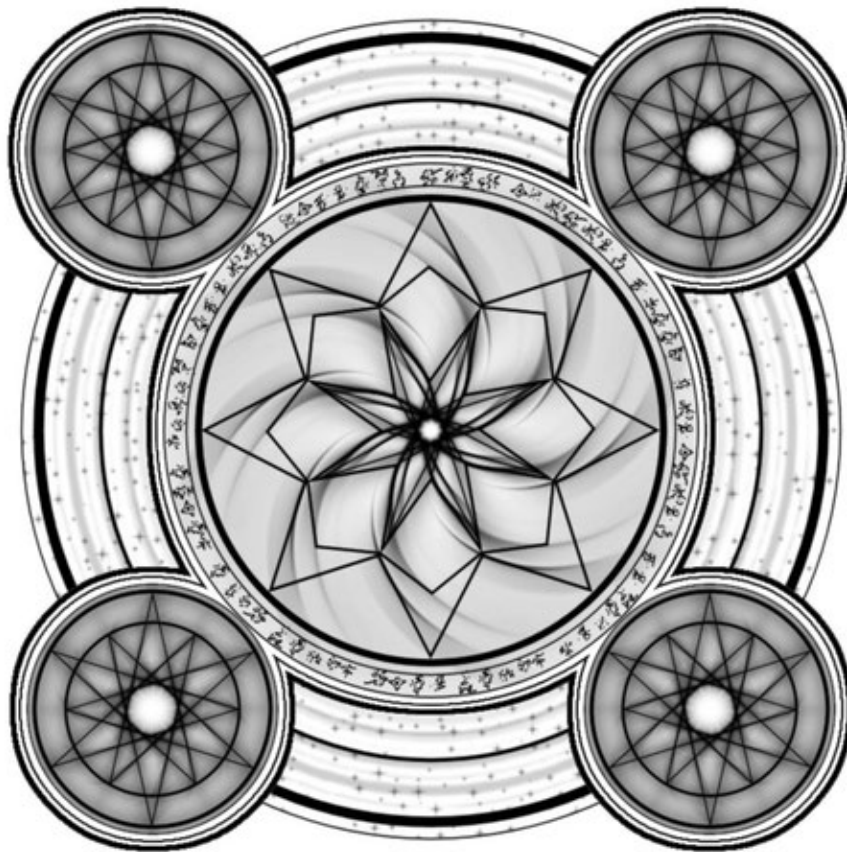
If the sword wielder is knocked down, the Borris Stone user may cast the second spell. For simplicity, let's say it's the same spell. This time, the spell caster rolls a 5, so the spell does full damage. The spell does not damage the sword wielder's armor except for reducing the magic protection to 18. The sword wielder loses 12 life points.

The Borris Stone user has used both spells and is empty-handed. The injured sword wielder may attack the unarmed opponent. The Borris Stone user may declare that they are arming themselves with more Borris Stones or a weapon. If the Borris Stone user is using Borris Stones, they will not have time to sort through their remaining stones to arm themselves. If the sword wielder reaches the Borris Stone user before they can rearm, the swordsman automatically hits. The Borris Stone user will not have a spell or weapon to defend with. The pace of the battle will be determined by the AdMan, and the sword wielder may get two attacks before the Borris Stone user can re-arm.



## BATTLE: MAGIC AGAINST MAGIC (BORRIS STONES)

Borris Stone against Borris Stone is played a little bit differently than if weapons are involved. Assuming that both opponents have a Borris Stone in EACH hand, each player will get to cast both spells in the first battle round. The AdMan needs to be informed which spells are being wielded. If one character is not carrying a Borris Stones in hand, and another character is, the one with the spell in hand gets first strike. In this example, both characters are wielding Borris Stones and at the same time, both players roll a 1D6 to see who wins. Unlike with weapons, in magic against magic, the highest number wins, and a spell is cast. Once the first spell is cast, the second player can cast one of their spells, if they survived the first round. After they each cast their first spells the first player will play their second spell, and finally, the second player will play the last spell. The effects of the spells vary so I cannot give a specific answer on the outcome. At any point a player may choose to grab a different spell, however, in doing so, the player relinquishes their turn to cast a spell for one battle round. Their opponent has an opportunity to cast two spells in a row if the opponent has a spell in each hand. If both characters cast both of their spells, they can both re-arm if they have more spells and start the whole role of 1D6 over again. Highest number wins.



## PICKING YOUR CHARACTER

Choosing the race and gender of the character you want to play is the first step for the players. Each race and gender has unique abilities, so choose wisely and have fun.

### Human male

A human male can use spirit spells, however each spell cast will cause irreparable loss of Life Points to the character. The spirit spell number below will be permanently subtracted from Life Base, plus any points stated on the spell.

Mortal  
Life Base – 15  
Load – 100  
Spell Cards – 5  
Power 7/15  
Magic Defense - 3  
Sprit Spell Loss – 7  
Spirit Spell Power – 5

### Human female

A human female can use spirit spells, however each spell cast will cause irreparable loss of Life Points to the character. The spirit spell number below will be permanently subtracted from Life Base, plus any points stated on the spell.

Mortal  
Life Base – 18  
Load – 80  
Spell Cards – 7  
Power 6/13  
Magic Defense - 5  
Sprit Spell Loss – 5  
Spirit Spell Power – 5

### Aladaskin male

Only recently have Aladaskins started using Borris Stones. By nature they have a high aversion to magic, and they cannot cast Spirit Spells.

Mortal  
Life Base – 15  
Load – 110  
Spell Cards – 3  
Power 10/20  
Magic Defense - 50  
Sprit Spell Loss – N/A  
Spirit Spell Power – 0

### Aladaskin female

Only recently have Aladaskins started using Borris Stones. By nature they have a high aversion to magic, and they cannot cast Spirit Spells.

Mortal  
Life Base – 17  
Load – 90  
Spell Cards – 3  
Power 8/13  
Magic Defense - 60  
Sprit Spell Loss – N/A  
Spirit Spell Power – 0

### Creel male

A creel male can use spirit spells, however each spell cast will cause irreparable loss of Life Points to the character. The spirit spell number below will be permanently subtracted from Life Base, plus any points stated on the spell.

Mortal  
Life Base – 15  
Load – 100  
Spell Cards – 5  
Power 7/15  
Magic Defense - 3  
Sprit Spell Loss – 7  
Spirit Spell Power – 5

### Creel female

A creel female can use spirit spells, however each spell cast will cause irreparable loss of Life Points to the character. The spirit spell number below will be permanently subtracted from Life Base, plus any points stated on the spell.

Mortal  
Life Base – 15  
Load – 100  
Spell Cards – 5  
Power 7/15  
Magic Defense - 3  
Sprit Spell Loss – 7  
Spirit Spell Power – 5

### Rhesha elf male

Rhesha male elves can have five Spirit Spells chosen prior to the adventure.

Immortal  
Life Base – 20  
Load – 80  
Spell Cards – 3  
Spirit Spells - 5  
Power 8/12  
Magic Defense - 15  
Sprit Spell Loss – 1  
Spirit Spell Power – 3

Rhesha Elves can use Spirit Spells on themselves.

### Rhesha elf female

Rhesha female elves can have six Spirit Spells chosen prior to the adventure.

Immortal  
Life Base – 20  
Load – 60  
Spell Cards – 4  
Spirit Spells - 6  
Power 7/10  
Magic Defense - 20  
Sprit Spell Loss – 1  
Spirit Spell Power – 5

Rhesha elves can use Spirit Spells on themselves.



### Ellender elf male

Ellender male elves can have seven Spirit Spells chosen prior to the adventure.

Immortal  
Life Base – 20  
Load – 80  
Spell Cards – 3  
Spirit Spells - 7  
Power 8/12  
Magic Defense - 15  
Sprit Spell Loss – 1  
Spirit Spell Power – 3

Ellender Elves cannot use Spirit Spells on themselves.

### Ellender elf female

Ellender female elves can have eight Spirit Spells chosen prior to the adventure.

Immortal  
Life Base – 20  
Load – 60  
Spell Cards – 4  
Spirit Spells -8  
Power 7/10  
Magic Defense - 20  
Sprit Spell Loss – 1  
Spirit Spell Power – 5

Ellender Elves cannot use Spirit Spells on themselves.

### Vampire male

Vampire males can have seven Spirit Spells chosen prior to the adventure.

Immortal  
Life Base – 15  
Load – 150  
Spell Cards – 0  
Spirit Spells - 7  
Power 15/20  
Magic Defense - 25  
Sprit Spell Loss – 0  
Spirit Spell Power – 0

Vampires can use Spirit Spells on themselves. The Spirit Spell loss does not affect vampires.

Vampire flesh cannot touch Borris Stones because the magic draws energy from the vampires at 1 Base Life point per game time minute. If a vampire loses all Life Base points it crumbles to dust. Spirit Spells or magic will not stop the decay from Borris Stones

### Vampire female

Vampire females can have ten Spirit Spells chosen prior to the adventure.

Immortal  
Life Base – 15  
Load – 130  
Spell Cards – 0  
Spirit Spells - 10  
Power 10/15  
Magic Defense - 30  
Sprit Spell Loss – 0  
Spirit Spell Power – 0

Vampires can use Spirit Spells on themselves. The Spirit Spell loss does not affect vampires.

Vampire flesh cannot touch Borris Stones because the magic draws energy from the vampires at 1 Base Life point per game time minute. If a vampire loses all Life Base points it crumbles to dust. Spirit Spells or magic will not stop the decay from Borris Stones.

## Fairies

Fairies can have all Spirit Spells available for the adventure

Immortal

Life Base – 30

Load – 1

Spell Cards – 0

Spirit Spells - Unlimited

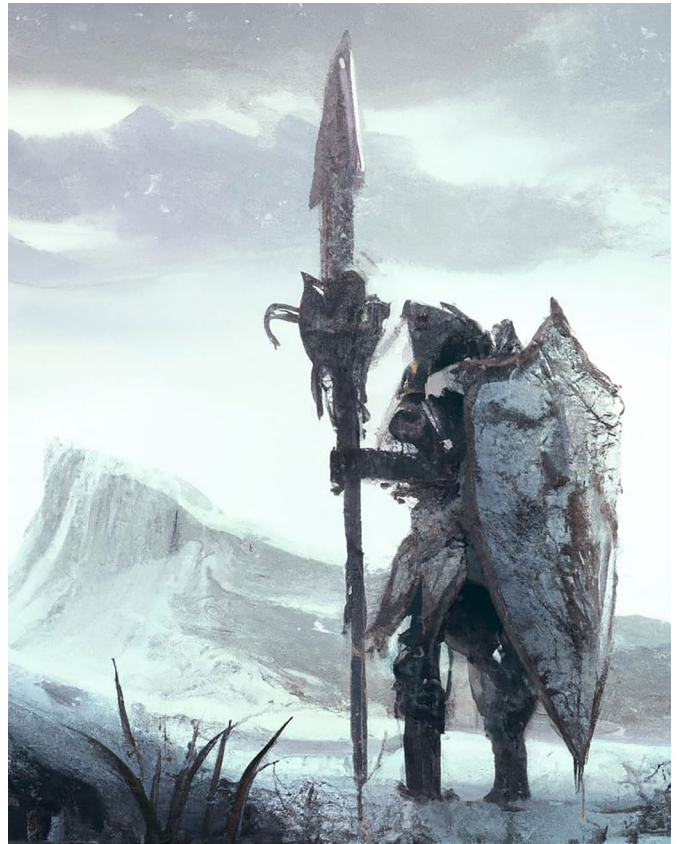
Power - 1/1

Magic Defense - 75

Spirit Spell Loss – 0

Spirit Spell Power – 20

Fairies cannot use Spirit Spells on themselves and Spirit Spell loss does not affect faeries.





The following pages include the Borris Stone spells, the Spirit spells, weapons, shields, armor, equipment, and creatures for the game. I have created enough of each category for this version to be played, but in the full game version all of the categories will be greatly expanded.

All of the weapons, armor, and equipment were created in Gildan for this Beta version of the game. In the full version, different countries and the players within will have the opportunity to create their armor and weapons.

Some of the Borris Stones are highlighted in red. These stones are used by the Gildan military and can be bought and sold on the black market. There is a hefty punishment if caught carrying the stones.

The carrying of basic equipment for a quest is essential, and each module

should give recommendations to the leader about which equipment to use. Of course, it is all up to the Leader to decide what is best for the quest.

Below is a catalog of creatures, monsters, and animals that inhabit the world of Gaea. I have created enough of them to have fun playing Phase One of this game and to get it going. I want to note that all of these have been created for this Beta version and some of them will not be carried the full game version.





## **BORRIS STONE ABSORB**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 2  
AGP 3 Silver

This spell enchants armor or a shield causing all Base Life damage to be applied from the character to the armor or shield that the character is wearing. This applies to stabbing, slashing and magic damage. The amount of points taken from the armor or shield cannot be repaired. The spell lasts twenty minutes of game time.

## **BORRIS STONE BIND**

Mortal/Immortal  
Stabbing Damage - 2  
Slashing Damage - 0  
Magic Damage - 0  
Load - 2  
AGP 2 Silver

An inorganic object is bound to a character. The object cannot weigh more than 25% of the character's naked body weight, determined by the Adventure Manager. The object cannot be more than 10' away from the character. If the object is too far away the spell will cause 2 points of Stabbing Damage per five minutes of game time. Armor will not protect against the stabbing damage. This spell can be dissolved.

## **BORRIS STONE BREAK**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 1  
AGP 8 Copper

This spell breaks a metal object into multiple pieces. The character must be specific as to where the spell is being cast to get the desired results. This spell can break anything made of metal and does not work on organic objects. The spell works immediately.

## **BORRIS STONE CATALYST**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 1  
AGP 8 Copper

This spell doubles the speed in which another spell's magic takes effect, and it reduces the strength of the other spell by fifty-percent.

## **BORRIS STONE CRUSH**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 40  
Load - 2  
AGP 2 Silver

A force of air squeezes an opponent causing 40 points of magic damage. If the opponent is not wearing metal armor the spell does an additional 10 points of magic damage.

Roll 1D6  
1-5 the spell is successful  
6 the spell fails

## **BORRIS STONE CURSE**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 2  
AGP 2 Silver

This spell causes an inorganic object to lose half of the damage it inflicts rounded up. The effects of this spell are permanent unless dissolved. If a sword does 10 Stabbing Damage, it now does 5 Stabbing damage. This spell applies to magic damage.

## **BORRIS STONE DISSOLVE**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 2  
AGP 1 Silver

This spell dissolves a magic spell cast on a person or object. The speed of the magic being dissolved will vary.

Roll 1D6  
1-2 dissolves in 30 minutes of game time.  
3-4 dissolves in 15 minutes of game time  
5 dissolves in 5 minutes of game time  
6 dissolves immediately

## **BORRIS STONE DRAIN**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 2  
AGP 1 Silver

This spell takes 1 power point from an opponent per 2 power points of the caster of this spell. Can only be used in increments of 2 power points. An example the caster has 10 power points, when cast on an opponent the opponent loses 5 power points. The spell lasts for 30 minutes of game time.

## **BORRIS STONE EMPTINESS**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 2  
AGP 1 Silver

This spell must be cast immediately on a spell that was just cast. The effects of the other spell do not inflict damage of any kind. If the other spell has any other effects other than damage, those effects go unimpeded.

## **BORRIS STONE ENTANGLE**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 2  
AGP 1 Silver

This roots of plants nearby immediately grow large enough to come out of the ground and wrap up a target opponent. The roots do not strangle or do damage, they just retain the opponent. The roots can grow large enough to retain a dragon. There must be at least 50 square yards of vegetation surrounding the opponent, and the ground must be soil and not stone. The spell last for 15 game minutes.

## **BORRIS STONE ERODE**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 2  
AGP 1 Silver

The roots of plants nearby immediately grow large enough to come out of the ground and wrap up a target opponent. The roots do not strangle or do damage, they just retain the opponent. The roots can grow large enough to retain a dragon. There must be at least 50 square yards of vegetation surrounding the opponent, and the ground must be soil and not stone. The spell lasts for 15 game minutes.

## **BORRIS STONE EXTINGUISH**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 1  
AGP 1 Silver

When cast this spell removes all air within a 10' radius. This spell lasts for 5 game minutes. The caster must explain where the center of the spell is to be cast. The location of where the spell is to be cast cannot change after the spell is cast.

## **BORRIS STONE EXTRACT**

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 0  
Load - 1  
AGP 5 Copper

This spell extracts poison and viruses from a mortal target.

Roll 1D6  
1-4 takes 5 game minutes to extract  
5 takes 10 game minutes to extract  
6 spell fails

## **BORRIS STONE EYES**

Mortal/Immortal  
Spirit Loss - 0  
Load - 2  
AGP 1 Silver

This spell allows for up to five characters to see in the dark without the need for a light.

Roll 1D6  
1-4 ten game minutes.  
5 twenty game minutes.  
6 thirty game minutes.

If the spells effects are still in play and the characters enter sunlight, they are permanently blinded.

## **BORRIS STONE FILTER**

Mortal/Immortal  
Spirit Loss - 0  
Load - 1  
AGP 2 Copper

This must be cast on a target before magic damage is inflicted. This spell reduces all magic damage on a target to 50% of its damage. This spell lasts twenty minutes of game time.

## **BORRIS STONE FIRE**

Mortal/Immortal  
Spirit Loss - 0  
Load - 1  
AGP 1 Silver

This spell creates a stream of fire shooting out from the caster up to twenty feet long. The stream is approximately one foot in diameter and lasts 30 seconds of game time. The fire does not create magic damage.

Roll 1d6  
1-4 Inflicts 40 slashing damage.  
5 Inflicts 20 slashing damage  
6 Inflicts 100 slashing damage

## **BORRIS STONE FORGET**

Mortal/Immortal  
Spirit Loss - 0  
Load - 1  
AGP 5 Copper

Only works on a mortal. Target becomes dazed and confused and does not attack or defend.

Roll 1D6  
1-4 Spells last five game minutes  
5 Spell lasts ten game minutes  
6 Spell does not work

## **BORRIS STONE IGNITE**

Mortal/Immortal  
Spirit Loss - 0  
Load - 1  
AGP 5 Copper

This spell causes target wood to ignite into flames. the target can be multiple targets if they are clumped together. (AdMan choice) The length of the burn time in game time depends on the amount of wood. (AdMan choice)



## BORRIS STONE NOPE!

Mortal/Immortal  
Spirit Loss - 0  
Load - 1  
AGP 8 Copper

Stops a spells effects after the spell has been cast, but before the spells effects begin. This spell must be cast immediately after an opponent casts a spell.

## BORRIS STONE OATH

Mortal/Immortal  
Spirit Loss - 0  
Load - 2  
AGP 7 Copper

Magically binds an oath spoken by the target of the spell to the caster of the spell. The caster of the spell cannot break the spell. The target of the spell will lose Life points if the target breaks the oath. The spell lasts until the spell is dissolved magically or broken by the target of the spell.  
Roll 1d6 if oath is broken.  
1-3 Lose 4 Life Points  
4-5 Lose 7 Life Points  
6 Lose 10 Life points

## BORRIS STONE OOPS!

Mortal/Immortal  
Spirit Loss - 0  
Load - 1  
AGP 5 Copper

Target drops any items in the target's hands. The target does not attack or defend during first battle round.

## BORRIS STONE ROT

Mortal/Immortal  
Spirit Loss - 0  
Load - 2  
AGP 1 Silver

This spell magically rots the flesh off of any mortal over a period of 1 hour game time. The victim loses 5 Life Points per 20 minutes for 1 hour. This spell can be dissolved with the spell Dissolve, and cure poison will not work on this spell. Any Life Points lost by this spell are permanent and cannot be regained.

## BORRIS STONE SHIELD

Mortal/Immortal  
Spirit Loss - 0  
Load - 2  
AGP 1 Silver

This spell creates a magical shield approximately six feet in diameter and paper thin. The shield is translucent blue and is generated from the caster's hand. The spell lasts five game minutes.

80 Stabbing defense  
80 Slashing defense  
100 magic defense

## BORRIS STONE SPIRIT

Mortal/Immortal  
Stabbing Damage - 0  
Slashing Damage - 0  
Magic Damage - 40  
Load - 2  
AGP 2 Silver

Temporarily enchants a weapon for 30 game minutes

Roll 1D6

1-2 +3 Slashing and Stabbing  
3-4 +6 Slashing and Stabbing  
5 +10 Slashing and Stabbing  
6 +20 Slashing and Stabbing

This has no effect on magic damage

## **BORRIS STONE WALL**

Mortal/Immortal  
Spirit Loss - 0  
Load - 2  
AGP 1 Silver

A large wall of air is created up to 50' high, 30' wide, and 30' deep. The air becomes so thick it becomes difficult to penetrate. The wall cannot be cast where air does not exist. The wall lasts ten game minutes.

## **BORRIS STONE ARROWS**

Mortal/Immortal  
Spirit Loss - 0  
Load .5  
AGP 3 Gold

(This spell is illegal. For military use only, if caught with it can get 20 years in prison)

This spell shoots 120 magical arrows up to two hundred yards away. The arrows do 1D6 stabbing damage each.

Roll 1D6  
The number rolled is the damage each arrow hit, multiply that number x20 and that is the number of arrows that hit.

## **BORRIS STONE BARRIER**

Mortal/Immortal  
Spirit Loss - 0  
Load .5  
AGP 3 Gold

(This spell is illegal. For military use only, if caught with it can get 20 years in prison)

This spell creates a magical barrier approximately 10' above the caster of the spell, and the barrier is approximately 50' in diameter. This spell cannot be dissolved and nothing can penetrate it. The barrier moves with the caster and will mesh with another barrier cast next to it. the spell lasts twenty game minutes.

## **BORRIS STONE FIREBALL**

Mortal/Immortal  
Spirit Loss - 0  
Load .5  
AGP 3 Gold

(This spell is illegal. For military use only, if caught with it can get 20 years in prison)

This spell shoots up to six fireballs approximately 6' in diameter, up to 300 yards away. Each fire ball, explodes when it lands and does 100 points of magical damage to any organic target(s) within a 15 yard diameter from where it hit.

Roll 1D6  
The number is how many fireballs were cast.

## **BORRIS STONE PORTAL**

Mortal/Immortal  
Spirit Loss - 0  
Load .5  
AGP 1 Gold

(This spell is illegal. For military use only, if caught with it can get 20 years in prison)

This spell opens a magical portal approximately ten feet in diameter to the outer courtyard of the capital city of Gildan. This spell only works by a human, and a special phrase must be spoken to use the stone. The portal lasts for twenty game minutes.

## **BORRIS STONE STAB**

Mortal/Immortal  
Spirit Loss - 0  
Load .5  
AGP 1 Gold

(This spell is illegal. For military use only, if caught with it can get 20 years in prison)

This spell shoots 24 magic projectiles forward from the caster. The projectiles are spread out as wide as twenty feet to the left and to the right. Each projectile does 2-12 stabbing damage.

Roll 2D6 whatever the dice add up to is the damage each projectile does. Double that number and that is how many projectiles hit.

The Borris Stones in Red are for Gildan military and are illegal to own in Gildan. Of course there is a black market.

## **SPIRIT SPELL CURE POISON**

Immortal  
Spirit Loss - 1  
Load 0  
AGP 0

The spell cures all poisons. If a mortal is cured it happens immediately, if an immortal is cured, it takes 5 game minutes.

## **SPIRIT SPELL DAMAGE**

Immortal  
Spirit Loss - 2  
Load 0  
AGP 0

Permanently enchant a weapon

Roll 1D6  
1-2 +3 for Slashing and Stabbing damage.  
3-4 +5 for Slashing and Stabbing damage  
5 +8 for Slashing and Stabbing damage  
6 +8 for Slashing and Stabbing damage.

The enchantment is permanent and cannot be undone. A weapon can only be enchanted once. If a 6 is rolled, a weapon can be enchanted another time.

## **SPIRIT SPELL WOUNDS**

Immortal  
Spirit Loss - 1  
Load 0  
AGP 0

This spell heals even the deepest of wounds on one character. This heals 5 Base Life points per 10 minutes of game time. If the character is injured before fully healed, the spell immediately stops healing.

## **SPIRIT SPELL PURIFY**

Immortal  
Spirit Loss - 1  
Load 0  
AGP 0

This spell purifies all water for drinking. It kills all bacteria and dissolves all toxins. This spell cannot work on moving water such as a river or creek, and can only purify up to 1000 gallons.

## **SPIRIT SPELL WARMTH**

Immortal  
Spirit Loss - 1  
Load 0  
AGP 0

The spell raises a body temperature to a normal body temperature for thirty game minutes. The spell takes one game minute to raise the body temperature.

## **SPIRIT SPELL REST**

Immortal  
Spirit Loss - see below  
Load 0  
AGP 0

When cast, up to five chosen characters become fully healed. The cost is 1 Spirit Loss per character healed.



## SPIRIT SPELL FLAME

Immortal  
Spirit Loss - 1  
Load 0  
AGP 0

This spell sparks a small fire, just large enough to light a campfire or a torch. The object that is to catch fire must be flammable. Duh!

## SPIRIT SPELL UNRAVEL

Immortal  
Spirit Loss - 3  
Load 0  
AGP 0

This spell magically unravels a magic cast on a person or an object. This spell will not unravel an item enchanted with a Damage spell.

Roll 1D6  
1-3 takes twenty game minutes to completely eliminate the magic.  
4-5 takes thirty game minutes to eliminate the magic  
6 the magic is too strong and Unravel must be cast again to completely eliminate the magic

## SPIRIT SPELL ARMOR DEFENSE

Immortal  
Spirit Loss - 1  
Load 0  
AGP 0

This spell adds defense to Stabbing, Slashing and magic damage. This can only be applied to metal and wood. This magic cannot be undone once it has been cast upon an item. An item can only be enchanted once.

Roll 1d6  
1-3 +2 to Slashing, Stabbing and Magic defense  
4-5 +5 to Slashing, Stabbing and Magic defense  
6 +8 to Slashing, Stabbing and magic defense.

## SPIRIT SPELL TAKE

Immortal  
Spirit Loss - 2  
Load 0  
AGP 0

This spell takes Base Life points away from a target. One Base Life point will be taken from a target per 5 magic power points of the caster, rounded up. If the caster has 15 magic power, the target loses 3 Base Life points. The Base Life points can be healed.

## SPIRIT SPELL TASTE

Immortal  
Spirit Loss - 4  
Load 0  
AGP 0

This spell allows the caster to taste the essence of target magic and learn about the origin and makeup of the magic. This is especially useful on a magic imbued weapon or artifact. Taste will inform the caster the effects and strength of the magic, however it will make the caster sick and incapacitated.

Roll 1D6  
1-4 the caster is sick for 20 game minutes  
5 the caster is sick for 10 game minutes  
6 the caster is not affected by the magic

## SPIRIT SPELL ALIVE

Immortal  
Spirit Loss - 7  
Load 0  
AGP 0

This spell brings back to life a character that was killed by non-magic. This spell must be cast on the dead character within ten minutes of game time. This spell will work on a mortal or immortal, however it will not work on a vampire.

Roll 1D6  
1-3 character revived with 3 Base Life points  
4 character revived with 6 Base Life points  
5 character revived with 10 Base Life points  
6 character restored to full Base Life points




		
<p><b>Gildan</b> Sword Weapon Human, Aladaskin, Elf, Vampire Stabbing Attack – 15 ODD 1 Slashing Attack – 12 EVEN 1 Magic Damage - 0 Load – 7 Wield 1 Hand AGP – 9 Copper</p>	<p><b>Gildan</b> Sword Weapon Human, Vampire Stabbing Attack – 5 ODD 2 Slashing Attack – 15 EVEN 1 Magic Damage - 0 Load – 7 Wield 1 Hand AGP – 7 Copper</p>	<p><b>Gildan</b> Sword Weapon Human, Vampire Stabbing Attack – 0 ODD 1 Slashing Attack – 10 EVEN 1 Magic Damage - 0 Load – 5 Wield 1 Hand AGP – 5 Copper</p>
		
<p><b>Gildan</b> Sword Weapon Human, Aladaskin, Vampire Stabbing Attack – 25 ODD 2 Slashing Attack – 20 EVEN 1 Magic Damage - 0 Load – 12 Wield 1 Hand AGP – 1 Silver 3 Copper</p>	<p><b>Gildan</b> Sword Weapon Human, Vampire, Elf Stabbing Attack – 0 ODD 0 Slashing Attack – 40 EVEN 2 Magic Damage – 20 2 Load – 15 Wield 1 Hand AGP – 4 Silver 2 Copper</p>	<p><b>Gildan</b> Sword Weapon Human, Aladaskin, Vampire Stabbing Attack – 20 ODD 1 Slashing Attack – 30 EVEN 1 Magic Damage - 0 Load – 15 Wield 1 Hand AGP – 1 Silver 6 Copper</p>

		
<p><b>Gildan</b> Sword Weapon Human, Aladaskin, Vampire, Elf Stabbing Attack – 45 ODD 2 Slashing Attack – 35 EVEN 2 Magic Damage - 0 Load – 7 Wield 1 Hand AGP – 8 Silver 5 Copper</p>	<p><b>Gildan</b> Sword Weapon Human, Aladaskin, Vampire, Elf Stabbing Attack – 20 ODD 2 Slashing Attack – 25 EVEN 1 Magic Damage - 0 Load – 12 Wield 1 Hand AGP – 1 Silver 2 Copper</p>	<p><b>Gildan</b> Sword Weapon Human, Vampire, Elf Stabbing Attack – 10 ODD 1 Slashing Attack – 15 EVEN 1 Magic Damage – 25 2 Load – 7 Wield 1 Hand AGP – 6 Silver 2 Copper</p>
		
<p><b>Gildan</b> Sword Weapon Human, Aladaskin, Vampire, Elf Stabbing Attack – 40 ODD 2 Slashing Attack – 30 EVEN 2 Magic Damage - 0 Load – 15 Wield 1 Hand AGP – 3 Silver 2 Copper</p>	<p><b>Gildan</b> Sword Weapon Human, Vampire, Elf Stabbing Attack – 60 ODD 2 Slashing Attack – 70 EVEN 3 Magic Damage – 30 1 Load – 5 Wield 1 Hand AGP – 2 Gold 1 Silver 2 Copper</p>	<p><b>Gildan</b> Sword Weapon Human, Aladaskin, Vampire, Elf Stabbing Attack – 20 ODD 2 Slashing Attack – 40 EVEN 1 Magic Damage - 0 Load – 15 Wield 1 Hand AGP – 8 Silver 2 Copper</p>



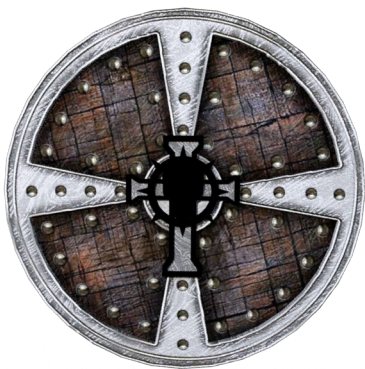
		
<p><b>Gildan</b>  Axe  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 0 ODD 0  Slashing Attack – 30 EVEN 3  Magic Damage - 0  Load – 20  Wield 1 Hand  AGP – 3 Silver 2 Copper</p>	<p><b>Gildan</b>  Axe  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 0 ODD 0  Slashing Attack – 25 EVEN 2  Magic Damage - 0  Load – 10  Wield 1 Hand  AGP – 6 Copper</p>	<p><b>Gildan</b>  Axe  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 5 ODD 1  Slashing Attack – 40 EVEN 2  Magic Damage - 0  Load – 20  Wield 1 Hand  AGP – 2 Silver 1 Copper</p>
		
<p><b>Gildan</b>  Axe  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 5 ODD 0  Slashing Attack – 70 EVEN 4  Magic Damage - 0  Load – 25  Wield 2 Hand  AGP – 8 Silver 3 Copper</p>	<p><b>Gildan</b>  Axe  Weapon  Human, Vampire  Stabbing Attack – 5 ODD 1  Slashing Attack – 50 EVEN 3  Magic Damage – 40 3  Load – 20  Wield 2 Hand  AGP – 1 Gold</p>	<p><b>Gildan</b>  Axe  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 5 ODD 1  Slashing Attack – 40 EVEN 2  Magic Damage - 0  Load – 20  Wield 2 Hand  AGP – 1 Silver 1 Copper</p>

		
<p><b>Gildan</b>  Hammer  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 15 ODD 2  Slashing Attack – 30 EVEN 3  Magic Damage - 0  Load – 15  Wield 1 Hand  AGP – 1 Silver</p>	<p><b>Gildan</b>  Hammer  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 10 ODD 1  Slashing Attack – 20 EVEN 2  Magic Damage - 0  Load – 15  Wield 1 Hand  AGP –8 Copper</p>	<p><b>Gildan</b>  Hammer  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 0 ODD 0  Slashing Attack – 20 EVEN 2  Magic Damage - 0  Load – 15  Wield 1 Hand  AGP – 1 Silver 1 Copper</p>
		
<p><b>Gildan</b>  Mace  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 3 ODD 1  Slashing Attack – 20 EVEN 2  Magic Damage - 0  Load – 10  Wield 1 Hand  AGP –8 Copper</p>	<p><b>Gildan</b>  Mace  Weapon  Human, Aladaskin, Vampire  Stabbing Attack – 15 ODD 2  Slashing Attack – 10 EVEN 2  Magic Damage - 0  Load – 10  Wield 1 Hand  AGP – 8 Copper</p>	<p><b>Gildan</b>  Mace  Weapon  Human, Vampire  Stabbing Attack – 5 ODD 1  Slashing Attack – 20 EVEN 1  Magic Damage – 20 3  Load – 10  Wield 1 Hand  AGP – 5 Silver</p>

			
<p><b>Gildan</b> Bow Weapon Human, Vampire, Aladaskin, Elf Stabbing Attack – 0 ODD 0 Slashing Attack – 5 EVEN 0 Magic Damage - 0 Load – 5 Wield 2 Hand AGP – 8 Copper</p>	<p><b>Gildan</b> Arrow Weapon Human, Vampire, Aladaskin, Elf Stabbing Attack – 40 ODD 1 Slashing Attack – 0 EVEN 0 Magic Damage - 0 Load – 1 Wield 1 Hand AGP – 2 Copper</p> <p>Roll 1D6 1-3 Arrow hits 4 Arrow Hits 5-6 Arrow Misses</p> <p>Any arrow that did not break can be retrieved by informing the Adventure Manager, assuming the circumstances permit.</p>		<p><b>Gildan</b> Quiver 12 arrows Weapon Human, Vampire, Aladaskin, Elf Stabbing Attack – 0 ODD 0 Slashing Attack – 0 EVEN 0 Magic Damage - 0 Load – 14 Wield 0 Hand AGP – 1 Silver</p>

		
<p><b>Gildan</b>          Dagger          Weapon          Human, Vampire, Aladaskin, Elf          Stabbing Attack – 10 ODD 1          Slashing Attack – 2 EVEN 0          Magic Damage - 0          Load – 3          Wield 1 Hand          AGP – 7 Copper</p>	<p><b>Gildan</b>          Dagger          Weapon          Human, Vampire, Aladaskin, Elf          Stabbing Attack – 12 ODD 1          Slashing Attack – 0 EVEN 0          Magic Damage - 20          Load – 3          Wield 1 Hand          AGP – 9 Copper</p>	<p><b>Gildan</b>          Knife          Weapon          Human, Vampire, Aladaskin, Elf          Stabbing Attack – 10 ODD 1          Slashing Attack – 0 EVEN 0          Magic Damage - 0          Load – 2          Wield 1 Hand          AGP – 4 Copper</p>





### Gildan

Shield

Human, Vampire, Aladaskin, Elf

Slashing Attack – 5 1

Stabbing Defense - 20

Slashing Defense – 20

Magic Attack - 0

Magic Defense - 0

Load – 15

Wield 1 Hand

AGP – 1 Silver 2 Copper



### Gildan

Shield

Human, Vampire, Aladaskin, Elf

Slashing Attack – 5 1

Stabbing Defense – 25

Slashing Defense – 20

Magic Damage - 0

Magic Defense - 0

Load – 15

Wield 1 Hand

AGP – 1 Silver 4 Copper



### Gildan

Shield

Human, Vampire, Aladaskin, Elf

Slashing Attack – 5 1

Stabbing Defense – 15

Slashing Defense – 10

Magic Damage - 0

Magic Defense - 0

Load – 10

Wield 1 Hand

AGP – 8 Copper



### Gildan

Shield

Human, Vampire, Elf

Slashing Attack – 10 1

Stabbing Defense – 30

Slashing Defense – 35

Magic Damage – 25 2

Magic Defense - 30

Load – 20

Wield 1 Hand

AGP – 2 Gold 3 Copper



### Gildan

Shield

Human, Vampire, Aladaskin, Elf

Slashing Attack – 3 1

Stabbing Defense – 10

Slashing Defense - 10

Magic Damage – 0

Magic Defense - 0

Load – 5

Wield 1 Hand

AGP – 4 Copper



### Gildan

Shield

Human, Vampire, Aladaskin, Elf

Slashing Attack – 10 2

Stabbing Defense - 20

Slashing Defense - 20

Magic Damage – 0




Magic Defense - 10

Load – 15

Wield 1 Hand

AGP – 1 Silver 3 Copper

All characters start with basic clothing that has 0 stabbing defense, 0 slashing defense.

		
<p><b>Gildan</b> Armor/Clothes Male or Female Human, Aladaskin, Vampire Stabbing Defense - 6 Slashing Defense - 6 Magic Damage - 0 Magic Defense - 20 Load - 20 AGP – 5 Silver</p> <p>This outfit has a low Load and some magic protection. A good outfit for someone that is more magic based.</p>	<p><b>Gildan</b> Armor Male Human, Aladaskin Stabbing Defense - 3 Slashing Defense - 3 Magic Damage - 0 Magic Defense - 0 Load - 8 AGP – 8 Copper</p> <p>Basic protection.</p>	<p><b>Gildan</b> Armor/Clothes Male/Female Human, Aladaskin, Vampire Stabbing Defense - 5 Slashing Defense - 5 Magic Damage - 0 Magic Defense - 0 Load - 10 AGP – 1 Silver</p> <p>Basic protection.</p>

		
<p><b>Gildan</b>  Armor/Clothes  Male/Female  Human, Aladaskin, Vampire  Stabbing Defense - 5  Slashing Defense - 5  Magic Damage - 0  Magic Defense - 0  Load - 10  AGP – 1 Silver</p> <p>Basic protection.</p>	<p><b>Gildan</b>  Armor/Clothes  Male/Female  Human, Aladaskin  Stabbing Defense - 15  Slashing Defense -15  Magic Damage - 0  Magic Defense - 0  Load - 25  AGP – 3 Silver</p> <p>Basic protection.</p>	<p><b>Gildan</b>  Armor/Clothes  Male/Female  Human, Aladaskin, Vampire  Stabbing Defense - 5  Slashing Defense - 5  Magic Damage - 0  Magic Defense - 0  Load - 10  AGP – 1 Silver</p> <p>Basic protection.</p>





### Gildan

Armor  
Male  
Human, Aladaskin  
Stabbing Defense - 30  
Slashing Defense -30  
Magic Damage - 0  
Magic Defense - 20  
Load - 40  
AGP – 1 Gold 2 Silver

### Gildan

Armor/Clothes  
Male/Female  
Human, Aladaskin, Vampire  
Stabbing Defense - 5  
Slashing Defense - 5  
Magic Damage - 0  
Magic Defense - 0  
Load - 10  
AGP – 1 Silver

Basic protection.

### Gildan

Armor  
Male  
Human, Aladaskin, Vampire  
Stabbing Defense - 25  
Slashing Defense -25  
Magic Damage - 0  
Magic Defense - 20  
Load - 35  
AGP – 1 Gold



### Gildan

Armor/Clothes

Male/Female

Human, Aladaskin, Vampire

Stabbing Defense - 5

Slashing Defense - 5

Magic Damage - 0

Magic Defense - 30

Load - 10

AGP – 2 Silver

Basic protection.

### Gildan

Armor

Male

Human, Aladaskin, Vampire

Stabbing Defense - 50

Slashing Defense -50

Magic Damage - 0

Magic Defense - 30

Load - 70

AGP – 2 Gold 3 Silver

### Gildan

Armor/Clothes

Male/Female

Human, Vampire

Stabbing Defense - 10

Slashing Defense -10

Magic Damage - 0

Magic Defense - 0

Load - 20

AGP – 3 Silver



### Gildan

Armor  
Male  
Human  
Stabbing Defense - 70  
Slashing Defense -70  
Magic Damage - 20  
Magic Defense - 40  
Load - 20  
AGP – 4 Gold

If the armor is hit, it does 20 magic damage to the attacker.



### Gildan

Clothes  
Male  
Human, Elves  
Stabbing Defense - 5  
Slashing Defense - 5  
Magic Damage - 0  
Magic Defense - 0  
Load - 10  
AGP – 9 Copper

Basic protection.



### Gildan

Armor  
Male/Female  
Human  
Stabbing Defense - 80  
Slashing Defense -70  
Magic Damage - 30  
Magic Defense - 50  
Load - 10  
AGP – 6 Gold

If the armor is hit, it does 30 magic damage to the attacker.  
This armor is incredibly strong and light.





### Gildan

Clothes

Male

Human, Elves

Stabbing Defense - 5

Slashing Defense - 5

Magic Damage - 0

Magic Defense - 0

Load - 10

AGP – 9 Copper

Basic protection.



### Gildan

Clothes

Male

Human, Elves

Stabbing Defense - 5

Slashing Defense - 5

Magic Damage - 0

Magic Defense - 0

Load - 10

AGP – 9 Copper

Basic protection.



### Gildan

Armor

Female

Human, Aladaskin

Stabbing Defense - 40




Slashing Defense - 40




Magic Damage - 0

Magic Defense - 30

Load - 40

AGP – 2 Gold

		
<p>Gildan</p> <p>Clothes</p> <p>Female</p> <p>Human, Elves</p> <p>Stabbing Defense - 5</p> <p>Slashing Defense - 5</p> <p>Magic Damage - 0</p> <p>Magic Defense - 0</p> <p>Load - 10</p> <p>AGP – 7 Copper</p> <p>Basic protection.</p>	<p>Gildan</p> <p>Clothes</p> <p>Male</p> <p>Human, Elves</p> <p>Stabbing Defense - 5</p> <p>Slashing Defense - 5</p> <p>Magic Damage - 0</p> <p>Magic Defense - 0</p> <p>Load - 10</p> <p>AGP – 9 Copper</p> <p>Basic protection.</p>	<p>Gildan</p> <p>Clothes</p> <p>Male</p> <p>Human, Elves</p> <p>Stabbing Defense - 5</p> <p>Slashing Defense - 5</p> <p>Magic Damage - 0</p> <p>Magic Defense - 0</p> <p>Load - 10</p> <p>AGP – 9 Copper</p> <p>Basic protection.</p>

		
<p><b>Gildan</b>  Clothes  Male  Human, Elves  Stabbing Defense - 5  Slashing Defense - 5  Magic Damage - 0  Magic Defense - 0  Load - 10  AGP – 9 Copper</p> <p>Basic protection.</p>	<p><b>Gildan</b>  Clothes  Female  Human, Elves  Stabbing Defense - 5  Slashing Defense - 5  Magic Damage - 0  Magic Defense - 0  Load - 7  AGP – 6 Copper</p> <p>Basic protection.</p>	<p><b>Gildan</b>  Clothes  Female  Human, Elves  Stabbing Defense - 5  Slashing Defense - 5  Magic Damage - 0  Magic Defense - 0  Load - 5  AGP – 5 Copper</p> <p>Basic protection.</p>





### Gildan

Clothes

Female

Human, Elves

Stabbing Defense - 3

Slashing Defense - 3

Magic Damage - 0

Magic Defense - 0

Load - 6

AGP – 5 Copper

Basic protection.



### Gildan

Clothes

Male

Human, Elves

Stabbing Defense - 10

Slashing Defense - 10

Magic Damage - 0

Magic Defense - 0

Load - 15

AGP – 1 Silver

Basic protection.



### Gildan

Armor/Clothes

Male

Human, Elves

Stabbing Defense - 15

Slashing Defense - 15



Magic Damage - 0

Magic Defense - 0

Load - 15

AGP – 1 Silver 3 Copper

Basic protection.

		
<p><b>Gildan</b>  Armor/Clothes  Female  Human, Elves  Stabbing Defense - 25  Slashing Defense - 20  Magic Damage - 0  Magic Defense - 20  Load - 30  AGP – 4 Silver 3 Copper</p>	<p><b>Gildan</b>  Clothes  Male/Female  Human, Elves, Aladaskin  Stabbing Defense - 5  Slashing Defense - 5  Magic Damage - 0  Magic Defense - 0  Load - 12  AGP – 9 Copper</p> <p>Basic protection.</p>	<p><b>Gildan</b>  Clothes  Male/Female  Human, Elves, Aladaskin  Stabbing Defense - 3  Slashing Defense - 3  Magic Damage - 0  Magic Defense - 0  Load - 8  AGP – 7 Copper</p> <p>Basic protection.</p>



## Gildan

Armor/Clothes  
Male/Female  
Human, Elves, Aladaskin  
Stabbing Defense - 25  
Slashing Defense - 25  
Magic Damage - 0  
Magic Defense - 0  
Load - 25  
AGP – 3 Silver



## Gildan

Armor/Clothes  
Female  
Human, Elves  
Stabbing Defense - 5  
Slashing Defense - 5  
Magic Damage - 0  
Magic Defense - 10  
Load - 10  
AGP – 1 Silver 2 Copper



## Gildan

Armor/Clothes  
Male/Female  
Human, Elves, Aladaskin  
Stabbing Defense - 25  
Slashing Defense - 25  
Magic Damage - 0  
Magic Defense - 30  
Load - 30  
AGP – 1 Gold





## Gildan

Armor/Clothes  
Male/Female  
Human, Elves, Aladaskin  
Stabbing Defense - 60  
Slashing Defense - 70  
Magic Damage - 0  
Magic Defense - 0  
Load - 65  
AGP – 2 Gold

## Gildan

Armor/Clothes  
Female  
Human, Elves  
Stabbing Defense - 5  
Slashing Defense - 5  
Magic Damage - 0  
Magic Defense - 10  
Load - 10  
AGP – 1 Silver

## Gildan

Armor/Clothes  
Female  
Human, Elves  
Stabbing Defense - 7  
Slashing Defense - 7  
Magic Damage - 0  
Magic Defense - 0  
Load - 15  
AGP – 1 Silver 4 Copper



## Gildan

Armor/Clothes  
Male/Female  
Human, Elves  
Stabbing Defense - 50  
Slashing Defense - 50  
Magic Damage - 10  
Magic Defense - 70  
Load - 45  
AGP – 4 Gold

## Gildan

Armor/Clothes  
Female  
Human, Elves  
Stabbing Defense - 30  
Slashing Defense - 30  
Magic Damage - 10  
Magic Defense - 20  
Load - 30  
AGP – 2 Gold




## Gildan




Armor/Clothes  
Female  
Human, Aladaskin, Vampire  
Stabbing Defense - 10  
Slashing Defense - 10  
Magic Damage - 0  
Magic Defense - 0  
Load - 20  
AGP – 2 Silver

		
<p>Health Potion Adds 3 Life Points per 5 minutes of game time with a maximum of 9 Life Points.</p> <p>Load – 3 AGP – 6 Silver</p>	<p>Cure Poison Cures all poisons over a period of 5 game minutes. Does not restore Life Points.</p> <p>Load – 3 AGP – 5 Silver</p>	<p>Lantern With a lit candle the lantern will give 15 square foot of light for one Game hour.</p> <p>Load – 3 AGP – 6 Copper</p>
		
<p>Candle Needs a Lantern. A lit candle will give 15 square foot of light for one Game hour.</p> <p>Load - .5 AGP – 1 Copper</p>	<p>Pouch Holds up to 10 Load of supplies/equipment/treasure. Straps to a person.</p> <p>Load – 2 AGP – 3 Copper</p>	<p>Rope 50 foot of rope. Holds up to 500lbs.</p> <p>Load – 2 AGP – 5 Copper</p>

		
<p><b>Torch</b> With a lit candle the Torch will give 15 square foot of light for twenty minutes of game time.</p> <p>Load – 1 AGP – 2 Copper</p>	<p><b>Bag</b> This bag holds up to 25 load of supplies/treasure/equipment. This can be carried by a person (load applied to person) or by a horse or wagon. (Load is not applied to person)</p> <p>Load – 1 AGP – 2 Copper</p>	<p><b>Horse</b> Must have a saddle if used to ride on. A horse carries one person plus 500 Load or 700 Load without a person and saddle.</p> <p>AGP – 6 Gold 2 Silver</p>
		
<p><b>Flask</b> Holds liquids such as water or potions. Holds one pint of liquid. Inform the AdMan if intended to fill.</p> <p>Load – 1 AGP – 2 Copper</p>	<p><b>Saddle (With reins)</b> A person cannot ride a horse in Phase One without a saddle. The saddle comes with the reins for the horse.</p> <p>Load – 75 AGP – 8 Silver</p>	<p><b>Saddle Bag</b> Fits on any saddle. This can hold up to 30 Load of various supplies/treasure/equipment. This is strapped to a horse and does not count toward a person's load.</p> <p>Load – 2 AGP – 8 Copper</p>



		
<p><b>Sleeping bag</b> Some quests will require sleeping outside. Without a sleeping bag the character loses 2 power per night. This can be attached to a saddle.</p> <p>Load – 4 AGP – 5 Copper</p>	<p><b>Wagon</b> Holds up to 2000 load or five people. Must be pulled by a horse.</p> <p>Load – 0 AGP – 6 Gold</p>	<p><b>Lute</b> I hope you can sing!</p> <p>Load – 5 AGP – 1 Silver</p>

		
<p><b>Purify potion</b> This potion purifies all water from non-magical contaminants and bacteria, making it drinkable.</p> <p>Load – 2 AGP – 8 Copper</p>	<p><b>Dissolve potion</b> This potion dissolves any magic cast on the drinker of the potion. This only works on humans and creel. Takes twenty game minutes to fully dissolve the magic.</p> <p>Load – 2 AGP – 1 Silver</p>	<p><b>Resurrect potion</b> This potion will resurrect a character that has died from unnatural causes. If poisoned a cure poison must be given first. This must be poured into the deceased mouth no more than five game minutes after death. Brings 25% life Points</p> <p>Load – 2</p>

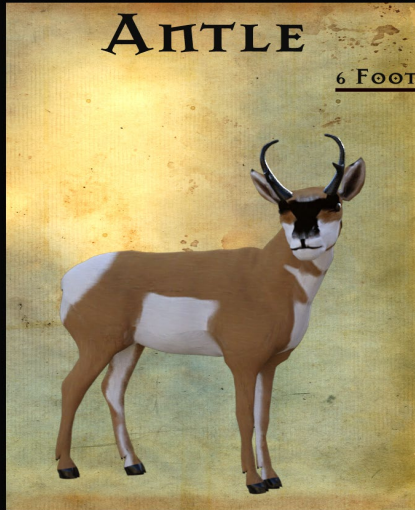
## CREATURES OF GILDAN

If you wish to create your creatures for your adventure, just use these creatures as a guideline



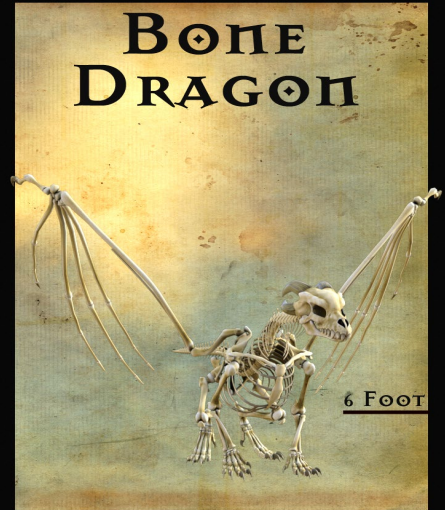
The Albus Vir were named after the angel that created the race. They have low intelligence, and have a hunger for human and elf flesh. They have high magic resistance and their skin is callous so they have a +5 to their stabbing and slashing defense. They usually live in caves or tombs and wield simple weapons such as clubs and spears. As a race they do not wield magic, or understand it. They do wear armor from people they have killed, and they usually travel in groups of at least three. Once they choose a mate, the mate is for life, and they have a deep connection to friends and family. They fight by jumping on their opponent and beating them.

Speed: Human speed  
Life Base: 15  
Load: 100  
Spell Cards: 0  
Spirit Spell: 1  
Power: 12  
Stabbing Defense: 5  
Slashing Defense: 5  
Magic defense: 100  
Common  
Mortal



The Antle was originally brought over from Earth, and is a direct cousin of an antelope. The animal is very fast and is not afraid of a fight, using its horns and hooves. Both the female and male have horns, though the female horns are slightly smaller. A female will protect its young fiercely, and the male is indifferent. The Antle can be found in the open plains surrounding the city of Gildan. It is a favorite food of a Kragen Dragon.

Speed: Very fast  
Life Base: 12  
Power: 20  
Stabbing Attack: 15  
Slashing Attack: 10  
Stabbing Defense: 5  
Slashing defense: 5  
Magic Defense: 0  
Common  
Mortal



A Bone Dragon is a magical undead creature. They were created by the rebel army during the first war, and used to protect artifacts or treasures. Bone Dragons have been created in thousands of years, because only angels have powerful enough magic to create them. They are bound by magic and bound to the artifact or treasure they were created to protect. Normal weapons do not have an effect on them, not even hammers or bone crushing axes. Bone Dragons have multiple weapons, including claws, bite, wings and tail.

Speed: Average  
Life Base: 20  
Stabbing Attack: 40  
Slashing Attack: 60  
Stabbing Defense: 100  
Slashing Defense: 100  
Magic Defense: 100  
Very Rare  
Immortal

Be clever. Be very clever.

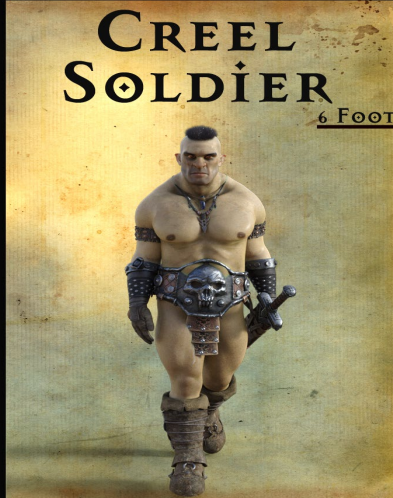
## CREATURES OF GILDAN

If you wish to create your creatures for your adventure, just use these creatures as a guideline



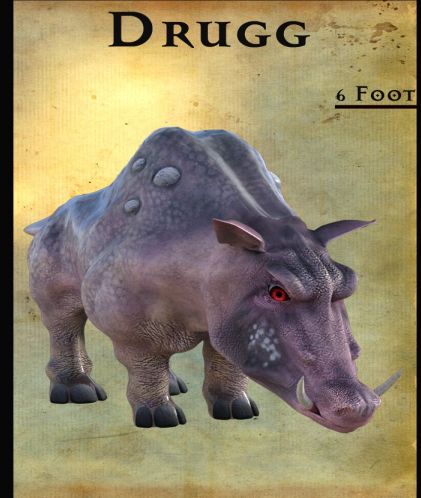
Caroundael soldiers sometimes go into Gildan to create havoc. There is an unstable peace between Gildan and Caroundael, and elements of Caroundael wish to start a war with Gildan. Caroundael is a kingdom with a tight grip on the citizens. The Caroundael men consider themselves a superior human race. They do not tolerate Aladaskins, Elves or Creel. Caroundael soldiers are humans and played as humans.

Speed: Human speed  
Life Base: 15  
Power: 10  
Cards: 5  
Magic Defense: 0  
Common  
Mortal



Creel soldiers can be played as humans if you choose to do so, however in this Beta version they are not designed to be played as a character. Creel are tribal, intelligent and are bred for war. They use magic sparingly, however they will use magic. In general humans are their enemies, although they will align with some humans depending on the circumstances. Gildan and the Tropo Creel are not at war with each other, though they often skirmish in the Kragen Mountains.

Speed: Human Speed  
Life Base: 15  
Power 10  
Cards: 3  
Magic Defense: 5  
Common  
Mortal



Drugg is similar to a wild boar, however the creature is approximately the size of a rhinoceros. They live in the forests of Gildan, and they usually are solitary. They can sometimes have a temper and attack without provocation, but usually they stay to themselves. Their fangs can cause damage, but the danger from their attack is from ramming into their opponent. If they are not winning the battle, they tend to leave.

Speed: Human speed  
Life Base: 15  
Power: 60  
Stabbing Attack: 10  
Slashing Attack: 40  
(Ramming)  
Stabbing Defense: 10  
Slashing Defense: 10  
Magic Attack: 0  
Magic Defense: 0  
Common  
Mortal



## CREATURES OF GILDAN

If you wish to create your creatures for your adventure, just use these creatures as a guideline

### DUNGEON DRAGON



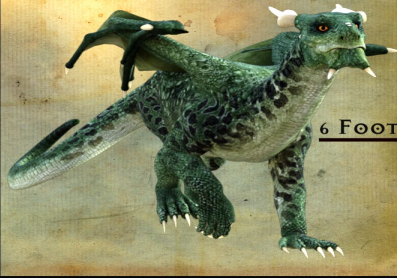
Dungeon Dragons do not spew fire. They are very territorial, and they live in caves or dungeons. Males are solitary and females are in groups of two to four. Their bite is poisonous and their claws are sharp like knives. They can see in total darkness.

Speed: Fast  
Life Base: 20  
Power: 20  
Stabbing Attack: 30  
Slashing Attack: 10  
Stabbing Defense: 15  
Slashing Defense: 15  
Magic Attack:  
Magic Defense: 20  
Rare  
Immortal

If the Dungeon dragon hits with a bite. Roll 1D6

1-3 Bites with poison. Treat the bite as a stabbing attack. The poison kills in one hour of game time.  
4-5 Bites without poison.  
6 Grabs the opponent with the bite. Uses both claws to attack. Treat as a stabbing damage x2

### ELLENDER DRAGON



Ellender Dragons live in the forests that separate Gildan from Ellender. They are friendly unless provoked, and their horns are very valuable. They are usually alone or in pairs. They do not breathe fire, but their size and strength make them difficult to kill.

Speed: Fast  
Life Base: 40  
Power: 60  
Stabbing Attack: 30  
Slashing Attack: 20  
Stabbing Defense: 20  
Slashing Defense: 40  
Magic Attack: 0  
Magic Defense: 40  
Common  
Immortal

An Ellender Dragon will fly away before engaging in a fight, unless the tree canopy above blocks the Dragons escape.

### FOREST DRAGON



Forest Dragons are usually found in the forests of Gildan. Forest Dragons spit acid up to twenty feet away, and their color hides them in the forest. Forest Dragons are aggressive. They can attack with a bite or claws. Or spitting acid.

Speed: Fast  
Life Base: 40  
Power: 60  
Stabbing Attack: 30  
Slashing Attack: 20  
Stabbing Defense: 20  
Slashing Defense: 30  
Magic Attack: 0  
Magic Defense: 40  
Common  
Immortal

ROLL 1D6

1-3 Bite (treat as Stabbing attack)

4-5 (Treat as slashing attack)

6 Hit with acid. ROLL 1D6

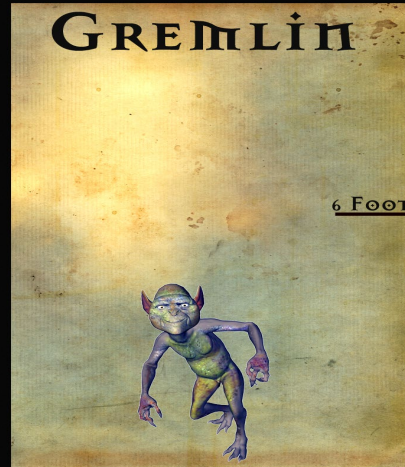
1-4 Chest hit. If metal armor it melts in one hour.

5-6 Face hit. If no helmet, the acid melts the face in 10 minutes doing 5damage per minute of game time.



## CREATURES OF GILDAN

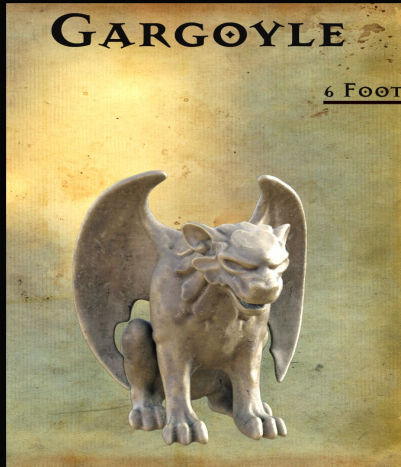
If you wish to create your creatures for your adventure, just use these creatures as a guideline



Gremlins are small mischievous creatures that can phase in and out at will, making them hard to catch. They phase out for two minutes of game time, and can only phase out twice every five minutes.

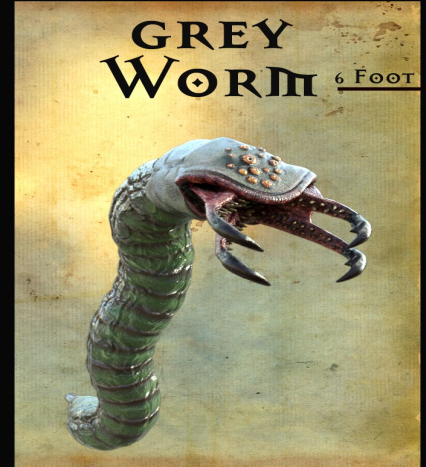
Speed: Fast  
Life Base: 7  
Power: 2  
Stabbing Attack: 0  
Slashing Attack: 0  
Stabbing Defense: 3  
Slashing Defense: 3  
Magic Attack: 0  
Magic Defense: 40  
Uncommon  
Immortal

If you attack and win roll a 1D6  
1-5 - The gremlin phases out and you miss  
6 - You hit the Gremlin.  
Gremlin wins Roll 1D6.  
1-5 Gremlin is unsuccessful  
6 - Gremlin steals any metal object of choice you are not carrying in hand.



Stone or alive? A gargoyle is a stone statue imbued with magic to protect something. It stays a statue until the item it is guarding is threatened. Once a gargoyle becomes animated it will not quit the fight until the threat is eliminated or if the gargoyle is destroyed. A gargoyle is created by magic.

Speed: Human speed  
Life Base: 30  
Power: 20  
Stabbing Attack: 0  
Slashing Attack: 60  
Stabbing Defense: 50  
Slashing Defense: 50  
Magic Attack: 0  
Magic Defense: 40  
Rare  
Immortal

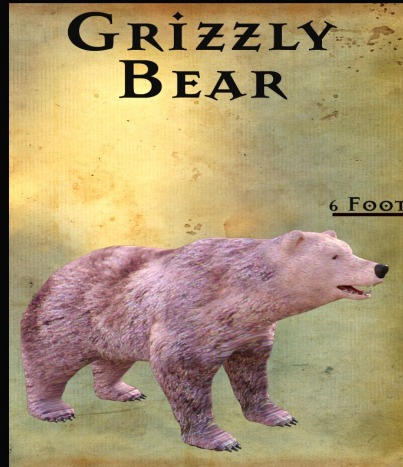


A Grey Worm is a creature that lives in dark places such as dungeons or caves. They attack with their large pinchers, grabbing their prey, then stabbing them with a spike that comes out of their mouth and drains their victim's blood. The spike can penetrate any metal with a stabbing defense on 30 or less. The worm will not release the victim until it worm is dead or the victim is.

Speed: Human speed  
Life Base: 20  
Power: 20  
Stabbing Attack: 10  
Slashing Attack: 20  
Stabbing Defense: 30  
Slashing Defense: 30  
Magic Attack: 0  
Magic Defense: 0  
Rare  
Mortal

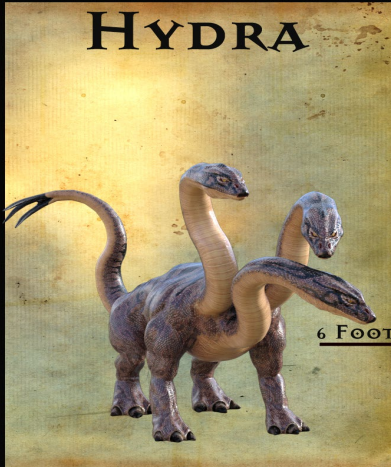
## CREATURES OF GILDAN

If you wish to create your own creatures for your adventure, just use these creatures as a guideline



Grizzly Bear needs no introduction. It will attack if provoked or angry. They run off of emotion so they are unpredictable. They will most likely not attack a group unless their cubs are around.

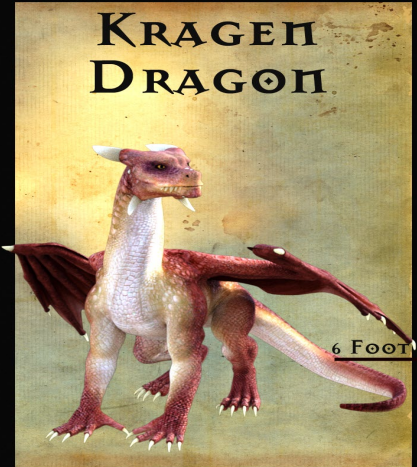
Speed: Fast  
Life Base: 20  
Power: 40  
Stabbing Attack: 10  
Slashing Attack: 30  
Stabbing Defense: 0  
Slashing Defense: 20  
Magic Attack: 0  
Magic Defense: 0  
Common  
Mortal



A three headed hydra has a number of attacks. Their bite is strong enough to tear a limb off, and their spiked tail can cause massive infections if not healed. If stabbed by the hydra tail, the player will die from infection within one hour of game play. Their tail can stab through armor with up to 40 stabbing protection. A hydra can survive with only one head left, and over a year all severed heads will grow back.

Speed: Fast  
Life Base: 30  
Power: 40  
Stabbing Attack: 10  
Slashing Attack: 10  
Stabbing Defense: 30  
Slashing Defense: 30  
Magic Attack: 0  
Magic Defense: 50  
Uncommon  
Immortal

If stabbed with the tail roll 1D6  
1-3 tail misses  
4-6 tail hits



A Kragen Dragon is a fierce and powerful creature. Intelligent and fearless, this is the apex predator of the Kragen Mountains. The Kragen Dragon does breathe fire.

Speed: Fast  
Life Base: 60  
Power: 80  
Stabbing Attack: 40  
Slashing Attack: 40  
Stabbing Defense: 60  
Slashing Defense: 60  
Magic Attack: 100 (Fire)  
Magic Defense: 50  
Uncommon  
Immortal

The fire attack is a five foot radius attack up to fifty foot long.

Roll 1d6  
1-4 the fire hits  
5 The fire misses  
6 The fire fans form 50 long to 20 foot wide.

The dragon uses its claws for stabbing and its arms and tail for slashing damage.

## CREATURES OF GILDAN

If you wish to create your own creatures for your adventure, just use these creatures as a guideline



Kragen Trolls are mortals that live in the Kragen Mountains. They are neither friend nor enemy Gildan or Tropo. Their backs are calloused for protection against the fire from Kragen Dragons. Their skin is thick and difficult to penetrate with a blade. They use clubs and spears for weapons and wear leather and cloth for clothing. They do not wear armor. Kragen Trolls are religious and believe that Michael the Archangel is the supreme deity. The trolls are tribal and have no organized society. They rarely go beyond the Kragen Mountains.

Speed: Human Speed  
Life Base: 20  
Power: 20  
Stabbing Defense: 30  
Slashing defense: 30  
Magic Attack: 0  
Magic Defense: 30  
Common  
Mortal



The Krist is a powerful rogue vampire. The Krist preys on the residents of small villages and hamlets. Usually in places where there is not Gildan law enforcement. The Krist can only appear at night, and avoids sunlight.

Immortal  
Life Base – 20  
Load – 150  
Spell Cards – 10  
Spirit Spells -All  
Power 15/20  
Magic Defense - 25  
Spirit Spell Loss – 1  
Spirit Spell Power – 5  
Only 1  
Immortal

The Krist is played like a vampire, though it does not wear armor. The Krist can use Boris Stones.

The Krist can use all spirit spells.



Lamia is the self-proclaimed queen of the Albus Vir. She is able to wield some of the old magic.

Mortal  
Life Base – 15  
Load – 80  
Spell Cards – 7  
Spirit Spells -0  
Power 15/20  
Magic Defense - 30  
Spirit Spell Loss – 2  
Spirit Spell Power – 0  
Only 1  
Immortal

Old magic: Can only cast one spell, one Boris Stone or use weapon only once per battle turn.

Levitation: She can automatically levitate at will for up to 10 minutes of game time.

Slam: A wall of air slams into one person. Does 40 slashing damage, and 10 magic damage.

Spikes: Roll 1D6 1-4 three spikes of air do 5 stabbing damage each. 5-6 five spikes of air do 5 stabbing damage each.



## CREATURES OF GILDAN

If you wish to create your own creatures for your adventure, just use these creatures as a guideline

### LAND SHARK



Yep! I just had to do it. A land shark lives in and near fresh bodies of water. It has the capability of eating a person alive.

Speed: Human Speed  
Life Base – 20  
Power 20  
Stabbing Attack: 60  
Slashing Attack: 5  
Stabbing defense: 20  
Slashing Defense: 10  
Magic Defense: 30  
Magic Attack: 0  
Rare  
Mortal

Land Sharks are usually alone unless there is a dead carcass, then a few of them will gather to eat it. They only care about eating, so they are just trying to get some food when they attack you.

### LEFLIN



Leflin are another race that was created during the first war. Their race has struggled to survive, and there are less than twenty thousand of them. They live within the Kragen Mountains, and often visit Gildan.

Immortal  
Life Base – 20  
Load – 80  
Spell Cards – 4  
Spirit Spells - 4  
Power 20  
Magic Defense - 25  
Sprit Spell Loss – 1  
Spirit Spell Power – 5  
Common  
Immortal

Leflin are closer to elves in nature than humans, and they are slightly more powerful. They enjoy visiting the cities of Gildan, however, they do not like to adventure and be away from their families. They get along very well with Kragen Trolls and Creel. Their greatest threat is Kragen Dragons.

### LION



Lions are not native to Gaea, they were brought over from Earth. Most of the lions on Gaea live in Caroundael, but occasionally a pride wanders into Gildan. It is illegal to hunt lions, unless threatened.

Speed: Fast  
Life Base: 20  
Power: 40  
Stabbing Attack: 10  
Slashing Attack: 30  
Stabbing Defense: 0  
Slashing Defense: 10  
Magic Attack: 0  
Magic Defense: 0  
Common  
Mortal



## CREATURES OF GILDAN

If you wish to create your own creatures for your adventure, just use these creatures as a guideline

### LORD

6 FOOT



A Lord is a wealthy citizen. The Lord can be from Gildan or Caroundael and is usually dressed in the finest of clothes or armor. A lord usually has mercenaries with them or hired soldiers from their land.

Mortal  
Life Base – 15  
Load – 100  
Spell Cards – 5  
Spirit Spells - 0  
Power 10  
Magic Defense - 0  
Sprit Spell Loss – 2  
Spirit Spell Power – 0  
Common  
Mortal

### MERCENARY

6 FOOT



A mercenary is a hired bodyguard or soldier. They can be from Gildan or Caroundael and are usually armed and dressed in some form of battle gear. Mercenaries are generally hired by Lords.

Mortal  
Life Base – 15  
Load – 100  
Spell Cards – 5  
Spirit Spells - 0  
Power 10  
Magic Defense - 0  
Sprit Spell Loss – 2  
Spirit Spell Power – 0  
Common  
Mortal

### PIXIE



A Pixie is the male counterpart to a fairy. Pixies want nothing to do with fairies, except for when it is time to mate every hundred years or so. Pixies do not care for any mortals, in fact they frequently try to disrupt their adventures with their magic. They are very hard to catch or kill, and they do not align with races for adventures.

Immortal  
Life Base – 30  
Load – 1  
Spell Cards – 0  
Spirit Spells - Unlimited  
Power - 1/1  
Magic Defense - 75  
Sprit Spell Loss – 0  
Spirit Spell Power – 20  
Uncommon  
Immortal

## CREATURES OF GILDAN

If you wish to create your own creatures for your adventure, just use these creatures as a guideline

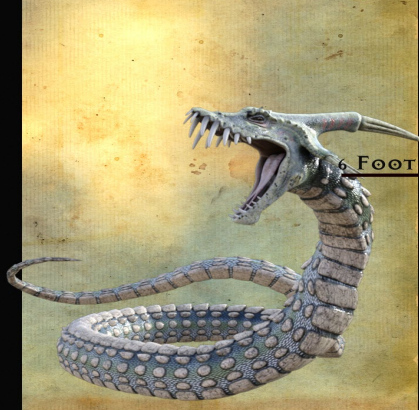
### ROMBROOD



A Rombrood is a herd animal found in central Gildan. They can be tamed and used as beasts of burden. They are aggressive in the wild and will attack if they feel threatened.

Speed: Human speed  
Life Base: 15  
Power: 60  
Stabbing Attack: 40  
Slashing Attack: 30 (Ramming)  
Stabbing Defense: 20 (Thick skin)  
Slashing Defense: 20  
Magic Attack: 0  
Magic Defense: 0  
Common  
Mortal

### SANPAN



A Sanpan is a large dungeon or cave dwelling snake. It only hunts at night, or in a dark area. Its bite is poisonous, but not deadly. Instead it paralyzes the victim for one hour game time. Its fangs stab like swords, and it can squeeze a victim to death, much like a python. A Sanpan will not eat a human or an immortal that is wearing armor.

Speed: Human speed  
Life Base: 25  
Power: 60  
Stabbing Attack: 40  
Slashing Attack: 20 (tail)  
Stabbing Defense: 40 (Scales)  
Slashing Defense: 40  
Magic Attack: 0  
Magic Defense: 0  
Uncommon  
Mortal

It is common for Sanpans to nest in a dungeon or a crypt to lay eggs and raise their young. If young Sanpans are in the quest, there are typically 1-4 and they stats are half of an adult Sandpan rounded up.

### SPRIG



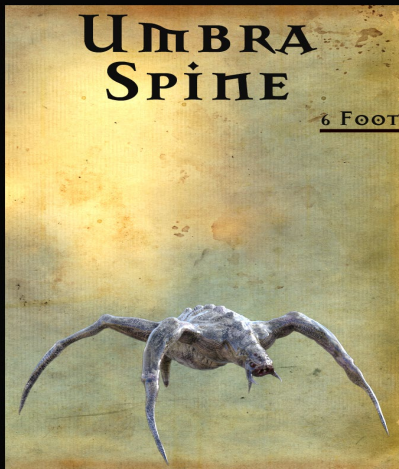
A sprig is a distant cousin of a fairy. They are slightly larger in size, approximately eight inches tall. Sprigs stay within their tribe and don't like to associate with other races. They are not fond of humans and they do not like elves. There are male and female Sprigs, and they usually live within thick forests. Sprigs territory is approximately one mile square, and they will swarm and attack anyone that enters their territory.

Immortal  
Life Base – 12  
Load – 1  
Spell Cards – 0  
Spirit Spells - Unlimited  
Power - 1/1  
Magic Defense - 30  
Sprit Spell Loss – 0  
Spirit Spell Power – 20  
Uncommon  
Immortal

Sprigs are very difficult to hit with a hand held weapon.

## CREATURES OF GILDAN

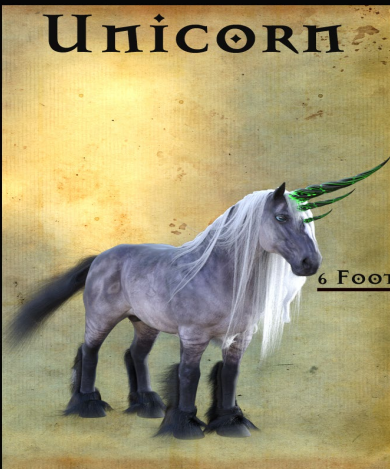
If you wish to create your own creatures for your adventure, just use these creatures as a guideline



An Umbra Spine is a creature created during the first war. This fast moving creature attack with feet that are spiked and a bite that infects the victim with parasites that enter the blood stream. A victim bitten will die in two game hours unless cured. Umbra Spines are generally solitary and can live in forests or mountains. They do not like cold. So they stay in warmer climates.

Speed: Human speed  
Life Base: 10  
Power: 10  
Stabbing Attack: 20  
Slashing Attack: 0  
Stabbing Defense: 5  
Slashing Defense: 5  
Magic Attack: 0  
Magic Defense: 0  
Uncommon  
Mortal

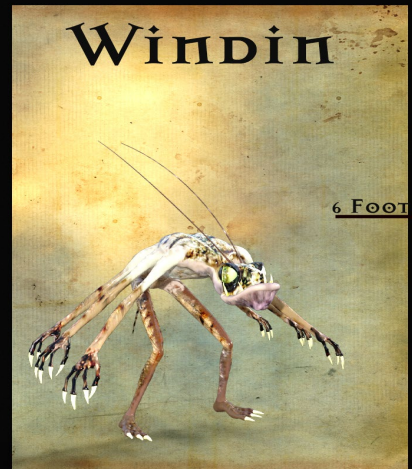
Roll 1D6  
1-3 hits with spiked foot  
4-5 Hits with 2 spiked feet  
6 Bites. Roll 1d6 again. If a 5-6 is rolled it bites exposed skin.



Unicorns are powerful magical creatures that have been hunted by humans to near extinction. It is common for Unicorns to befriend dragons. Body parts of unicorns are worth a small fortune, so poachers are always on the hunt for them, although it is illegal to hunt them in Gildan. Unicorns possess some of the most powerful magic, though they tend not to be aggressive creatures. Fairies and unicorns are friends.

Speed: Fast  
Life Base: 70  
Power: 60  
Stabbing Attack: 70  
Slashing Attack: 40 (Kicking)  
Stabbing Defense: 10  
Slashing Defense: 10  
Magic Attack: 80  
Magic Defense: 60  
Rare  
Immortal

Tears of the Unicorn can transfer its magic to any that get it in their blood. They can use all magic of the spirit spells.



A Windin is capable of living in any environment. The creature has six arms that can have six separate attacks independently. Their claws are razor sharp and they can bite. They usually eat small prey, and they have special antenna that allows them to see in complete darkness. When they attack, they always attack only one victim.

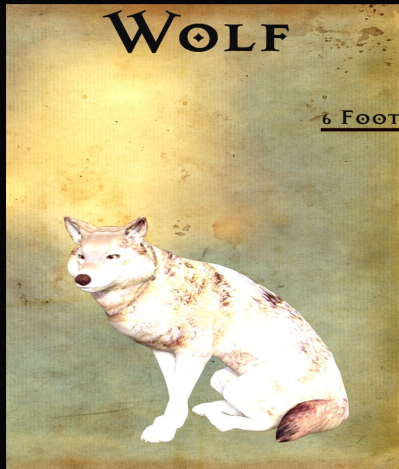
Speed: Human Speed  
Life Base: 20  
Power: 10  
Stabbing Attack: 5 (per hand)  
Slashing Attack: 10 (per hand)  
Stabbing Defense: 0  
Slashing Defense: 0  
Magic Attack: 0  
Magic Defense: 20  
Uncommon  
Mortal

Roll 1D6  
Whatever the number is, is the number of hands that hit.



## CREATURES OF GILDAN

If you wish to create your own creatures for your adventure, just use these creatures as a guideline



Wolves always travel in packs of 2-10. They are fast and cunning. They usually don't attack a group of five or more, however they can attack smaller groups. They are very territorial.

Speed: Fast  
 Life Base: 15  
 Power: 15  
 Stabbing Attack: 10 (Bite)  
 Slashing Attack: 0  
 Stabbing Defense: 0  
 Slashing Defense: 0  
 Magic Attack: 0  
 Magic Defense: 0  
 Common  
 Mortal

Wolves can jump on a person, knocking them down giving a wolf 2 rolls for an attack rather than one. Roll 1D6

1-4 Bites  
 5-6 knocks the victim down. If knocked down more wolves attack the victim determined by AdMan. Roll 1D6 the number of the role is the amount of damage done per wolf per battle turn.

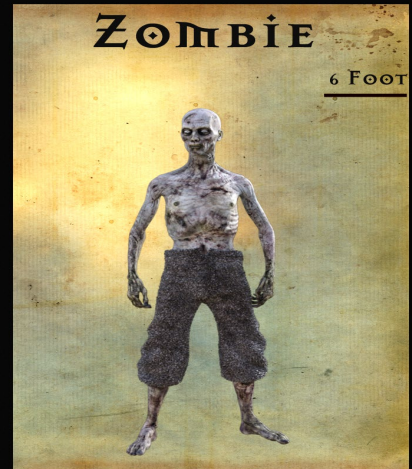


A Wyvern is a distant cousin to a Dragon. It has very sharp claws and a tail that functions much like a scorpion. A stab from the tail paralyzes the victim for one hour game play. It can carry a human in flight. They can be domesticated.

Speed: Fast  
 Life Base: 30  
 Power: 15  
 Stabbing Attack: 20  
 Slashing Attack: 20  
 Stabbing Defense: 10  
 Slashing Defense: 10  
 Magic Attack: 0  
 Magic Defense: 30  
 Common  
 Mortal

It usually attacks with a bite or its claws however if it gets a chance it will stab with its tail.

Roll 1D6  
 1-5 attacks with bite or claws.  
 6 hits with the tail. If the attack penetrates the armor, the victim is paralyzed for one game hour. Wyverns do not eat humans or elves.



Zombies can only be created by vampires or other zombies. The magic within the vampire bite resurrects the dead body. The bite from a zombie contains the same magic that created them, so a bite can turn another human. Zombies cannot turn an elf or other immortal, however damn! That bite hurts.

Speed: Slow  
 Life Base: 40  
 Power: 5  
 Stabbing Attack: 0  
 Slashing Attack: 0  
 Stabbing Defense: 0  
 Slashing Defense: 0  
 Magic Attack: 50 (Bite)  
 Magic Defense: 30  
 Uncommon  
 Mortal

Roll 1D6  
 1-5 Miss  
 6 Bite.

A victim turns into a zombie in two game hours. Zombies only have a desire to create more zombies.



## The Future of Gildan

The Beta version of the game is the first step in creating the full game. I am already taking steps toward turning the full version into reality, and I will be counting on players and fans to help me accomplish my goals. In the final version, the Adventure Manager will use a phone or a computer to keep stats in the game, and cards will be used for Borris Stones, Treasures, Weapons and Armor, and game play. The structure of the full game allows players like you to make real money playing the game. Of course, that is if and when I am capable of putting this game together.

More information coming soon!



# A hero's home



# The twin castles of Ellender



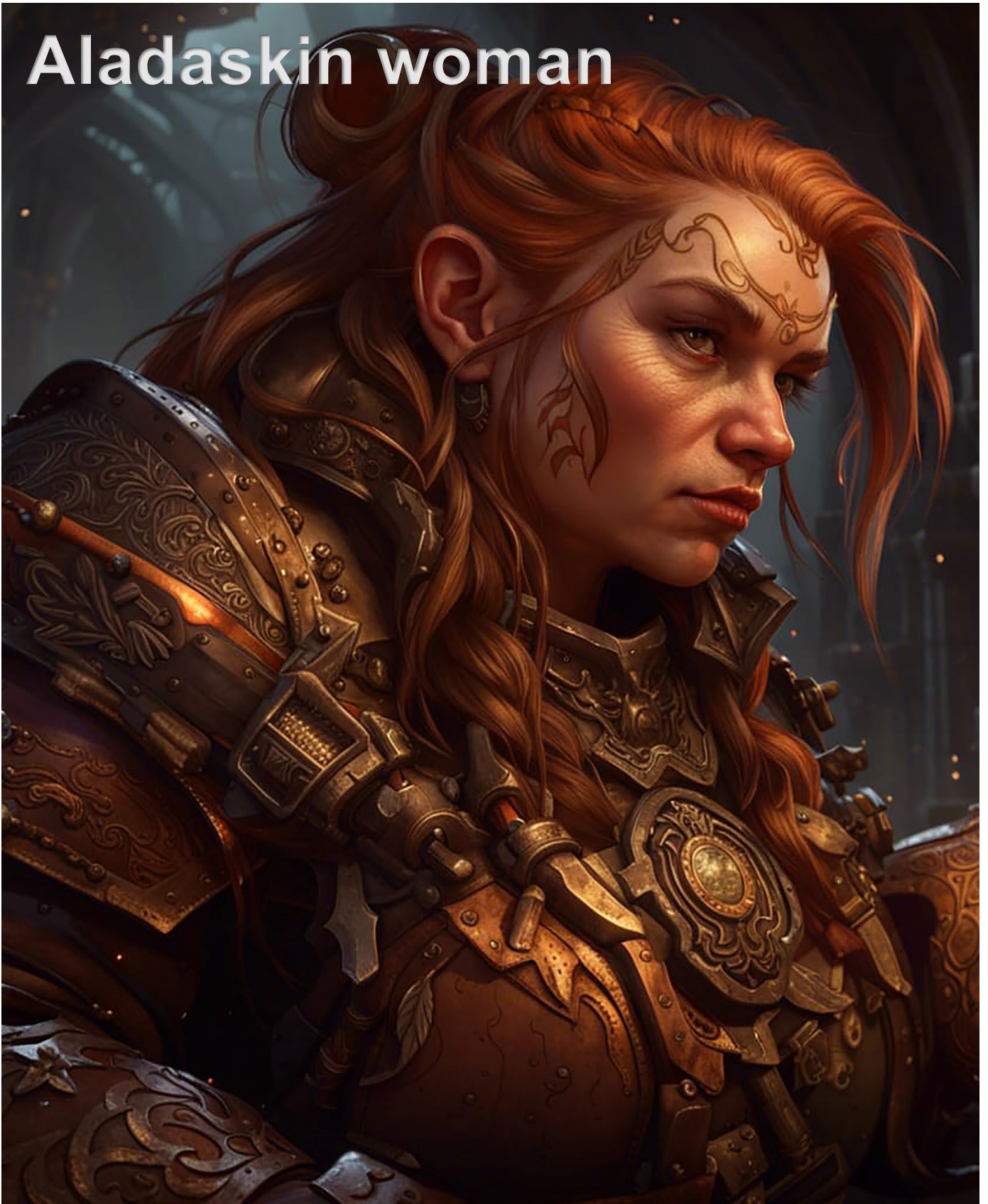


# Sisters on the road





# Aladaskin woman





# The tower of Balas Dorn





# Fae Fairy





Howdy!