



SWORD WORLD

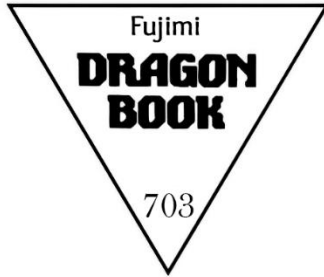
Presented by
Kei Kitazawa
/Group SNE

2.5

Core Rulebook

II

SW
2.5
RPG



Sword World 2.5

Core Rulebook II

Kei Kitazawa / Group SNE

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Introduction

Illustration by Kususaga Rin, Anji Majima

Expanding World of Sword World 2.5

Are you daring?

This book is a collection of additional rules following *Sword World 2.5 Core Rulebook I*. In *Sword World 2.5 Core Rulebook I* seven races and up to six levels of data were provided. For avid adventurers, however, reaching the upper limit of 6 levels may seem like a blink of an eye.

This is where this book, *Core Rulebook II* comes in.

With *Core Rulebook II*, characters can grow to 10 levels. To this end, a new magic list and combat feats have been added, making the game even more in-depth.

New classes, Fairy Tamer, Enhancer, and Bard, have been introduced to broaden the scope of play. The Fairy Tamer is the fifth Wizard-Type Class and uses Fairy Magic, which can cast spells of various types. The Enhancer's techniques are an excellent way for Warrior-type characters to enhance themselves. And the Bard shines on the battlefield with its music, playing Spell song and Finales.

New races include the Lildrakens, a dragon race; the Grassrunners, jovial wanderers; and the Meria, who has evolved from a plant to a humanoid, giving players new races for your characters to enjoy. The Lildrakens, with their muscular body, make them excellent warriors; the Grassrunners are tricksters with fantastic speed and dexterity and are not affected by magic; the Meria combine high vitality and aptitude for magic, making them tough magicians.

Now you can also use reputations to earn Adventurer Ranks, which will help you spread your name worldwide. Many valuable items that can only be obtained with reputation are now available.

Of course, more than 100 unique and powerful monsters have been added to the game to counteract these PCs' enhancements. GMs are encouraged to use the abundance of monsters to torment, terrorize, and amuse the PCs to their hearts' content.

Standard Combat rules have also been added to enhance further the tactical experience of fighting these more potent and more unique monsters.

We also introduce the Dorden region to the north as a new adventure setting, the Burlight region, and many famous NPCs, which GMs can use for scenario ideas or as a reference when creating their NPCs.

Now, are you ready to embark on a new adventure?

You have before you more mysteries, more threats, more power, and more techniques and tools to harness it than ever before. Please read this book carefully and put it to use in your adventures. Enjoy *Sword World 2.5* even more.

Is it wealth that awaits you? Is it fame? Or will it be a cruel defeat and death?

May the God of Dice bless you all.

When Reading This Book

Some players may see the new classes and combat feats added in this book and wish to "re-select classes and combat feats" for their characters who have already experienced several adventures.

In that case, you may do this if the GM allows it.

For example, a character with 5 levels of the Grappler class and 4 levels of the Sorcerer class can drop the Sorcerer class to 3 levels and use the 1,500 unused experience points to acquire a new Enhancer class at 2 levels.

Regarding combat feats, you can change the [MP Save/Sorcerer] feat you learned at the 5th level to the combat feat [Tail Swing I], which was added in this book. [Weapon Proficiency S/Wrestling] might also be a good idea.

These changes should not seriously damage the core of the character that has been played. In the previous example, it would be unacceptable to leave out the Sorcerer class and put all its experience points into the Enhancer class.

In particular, losing a class acquired from the background table is impossible.

See "Core Rulebook I"

You may be instructed to refer to "Sword World 2.5 Core Rulebook I" in this book. The form (see CR I, p. XXX) is used for such references.



Part 1 Characters

Here you will be introduced to new races that can become protagonists in your adventures in Raxia. You will also find a new background tables and rules for growth to higher levels.

Illustration by Kawasumi

Additional Data for Character Creation

This section introduces the races for PC added in this "Core Rulebook II" and provides data that enables the creation of characters using these races.

We also provide additional background tables that add the newly added classes and expand the variety of character creation in "Detailed Creation" (see CR I, p. 61).

Additional data for Easy Creation (Sample Characters)

Starting on page 13, we have three sample characters that can be used in "Easy Creation" (see CR I, p. 20). They use the races added in this "Core Rulebook II" and newly added classes. If the new races and classes appeal to you, you may want to choose one of these characters.

Sample Characters Features

There are a few points to note when choosing a character with Easy Creation (see CR I, p. 22, "Balanced Choice"). Considering this, the characters in this book are classified as follows.

The Balance between Frontline and Rearguard Types

Lildraken Bodybuilder is a Frontline Type, while Grassrunner Minstrel and Meria Feytouched are Rearguard Types.

Healer

The Meria Feytouched can act as a healer.

Explorer

Grassrunner Minstrel has a Scout class and can act as an explorer.

Knowledgeable

The Meria Feytouched has a Sage class and can be a knowledgeable party member.

Sample Character Features

	Front/Rear	Healer	Explorer	Knowledgeable
Human Warrior	Front	-	○	-
Elf Priest Swordmaster	Front△	◎	-	◎
Dwarf Paladin	Front	○	-	-
Tabbit Magician	Rear	-	-	-
Runefolk Gunner	Rear	△	-	○
Nightmare Magic Warrior	Front	-	-	-
Lykant Boxer	Front	-	◎	○
Lldraken Bodybuilder	Front	-	△	-
Grassrunner Minstrel	Rear	-	◎	△
Meria Feytouched	Rear	○	△	◎

Front: Frontline Type Rear: Rearguard Type Front△: Can be in the frontline, but not primarily a melee fighter. ◎: Particularly high aptitude
○: High aptitude △: Limited aptitude -: No aptitude



Lldraken Bodybuilder



**"Dragons are not just relatives
I have their power."**

Character Description

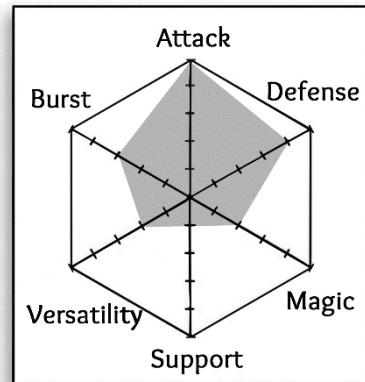
This is a Lildraken heavy warrior armed with a double-handed bludgeoning weapon and metal armor.

Lildrakens, also known as "Dragon Men," are Humanoids resembling dragons. They are bipedal but can also fly for short periods using the wings on their back.

Their primary role is to attack with weapons. For this purpose, the character is equipped with powerful weapons and armor. When the time comes, the character can use the technique [Bear Muscle] to gain the strength of a bear for a short time. They can deal tremendous damage when used in conjunction with [Power Strike I].

They can fly with the racial ability [Sword's Grace/Wings Of The Wind] during battle, which makes it easier to avoid enemy melee attacks and easier to hit with their own attacks. This is also a time-limited effect, so consider how to use it. [Scaly Hide] is the racial ability to withstand attacks, and [Tail As Weapon] allows using Tail as a weapon in an emergency.

Show your attack power and durability to the fullest and stand proudly in front of your enemies!



“Let's sing and dance and forget all about sadness!”



Grassrunner

Minstrel



Character Description

This is a Grassrunner minstrel holding a small musical instrument.

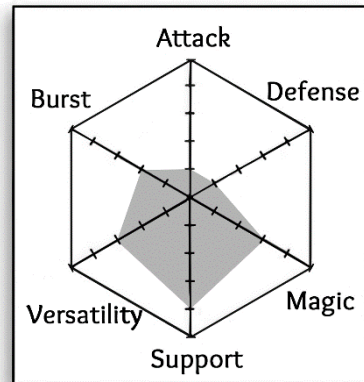
Grassrunners are Humanoid, but it is less clear how they came into being than other races. Many Grassrunners don't care about that and just enjoy their days.

The Bard class can sing Spell song, songs with special effects that resonate over a wide area. Most of the effects are slight, but Bard class affects all characters around indiscriminate and has no effect on constructs or similar creatures.

When the Spell song is sung, the player accumulates the power of singing, called "Rhythm." When the player has a certain amount, they can play the end of a song called "Finale," which has a potent effect. The Finale that this character has acquired is called [Finale: Spring Breeze] and can be used like an offensive spell.

They also have a high Scout class and can take the lead in exploration and fighting. Although they cannot attack with weapons and cannot cast spells, they are no less active than other characters.

Play Spell songs for each situation and control the battle as you wish!





Meria Feytouched

"Oh, sorry, I was just
enjoying the sunshine."
(Long-lived species)



"It's such a beautiful day!
I can't wait to go for a walk
with my fairies!"
(Short-lived species)

NOTION

PART 1

PART 2

PART 3

PART 4

CHARACTERS

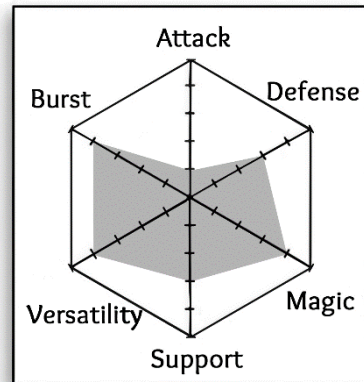
Character Description

Meria is one of the races endemic to the Alframe continent, close to the forest and the land, which can be long-lived or short-lived, and although they look different, they are treated as the same race.

This character is a fairy tamer who does not handle weapons but mainly uses Fairy Magic. The character can have 4 types of Fairy Magic from 6 types. The four types can be changed daily, so you can choose the one that best fits your mood, the composition of your group, and the purpose of your adventure.

It is also possible to use basic spells to temporarily borrow the power of a fairy, and by using the mako stone, it is possible to summon the desired fairy for a short time. The fairy tamer will not be able to use Fairy Magic during this time, so they will have to think about how to use it, but the summoned fairy will become a reliable friend for the duration of the summon.

Discover the characteristics of the elemental types and aid your friends with the right spells for the situation!



Additional Data for Detailed Creation

We will introduce new races for the Detailed Creation of PCs from here.

Additional background tables are also provided for the three classes added to this book: Fairy Tamer, Enhancer, and Bard.

The procedure for creating a PC itself is the same as described in "Core Rulebook I," starting on page 61. Just add new background tables and races while using it.

Determination of Ability Scores

The ability scores of Lildraken, Grassrunner, and Meria are determined by rolling the dice according to the table below.

Each of these is added to "skill," "body," and "mind" as an ability score. To avoid creating data that is too inconsistent with the character you wish to make, it is recommended that you roll three times and select one of a set of ability scores.

	Lildraken	Grassrunner	Meria
A	1d	2d	1d
B	2d	2d	1d
C	2d	1d	1d
D	2d+6	2d+6	2d+6
E	1d	1d	1d
F	2d	2d+6	1d

Lldraken

Lldrakens take the appearance of smaller, upright walking dragons. Despite their seemingly fearsome looks, they count among the humanoid races because they received the blessing of "The Sword of Harmony," Lumiere. In fact, despite their ferocious appearances, many tend to be wise merchants and appreciate their contact with the rest of Raxia.

They are born from eggs and are treated as adults after three molts (about 30 years old), while their lifespan is about 300 years.

Starting Languages: Lldraken can speak, read and write Dragonic and Trade Common.

Restricted Classes: None

Racial Abilities

[Scaly Hide]: Lldraken receives +1 Defense.

[Tail Whip]: Lldraken possesses the Wrestling weapon Tail.

[Sword's Grace/Wings of the Wind]: A Lldraken may spread its wings and take flight, flying for one minute (6 rounds) each day. While flying, a Lldraken receives a +1 bonus for Accuracy and Evasion. Movement speed remains the same whether moving forward or ascending. However, you cannot perform a Full Move while flying.

In addition, they may carry additional weight, up to a maximum of 200 kg. This may be equipment, supplies, or another PC.

Lldraken Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 3	Hunter	Ranger	6/12/7	2,500
4 - 5	Brawler	Grappler	6/13/6	2,000
6 - 8	Warrior	Fighter	5/14/6	2,000
9 - 10	Merchant	Sage	5/11/9	2,500
11 - 12	Cleric	Priest	4/13/8	2,000

Grassrunner

Grassrunners are small humanoids traveling through the steppes, well-known as cheerful and active wanderers.

For some reason, they have an inherent aptitude that makes them less responsive to mana (the source of magic). Because of this, they are not very interested in magic.

Where they come from and how they came to Raxia is a mystery. As they keep no records, their true origins remain shrouded. Grassrunner remains have been found near demons in underground labyrinths or in the Shallow Abyss on rare occasions, which has sparked discussion about whether they have come from another world.

Even when fully grown, they can easily be mistaken for human children. Regardless, they reach physical maturity at the age of 15, and their lifespan is said to be about 200 years.

In many cases, however, curiosity ends their life before reaching old age.

Starting Languages: Grassrunners can speak, read and write Grassrunner and Trade Common.

Restricted Classes: None

Racial Abilities

[Mana Interference]: Grassrunners do not have and cannot gain MP, even if a class or ability would otherwise do so. Mako Stones may still be used.

However, if a Grassrunner succeeds on a Willpower check against a spell, they will be completely unaffected (treating the spell as if it were “Resistance: Neg”).

[Natural Communication]: Grassrunners can understand plants and animals to a small degree. While this does not mean an entire conversation can be held, the Grassrunner can pick up on subtle expressions, such as if there is danger ahead or something wrong in the environment.

Grassrunner Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Thief	Scout	13/0/12	2,500
5 - 6	Light Warrior	Fencer	14/1/10	2,500
7	Wanderer	Ranger	12/1/12	2,500
8 - 9	Archer	Marksman	14/0/11	2,500
10 - 12	Hobbyist	Sage or Bard	12/0/13	2,500

Meria

They look exactly like humans but have one or more flowers blooming from prominent places such as the head, shoulders, and wrists. These flowers bloom or wilt depending on their emotional state. Although they are sexually dimorphic and quite similar to humans in external appearance, their internal structure is simple, identical to that of plants, which may be why they tend to be resilient and durable. Meria are a unique species, as they do not need to sleep and they procreate in the form of seeds.

While there is no difference in their ability, there are short-lived and long-lived sub-species of Meria. Short-lived species take the form of an infant about a week after the seed has been planted in fertile soil and reach adulthood in about six months. Long-lived species take the form of an infant in about one year and reach maturity at 20.

Short-lived species live for about 10 years, while long-lived species live for nearly 300 years.

Starting Languages: Meria can speak Sylvan, as well as speak, read and write Trade Common.

Restricted Classes: None

Racial Abilities

[Thriving Life]: Meria do not need to sleep. At the beginning of the day (6:00 a.m.), their HP automatically recovers by 20% of its maximum value (rounded up to the nearest whole number), and their MP recovers to its maximum value.

They can sleep if they so choose, however they do not recover HP/MP from it.

Meria Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Wanderer	Ranger	9/8/12	2,500
5 - 6	Cleric	Priest	8/8/13	2,000
7	Feytouched	Fairy Tamer	8/7/14	2,000
8 - 9	Magician	Sorcerer	8/6/15	2,000
10 - 12	Manipulator	Conjurer	7/6/16	2,000

New Background Tables

Detailed here, you can find additional background tables usable during character creation. You may use these instead of the ones found along the race descriptions.

Human

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Archer	Marksman	9/5/7	2,500
5	Swordman	Fencer	9/6/6	2,500
6	Brawler	Grappler	8/8/5	2,000
7	Warrior	Fighter	7/9/5	2,000
8	Bodybuilder	Enhancer	6/8/7	2,500
9	Poet	Bard	5/7/9	2,500
10 - 12	Feytouched	Fairy Tamer	5/6/10	2,000

Elf

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Bodybuilder	Enhancer	11/5/10	2,500
5 - 6	Spy	Scout	12/4/10	2,500
7	Feytouched	Fairy Tamer	10/2/14	2,000
8 - 9	Brawler	Grappler	11/4/11	2,000
10 - 12	Minstrel	Bard	9/3/14	2,500

Dwarf

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Scholar	Sage	3/8/9	2,500
5 - 6	Wanderer	Ranger	6/9/5	2,500
7	Bodybuilder	Enhancer	5/9/6	2,500
8 - 9	Minstrel	Bard	4/8/8	2,500
10 - 12	Feytouched	Fairy Tamer	5/6/9	2,000

Tabbit

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 5	Magician	Sorcerer & Conjuror	5/6/11	1,000
6 - 7	Feytouched	Fairy Tamer	7/5/10	2,000
8 - 9	Minstrel	Bard	6/7/9	2,500
10 - 12	Apothecary	Ranger	7/6/9	2,500

Runefolk

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Spy	Scout	12/6/8	2,500
5 - 6	Bodybuilder	Enhancer	10/8/8	2,500
7	Agile Warrior	Fencer	11/9/6	2,500
8 - 9	Minstrel	Bard	8/9/9	2,500
10 - 12	Conjurer	Conjurer	7/9/10	2,000

Nightmare

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Minstrel	Bard	8/13/9	2,500
5 - 6	Bodybuilder	Enhancer	9/14/7	2,500
7	Archer	Marksman	10/10/10	2,500
8 - 9	Wanderer	Ranger	9/12/9	2,500
10 - 12	Manipulator	Conjurer	6/11/13	2,000

Additional Note on a Nightmare Race of Origin

Nightmares can be born from Lildraken, although very few are. They are reproduced as eggs, but when they break out of their shells, they emerge as babies in the form of nightmares. Nightmares born from Lildraken have the wind attribute specified in their race ability [Weaknesses].

Lykant

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Minstrel	Bard	8/9/8	2,500
5 - 6	Archer	Marksman	11/8/6	2,500
7	Bodybuilder	Enhancer	10/8/7	2,500
8 - 9	Scholar	Sage	10/7/8	2,500
10 - 12	Cleric	Priest	9/7/9	2,000

Lildraken

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Archer	Marksman	7/12/6	2,500
5 - 6	Agile Warrior	Fencer	6/11/8	2,500
7	Bodybuilder	Enhancer	5/12/8	2,500
8 - 9	Magician	Sorcerer or Conjurer	4/12/9	2,000
10 - 12	Feytouched	Fairy Tamer	3/12/10	2,000

Grassrunner

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Scholar	Sage	11/1/13	2,500
5 - 6	Brawler	Grappler	14/2/9	2,000
7	Traveler	None	11/2/12	3,000
8 - 9	Spy	Fencer & Scout	15/0/10	2,000
10 - 12	Minstrel	Bard	12/0/13	2,500

Meria

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Archer	Marksman	10/7/12	2,500
5 - 6	Light Warrior	Fencer	10/8/11	2,500
7	Magician	Sorcerer & Conjuror	8/5/16	1,000
8 - 9	Minstrel	Bard	7/7/15	2,500
10 - 12	Bodybuilder	Enhancer	9/9/11	2,500

Language Details

There are many different languages spoken all across Raxia. Although a brief description of each language was included in the "Core Rulebook I," this section provides a more extensive description of each language, including Draconic, Grassrunner, and Sylvan, which have been added to this Rulebook.

List of Languages

Name	Spoken	Written	Typically Used By
Elven	○	○	Elf, Merman
Sea Animal	○	X	Dolphin, Kelpie
Giantish	○	○	Giant, Troll
Grassrunner	○	○	Grassrunner
Trade Common	○	○	Humanoids in general
Ancient Celestial	X	○	Tabbit (See Race Descr.)
Regional Dialect (any)	○	○	Region-specific (Burlight, for example)
Draconic	○	X	Dragon, Lldraken
Drakish	○	○	Drake, Ogre, Quepala
Dwarven	○	○	Dwarf
Nosferatu	○	○	Vampire
Basilisk	○	○	Basilisk
Barbaric	○	○	Barbarous in general

Name	Spoken	Written	Typically Used By
Daemonic	○	X	Daemons in general
Magitech	○	○	Runefolk, Artificer
Arcana	○	○	Sorcerer, Conjurer
Sylvan	○	X	Fairy, Fairy Tamer
Youma	○	X	Goblin, Hoodling, Bolg
Aviary	○	X	Garuda
Lycant	○	○	Lykant
Lizardman	○	○	Lizardman, Hugl
Other	○	△	Various

Description of Languages

Elvish

Elvish is primarily spoken by elves. The language sounds so flowing that it is reminiscent of music. Still, it is said to be difficult for other races to learn because of its detailed grammatical rules and numerous vowels with minor differences that are difficult to distinguish.

Sea Animal

It is used by some sea-dwelling, intelligent animals and Mythical Beasts. The language uses high-pitched sounds and can only be communicated underwater. The vocabulary is not very large, and nor is there a written form.

Giantish

Used by giants and trolls. It is characterized by its concise style of writing and distinct pronunciation.

Grassrunner Language

Grassrunner is, unsurprisingly, primarily used by Grassrunners. It is a simple, easy-to-learn language with many straightforward expressions. Although the grammar is simple, speakers of Grassrunner tend to use a lot of abbreviations and slang in their conversations, making it difficult to understand the meaning when you hear it.

Trade Common

After the collapse of the Magitech Civilization, this language became widespread among the merchants and adventurers who traveled around the

world. It is based on Magitech but is simpler and easier to remember, characterized by its straightforward phrases.

Ancient Celestial

This language remains only on stone inscriptions, etc., so it is unknown how it is spoken.

Tabbit prefers to use it to denote their titles, etc. It is said to have been the language of the ancient gods.

Regional Dialect

The indigenous dialect of a particular region. Each region has its own unique vocabulary.

Draconic

Used by dragons and their kin. In addition, Lldrakens know draconic, despite being humanoid. Dragons never developed a written language because they considered their own excellent memory absolute and did not think of keeping records. Because of the roars and the sound of air moving in and out between the fangs of the speaker, it is difficult for the average humanoid to pronounce and understand.

Drakish

This is the language used by Drakes, who are reputed to be Barbarous leaders. It is also called the higher Barbarous language because it is used as a common language by the ruling class of the Barbarous.

It has very complex grammar, rich expressions, and strong pronunciation.

Dwarven

Dwarven is the language of the dwarves. It is characterized by a tendency to combine several words to form one long word. Pronunciation is clear, and when spoken too fast, it can make the speaker sound angry.

Nosferatu Language

Nosferatu is spoken by vampires, considered one of the ruling classes in the Barbarous society, and their dependents. Its grammar is elaborate and strict, all the while featuring a large number of homonyms that are based on the distinctions made by the grammar, making the language particularly difficult to learn.

Basilisk Language

The language used by the Basilisks, who count themselves among the ruling class of Barbarous society, is characterized by its soft pronunciation. It has many long vowels and is not suited for fast speech. It avoids direct language and uses many roundabout phrases, rhetorical questions, antonyms, and sarcasm. Because of this, it is difficult to grasp the meaning of its idioms when unfamiliar.

Barbaric

A language designed to be understood by all the various Barbarous (a popular theory says that Drake created this language). It is made up of only concise, direct phrases with a two-word syntax ("kill enemy," "I hungry," etc.). Language is more like a set of codes than a language. It cannot convey complex information.

Daemonic

The language used by daemons. The language is characterized by incantation-like phrases that are extremely difficult to understand. There is no written documentation of any kind, and no written language has been handed down.

Magitech

This is a widely used language in the Al Menas period, which fell into ruin about 300 years ago. It is simple and is also used to activate Magispheres.

Arcana

This is the language of the Ancient Magic Civilization, believed to have fallen about 3,000 years ago.

It is challenging to pronounce and has been handed down only as incantations. It is difficult to use in conversation but not impossible.

Sylvan

The language used by fairies is characterized by a bouncy pronunciation. It does not have an extensive vocabulary and is sometimes difficult to understand, especially since neither past, present, nor future tenses exist. Fairy Magic can be cast by speaking to fairies in this language. It has no written form.

Youma

This language is used daily by Goblins, Kobolds, Hoodlings, Bolg, and other Pack Barbarous. It lacks vocabulary and expressions, instead consisting

of direct words. It is often pronounced menacingly and sounds jarring to humanoids.

Aviary

This is the language used by Garuda, which is also learned by some of the other winged Barbarous who are often under their command. It is characterized by intense and forceful language, with syllables clearly separated so as not to be drowned out by the wind.

Lycant

This language resembles animal cries, such as roars, barks, screeching, and unusual sounds.

Historically, it has resembled animal sounds so much that it does not sound like a language being spoken to the uninitiated. It has a particularly rich hunting and fighting vocabulary and is adept at conveying emotions and feelings. Its writing is unique, expressed through strings and knots.

There is also a simplified written form.

Lizardman language

It is spoken by the Lizardmen and some other Barbarous with reptilian heads.

Derived from Draconic, it is pronounced very similarly and has many words in common. The grammar has been dramatically simplified, and the vocabulary is much reduced. Since the language is not as memory-dependent as draconic, they have created and used a scratchy writing system.

Other Tribal Languages

Some intelligent Monsters, such as Barbarous and Mythical Beasts, have their own language. They may also be learned by other races they interact with or have dominion over. The presence of characters varies from language to language.

The following tribal languages are known to exist. Languages with an "X" appended do not have a script.

Androscorpion, [X]Varg, Ogre, Ganesha, Gilman, Centauri, Vulcan, [X]Harpia, [X]Formica, Hopper, Merman, Minotaur, Lycanthrope, Raven

PC Growth Addition

Growth to 10 Level

Using Core Rulebook II, a character can grow up to 10 levels. The experience points required to grow a class for each type are as follows.

Table of Experience Points (up to 10 Level)

Level	Major Class	Minor Class
1	1,000	500
2	1,000 (2,000)	1,000 (1,500)
3	1,500 (3,500)	1,000 (2,500)
4	1,500 (5,000)	1,500 (4,000)
5	2,000 (7,000)	1,500 (5,500)
6	2,500 (9,500)	2,000 (7,500)
7	3,000 (12,500)	2,500 (10,000)
8	4,000 (16,500)	3,000 (13,000)
9	5,000 (21,500)	4,000 (17,000)
10	6,000 (27,500)	5,000 (22,000)
Major Classes Fighter, Grappler, Sorcerer, Conjuror, Priest, Artificer, Fairy Tamer		
Minor Classes Fencer, Marksman, Scout, Ranger, Sage, Enhancer, Bard		

※Number in parentheses () is a cumulative XP needed

Enhanced Racial Abilities

When a character reaches Adventurer Level 6 or higher, their racial Abilities are strengthened.

Race: Human **Enhanced Racial Ability:** [Sword's Grace/Change Fate]

Description: When using [Sword's Grace/Change Fate], add +1 to the result. However, only changing double 1's to double 6's will result in automatic success, and double 6's to double 1's will still result in an automatic failure. When using a Power Table, the maximum result is 12.

Race: Elf **Enhanced Racial Ability:** [Sword's Grace/Gentle Water]

Description: An ally who holds one of your hands is granted some of the benefits of [Sword's Grace/Gentle Water]. This allows them to move as freely underwater as on land. Also, while underwater, they can hold their breath for one hour (outside of water, their breathing rate is the same as other races). They also gain +2 to Fortitude and Willpower against "poison" and "disease" type effects. If contact is lost, so is this benefit.

Race: Dwarf **Enhanced Racial Ability:** [Sword's Grace/Body of Flame]

Description: An ally who holds one of your hands will no longer receive any damage from fire, physical or magical, and their equipment cannot burn or be damaged by fire.

Notes on "holding hands"

Elves and Dwarves gain the ability to grant some benefits of their racial ability to a single companion who is "holding your hand." This means the hand they are holding can't be equipped with a weapon, shield, or holding an item other than a [Stance: 1HW] weapon. In addition, this hand may not be used to make weapon attacks, etc. If either one lets go of the other, the ally loses the shared abilities immediately.

Even when using both hands, you cannot share your abilities with more than one person simultaneously. When holding hands with multiple people, every 10 seconds (1 round), the player chooses which character they wish to share abilities with.

Race: Tabbie **Enhanced Racial Ability:** [Sixth Sense]

Description: [Sixth Sense] allows you to use Adventurer level + Intelligence Modifier to perform Spot Trap Checks.

Race: Runefolk **Enhanced Racial Ability:** [HP Conversion]

Description: [HP Conversion] now takes a Minor Action to activate and can be used during Combat Preparation.

Race: Nightmare **Enhanced Racial Ability:** [Alternate Form]

Description: When in [Alternate Form], all melee attacks, ranged attacks and spells that directly damage a target deal an additional +1 damage.

Race: Lykant **Enhanced Racial Ability:** [Beast Form]

Description: Allows you to now use [Beast Form] as a Minor Action or during Combat Preparation once per day. Returning to human form still requires a Major Action.

Race: Lildraken **Enhanced Racial Ability:** [Sword's Grace/Wings of the Wind]

Description: When flying using [Sword's Grace/Wings of the Wind], you can now move using a Full Move (i.e., 3x Agility).

Race: Grassrunner **Enhanced Racial Ability:** [Mana Interference]

Description: Once per day, as a Major Action, a Grassrunner can attempt to dispel a magical effect with a duration. By touching it, they can make a check using their Adventurer Level + Spirit Modifier, and if it's higher than the caster's standard value, the effect is dispelled.

Race: Meria **Enhanced Racial Ability:** [Thriving Life]

Description: You now gain a +4 bonus to Fortitude and Death checks in natural environments (see CR I, p. 101) and under sunlight.



Here you will find the rules and additions for Sword World 2.5. Newly added classes, more tactical combat rules, rules for special situations, etc.

Part 2 Game Rules

Illustration by Taira Akitsu

Supplementary Skill Checks

In this section, we add new skill checks and introduce the rules for retrying the Skill Checks and reducing the time required.

Additional Skill Checks

Performance

Standard Value: Bardic Power (Bard level + Spirit modifier)

Time Required: Instant

Description: A Bard can carry out this check to gain special effects in the form of Spellsongs and Finales. See page 100 for details.

Swim

Standard Value: Adventurer level + Agility modifier

Time Required: 1 minute (6 rounds) or 10 seconds (1 round)

Description: This check is used when swimming across a body of water. It also reduces the inconvenience and disadvantages of being in the water.

For more information on actions underwater, including how this check is made, see page 74.

Investigation

Standard Value: Any class + Intelligence modifier

Time Required: 1 hour

Description: This check uses your social position to speak with an NPC to obtain a clue to relating to a mystery.

Depending on how the PC interacts with the contact, the GM should determine the class used for the check.

The GM determines the Target Number using the following table as a guide. They may prepare multiple types or levels of clues and give them to the PC according to the Success Value as indicated in the table.

Investigation Check Target Numbers and Clues Obtained

Success Value	The Rarity of the Clue Obtained
5	Common knowledge that even a small child knows
7	Information that every adult knows
9	Common people's gossip
12	The knowledge professional should know
15	The knowledge that is known only by a small number of people who meet limited conditions or by well-informed people
20	Information known only to information collectors/Information known only to those in a limited and particularly selective position
25	Facts are so crucial that only the parties involved would know about them



GM Guide: How to Use Investigation check

It is vital that rolling an Investigation Check does not simply solve a mystery, but rather yields a clue that leads to that result. Note that no matter how high the Success Value may be, the solution should not be obtained directly from the check. The clues given should be fragments of information. The player's role is to use these to get to the bottom of the mystery.

Investigation Checks are recommended in cases such as "when a player is feeling stuck, and you want to provide a general source of information" or "when you want to provide a few hints without giving away the whole story." The following sections provide guidance using the Bard class as an example. GMs are encouraged to specify an appropriate class according to the situation. Generally, the GM performs the check.

Example of Investigation Checks using the Bard class

A PC who has acquired the Bard class (see p. 100), wants to learn some information as part of an investigation. Possible sources of information could be customers and servers in a tavern or the audience at a performance. If the Investigation Check is successful, the GM should provide clues from these NPCs to the investigating PC. It is up to the GM to decide how to do this, but ideally, they should provide information that will inspire the PC to come up with a solution.

Ask tavern patrons what's on their mind

"Rumor has it that there's been a rash of children disappearing recently."

"A neighbor in my tenement has suddenly become very lively. I asked another neighbor about this, but they don't know what is going on."

Ask an innkeeper about recent business

"I haven't heard from my business partner at the winery down south. It seems they are having trouble getting their specialty fruit wine out to customers."

"I've got a couple of customers who are heavy drinkers. They must be under a lot of stress. It's odd, they all wear silver feather ornaments..."

Making small talk with the audience at a performance

"The fortune-teller who runs a stall in the market square has quite a reputation. Sometimes he's visited by rich people and he also visits their mansions."

"The lord secretly visits us when Harvest Festival is held. I would describe him, but I don't want to be rude."

**GM Guide: Targets of Investigation check**

The target of an Investigation Check is an NPC. The PCs are meant to talk to appropriate persons in the area and try to gain useful information through small talk (or, depending on their social position, direct questioning as superiors). Even if the information is "Facts that are so important that only those involved would know them," the NPCs will not be themselves involved in what is going on. The information they provide was learned by chance or is perhaps gossip that they think is fantasy and do not believe to be true.

An Investigation Check should not result in PCs coming into contact with NPCs whose names, backgrounds, personalities, and roles mean they are directly involved in the mystery or crime. The investigators should consider an NPC's position, personality, preferences, etc., make assumptions, and negotiate with them appropriately to obtain clues. Trying to do all these things with a single dice roll spoils the fun of TTRPGs; use roleplaying instead.

If the investigation is stalled, and the PCs have reached a dead end, the GM can ask for an Investigation Check to get the story moving. Similarly, if the GM is not sure how much information to give the PCs from a conversation alone, the Success Value of an Investigation Check is a useful guide.

Retries of Skill Checks

Some Skill Checks can be retried after failure. This section describes how to determine if an Skill Check can be retried and what to do if it can.

Skill Checks That Cannot be Retried

Skill Checks with "Time Required: Instant" cannot be retried, except in cases where Combat Feats or items make it possible. For example, if an Accuracy check fails, the attacker misses. If a Spellcasting check fails automatically, the PC wastes their MP and their turn.

Also, if the situation changes due to the failure of a Skill Check and the opportunity to perform the check itself is lost, you cannot try again. For example, if a player is spotted after failing a Hide check, they cannot continue hiding; they have been spotted!

Retry that involves Cost or Risk (Time Required Remain the Same)

For Skill Checks other than "Time Required: Instant," those that involve a cost or a risk can be retried by paying the cost or retaking the risk (if the situation permits), even following a failure.

For example, if you perform a Search check in a room where the air is bad, and you potentially suffer damage if you stay in there for 10 minutes, you can retry after a failure. However, a further 10 minutes will be deemed to have passed, and the consequences of the bad air will be suffered again.

No Risk Skill Check (Time Required Incrementally Increases)

For some Skill Checks, where the situation does not materially change, retrying the check simply results in more game time passing. For example, if you look for a hidden object with a Search check and fail to find it, you will not find anything, but the object will still be hidden. Unlike checks that come with a cost or a risk, the character who performed the Skill Check will not be subject to any ill effects.

If the same PC continues to Search in such a case, the Time Required for the check will simply be increased (if another character performs the check, it should be performed as usual). Specifically, the Time Required is increased by

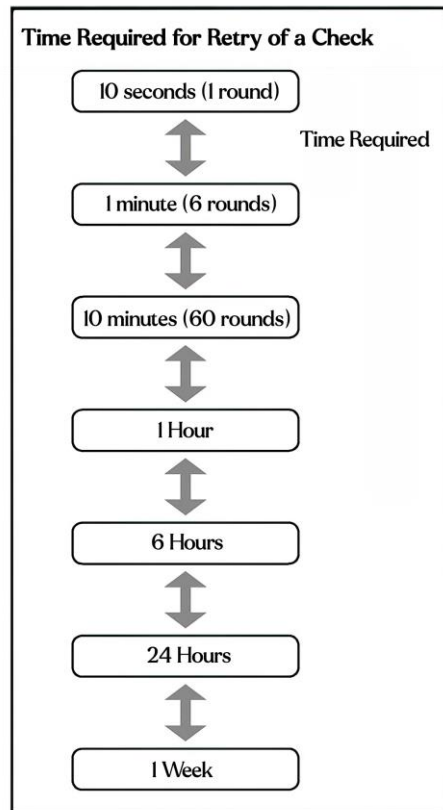
one level according to the diagram "Time Required for Retry of a Check." The check can be repeated, but the Time Required will be incremented by one level for each failed attempt. For example, if you retry a check with a Time Required of 1 minute (6 rounds), retrying that same check will consume 10 minutes (60 rounds) of time. If you retry the check again, it takes 1 hour.

However, the limit is "1 week". When this is reached, all subsequent retries will be made within the "1 week" time frame.

If the time required is lengthy, you must concentrate on the task, except for taking the minimum actions necessary to survive.

A check can be retried if the success or failure is not apparent to the PC at the time. For example, if you are unsure whether the Success Value of a Hide check is sufficient to prevent you from being detected, you can retry the check, striving to achieve a higher Success Value. If the new Success Value is lower, the rerolled value must be used.

If the situation allows, you can try again even after an interruption (e.g., if you are investigating a document in the archives, if you leave to go on an adventure, you will be able to work on it again once you return to the archive). If the Class level, the Adventurer level, or the Ability modifier of the check changes during the break, the Time Required of the check will still be its original value.



Retrying Disable Device Check

The Disable Device check, when attempting to disarm a trap, can be retried using these special rules.

If the Disable Device check fails, the PC can immediately retry it using the same Time Required. However, if this retry fails, the trap will be sprung.

It is also possible to make a normal retry, where Time Required is increased. In this case, failure will not activate the trap. Then, you can use a special retry, in which failure springs the trap, but Time Required remains unchanged. For this special check, the prior Time Required should be used. For example, if you fail once, retry with Time Required extended to 10 minutes, fail again, and then retry with the special rule, the Time Required will be 10 minutes.

Damaged Locks

The GM can rule that when picking a lock, the mechanism is damaged by successive failed checks and that the check cannot be re-attempted because of that damage.

In this case, a Disable Device check will be impossible, let alone opening it with the correct key! In such cases, the lock can only be opened using magic.



GM Guide: Beware of Deadlocks

A broken lock means it can no longer be opened without using magic. Suppose you have created a scenario in which you need the PCs to open a certain door, but before they can do so, they need to find the key. If the scenario is structured such that they are unable to unlock the door except with the right key, then damaging the lock will make progress impossible.

The GM should be careful and not make their adventure depend on opening such a lock where retrying the check will prove impossible. On the other hand, if the lock is on a treasure chest containing bonus treasure, the possibility of breaking the lock is a chance to present the players with a dilemma (*“the lock looks like it will break after next failed attempt”*).

Note on Retries

Some Skill Checks have their specific rules when retrying them. Here are notes on such checks.

Acrobatics check

This check can be retried, but it will take longer to travel the same distance.

Insight check

This check is treated as having "Time Required: 10 seconds (1 round)". The first retry will extend this to "Time: 1 minute (6 rounds)".

[Wordbreak]

The use of the Major Action Combat Feat [Wordbreak] is not subject to these retry rules and may be used on every Major Action if desired.

Speeding Up Skill Checks

Checks with a Time Required of 1 minute (6 rounds) or more can have their Time Required reduced from the original value, using the diagram "Time Required for Retry of a Check" (see p. 44). In this diagram, such checks attract a -2 Success Value penalty for each one-step reduction. The check's Time Required can be reduced by any number of steps at a time. However, the minimum value is "10 seconds (1 round)" and cannot be shorter.

For example, a Literature check with a Time Required of 10 minutes can be performed in 10 seconds, two steps down from 10 minutes (by quickly skimming the text). The penalty to the Success Value in this case, will be -4.

This rule never shortens the time required for Spellcasting checks that are longer than 10 seconds (1 round).

The Danger of Rushing Disable Device Checks

If a Disable Device check is performed on a trap using a shortened Time Required, then the trap will be triggered immediately upon failure, and if the GM so rules, the lock will be damaged as well.

Sped Up Retried Checks

A character may retry an Skill Check and shorten the Time Required. In this case, the PC must always retry with the original Time Required, no matter

if it was shortened the first time. In the example of the Literature check, the Time Required for a retry will be 10 minutes. In this case, no modification is made to the Success Value.

The time required to perform a retry cannot be shortened.



GM Guide: Search Check with Time Required of 10 seconds

When using this rule, a quick Search check can be done with a Time Required of 10 seconds. This is useful when you want to hurry through a dungeon.

The PCs are essentially doing Spot Trap and Notice checks in this case, since the difference between the Target Number bonus (+4) (see CR I, p. 109) and the penalty (-4) for the quick Search check exactly offset. The accuracy of a 10-second Search check is about the same as these. Traps can also be automatically noticed at the last second if something about them is obvious.

If the "10-second Search check" is declared for each room or hallway of a labyrinth, the game can really drag, and players should not insist on it. They should wait for the GM to request a Notice check or leave things to the GM's hidden checks (see CR I, p. 358).

Even with a 10-second Search check, GMs will rule that a PC has stepped into a room and is investigating by touching suspicious features. They are not just glancing around the room from the outside but are taking a considerable risk if they declare their intention to Search quickly!

Standard Combat

The Standard Combat rules provide a more tactical approach to play than Simplified Combat (see CR I, p. 118), as they allow for more control over character positioning, which in Simplified Combat is limited to three areas. Ranged attacks, a spell's range and area of effect, and character movement all have greater significance.

Features of Standard Combat

Managing Position and Movement in Meters

While Simplified Combat manages the battlefield in only three areas, Standard Combat locates the position and handles the movement of each PC in meters.

The battlefield assumes a straight line that roughly connects enemies and allies. All characters are handled according to where they are located along this line. In other words, this is a one-dimensional combat system.

Flexible Skirmishes

In Simplified Combat, there can only be one skirmish on the battlefield, and it is forbidden to move out of that skirmish. In Standard Combat, characters are allowed to move around the battlefield more freely. As a result, there can be multiple simultaneous skirmishes.

Notes on Character Location Management

As already mentioned, Standard Combat defines a virtual straight line and manages the character's location in one dimension.

The GM sets a reference point on the battlefield and checks the position of each character in meters.

While using Standard Combat, units of distance less than 1m are ignored. Only a whole number of meters is used. Individual characters cannot end their movement at a fractional position.

In the Standard Combat Rules, the term "coordinates" is used to indicate the location of a character. The term "sharing coordinates" does not mean that characters are in the same location but are indistinguishably close to one another. This is also the proximity at which characters can engage in melee attacks or use spells and effects with "Range: Touch" on each other.

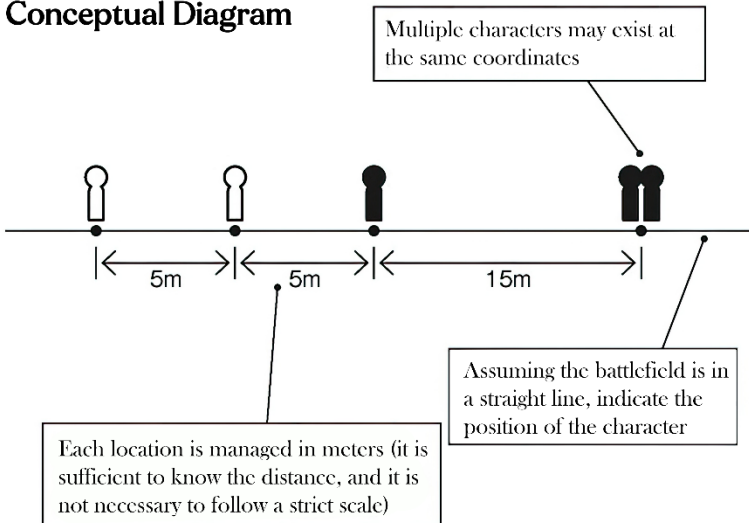


GM Guide: Relative Distance is What Matters

What is important in Standard Combat is the relative distance between the characters, that is, how many meters they are apart from one other. For that purpose, set a reference point (perhaps a prominent terrain/room feature) and calculate the distances in meters from that.

As characters move in combat, ensure you know the relative distance to the reference point and make it easy for players to understand. To do this, you can use multiple reference points or shift them around depending on the situation.”

Conceptual Diagram



Position of Multiple Characters

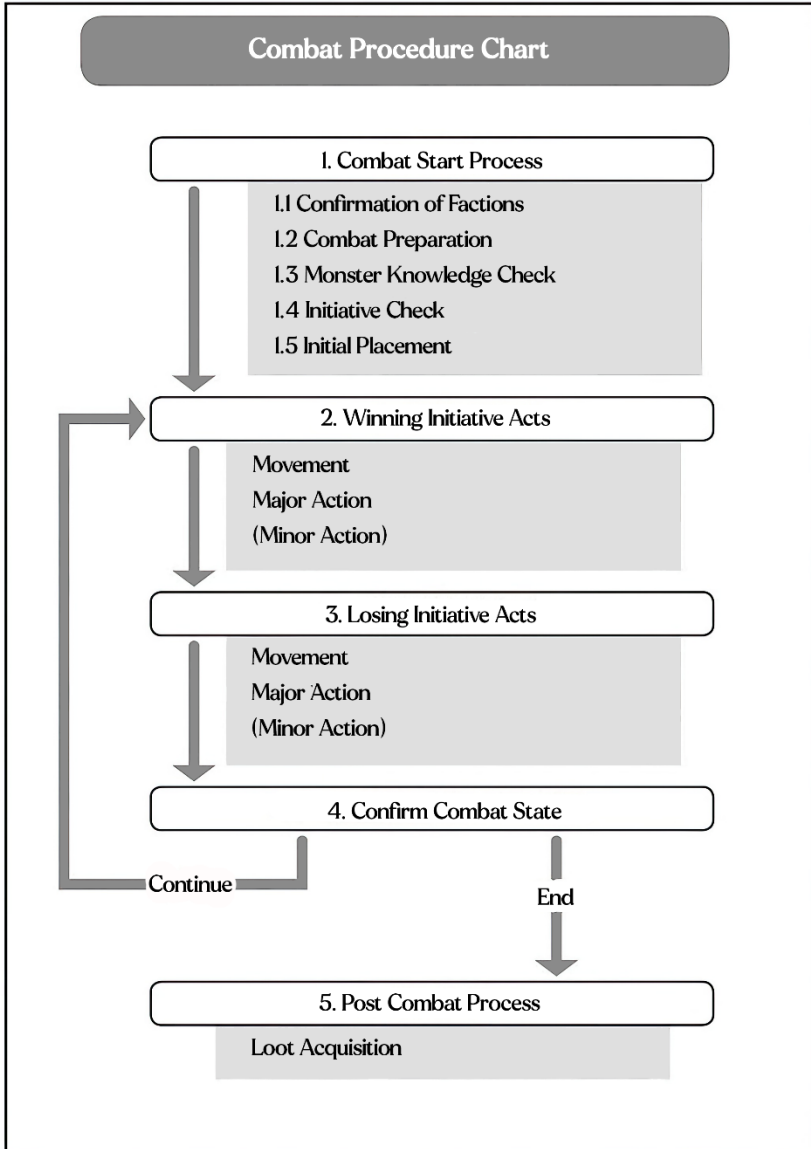
Multiple characters can be located at the same coordinates, enemy or ally..

Coordinate Restrictions

The GM may limit where characters can move to and the coordinates of the starting point of a spell, etc., considering the situation on the battlefield. For example, if the PCs encounter a monster waiting at the back of a room, there can be no coordinates behind the monster's position.

Standard Combat Progression

The combat procedure in Standard Combat is the same as in Simplified Combat and follows the Combat Procedure Chart below.



I. Combat Start Process

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

1.1 Confirmation of Factions

1.2 Combat Preparation

1.3 Monster Knowledge Check

1.4 Initiative Check

These are all the same as in Simplified Combat (see CR I, p. 121).

1.5 Initial Placement

In Standard Combat, the GM determines the distance between the two Factions (Allies and Enemies), considering the details of the encounter. Unless there is a particular situation in play (such as an ambush), the two sides will start at a distance of 5 meters to 30 meters apart. At least one character from each Faction will face one other at this distance. It is the distance between the leaders or the vanguard, so to speak.

Other characters can be placed at the same coordinates or further away.

Based on each player's described positioning, the GM should determine how far apart the allies are. If they are in a formation, the distance between each column should be 1-2m. Otherwise, a Rearguard character who does not wish to risk a melee attack, can be ruled to be 3-5 meters behind the leader.

Below is a guide to the approximate initial distance at the start of an encounter.

Combat Opening Recommended Distances Guide

Situation	Distance (m)
Enclosed space	5m
Relatively large space	10m
Crowded space, such as a forest	10m
Open space, such as flat plains	20m
Moving, such as on horseback	+10 - 20m
Fighting a large monster	+5 - 10m

2. Winning Initiative Acts - 5. Post Combat Process

Once the initial placement is finalized, the first Faction to act moves their characters into position, one by one, in turn. No other characters can move during the turn, precisely the same as in Simplified Combat.

When the first Faction finishes its actions, it is the turn of the second Faction. After that, if the battle is over, the post-combat process is initiated (as in Simplified Combat).

Character's Turn and Movement

The big difference between Standard and Simplified Combat is movement. There is almost no difference between Major/Minor Actions in the two systems.

Turn Basics

A character's turn consists of three parts: Movement, a Major Action, and Minor Actions. The Major Action should be made after Movement, and the timing of any Minor Actions is, in principle, arbitrary.

Generally, what can be achieved with Major and Minor Actions is the same as in Simplified Combat. Any differences are explained in the notes starting on page 65.

Movement

As in Simplified Combat, there are three different types of movement. In Standard Combat, those same types vary drastically depending on the character's Agility. Still, the Major and Minor Action restrictions spelled out in the Simplified Combat rules, and the -4 Evasion penalty for Full Movement, remain in effect here.

Normal Movement

For PCs, Move Speed is equal to their Agility score. More specifically, if a character takes a Normal Move, they move up to their Agility score in meters. Spells and effects can change a character's Move Speed, modifying it up and down, independently of their Agility. This is what separates Standard Combat from Simplified Combat.

Full Movement - (3 x Agility)m

A character can move a maximum of three times their Move Speed (in meters).

Normal Movement - (Agility)m

Characters can move up to their Agility score in meters (the score, not just the bonus!).

Limited Movement - 3m

If characters take a Limited Move, they may move up to 3m. However, if the character's Move Speed is reduced to below 3m, they may only move that distance instead.

Blocked Movement due to Enemies or Skirmishes

If an enemy is present or skirmish (see p. 55) is ongoing that could block a character's move, they may be forcibly stopped regardless of the movement type they are attempting (see p. 59).

Cannot Move

As a rule, a character cannot move if they are engaged in melee (see p. 55). Additionally, a character may be prevented from moving due to spell effects or unique skills. Such a character can perform any Major and Minor Actions that can be used with a Limited Move.

Melee and Skirmishes

Characters that are attacking each other are said to be "in melee," and the area they occupy is "a skirmish." Under Simplified Combat rules, there was only one such skirmish on the battlefield, and handling it was pretty simple. However, Standard Combat allows for much more subtle movement and positioning, so more intricate rules are necessary.

Skirmish Outbreaks

If characters hostile to one other are at the same coordinates, and at least one of them uses a melee attack, casts a "Range: Touch" spell, or activates a unique skill, then both characters are "in melee". And a skirmish breaks out at that position. However, if melee is already occurring there, no new skirmish will break out. The next time a new skirmish occurs, it will be handled by following the rules "Skirmishes and Characters" (see p. 56).

Center of a Melee Outbreak

A skirmish is centered where the first conflict occurs and spreads out depending on the number of participants. When determining the number of participants in this way, monsters with multiple sections count as that many participants.

Skirmish Range

The range of a skirmish is determined by the number of participants. Characters on the edge of a skirmish area are still considered to be part of that skirmish. For example, if a character is 3m from the middle of a skirmish, and the skirmish area is 3m radius, then that character is involved. A maximum of 20 characters can be part of a skirmish (as per the table).

Skirmish Range Table

Number of Participants	Skirmish Size
2 - 5	3m radius
6 - 10	4m radius
11 - 15	5m radius
16 - 20	6m radius

Skirmishes and Characters

If a melee has already broken out, and a character wishes to join it, there are several rules, depending upon the specific situation.

New Participant in Melee

A character can join an ongoing melee by moving to the center of the skirmish area and declaring their intent to join in. This can cause a skirmish to increase in size, depending on the number of participants (see previous page).

Characters in Melee

A character participating in melee combat is said to be "in melee." This allows the character to make melee attacks and cast spells with "Range: Touch." Their coordinates are the center point of the skirmish area.

Independent Characters

Sometimes a character is in a skirmish area but does not wish to join the ongoing melee. Such a character is considered independent. Each independent character has its own coordinates, including the skirmish's center.

Interference from Characters in Melee with Independent Characters

Characters in melee ignore the difference in coordinates between themselves and any independent characters in the same skirmish area. However, suppose a hostile character in the skirmish attacks an independent character. In that case, the independent character joins the melee, and their coordinates are adjusted to be in the center of the skirmish.

Independent Characters Transitioning into Melee

Conscious characters will transition from being independent to being in melee in one of two ways:

1. If a character takes their turn and they're still in the skirmish area, they will join the melee at the beginning of the next round.
2. If a character is attacked by another participant of the melee with a melee attack or "Range: Touch" spell, they will join the melee immediately.

If a character is unconscious (they've been reduced to 0 HP), they cannot join the melee in either of these situations and stay independent.

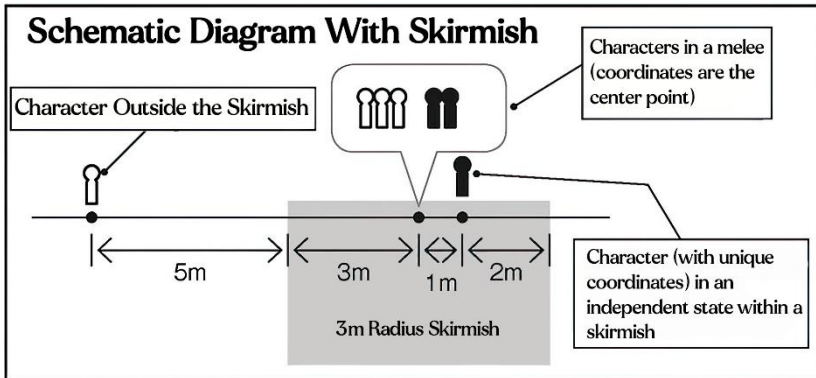
Characters in Melee Becoming Independent

Characters who cannot act, such as those who've fallen unconscious or been put to sleep, are removed from melee and they become independent. However, their coordinates are still considered to be the center of the skirmish.

Leaving Melee

Generally, a character engaged in melee cannot move (see p. 53). However, a character that has declared “preparing to leave melee” on their previous turn may move in any way they wish.

Additionally, if the number of characters in the melee from your Faction (other than yourself) is more than twice the number in the enemy Faction (whether in melee or independent), then you can immediately move and leave the skirmish.



Changing Skirmish

Depending on the circumstances of the battle, a skirmish can change in size, i.e., multiple characters can join or leave it.

Expanding or Reducing the Skirmish Size

The size of a skirmish depends upon the number of participants, as mentioned above. Only characters actively participating in melee count towards this total; independent characters do not (so long as they remain independent). If new characters join the melee, then the size of the skirmish may expand, as per the above chart. However, as characters are defeated (whether fleeing, rendered unconscious or dead), the skirmish size will shrink.

In either case, the skirmish size will change only after a character's turn, not during it.

Example of Expanding Skirmish Size

Suppose there is a skirmish with 5 participants, and a Botch is 4m away from its center. The skirmish has 5 participants and so is 3m wide, front to back; the Botch is outside the skirmish area.

Another character, a Dive, moves to the skirmish center point and announces their participation in the melee. At this point, no expansion of the skirmish occurs. The Dive can only target the 5 people in the skirmish and cannot interfere with the Botch, which remains out of range.

The Dive makes a melee attack targeting a character in the skirmish. This changes the number of participants in the melee to 6, expanding the skirmish area to 4 meters. The Botch is now inside the skirmish and becomes independent. If the Dive has the Combat Feat [Twin Strike], it can make a second attack against the Botch, which is now in range.

If the Dive falls due to a melee attack, the number of participants in the melee will stay the same at 5, and no skirmish expansion occurs. The Botch remains out of range.

Combining Skirmishes

In Standard Combat, multiple skirmishes may occur on the battlefield. If the center point of one skirmish is contained within another skirmish, the two are combined into one.

The center of the combined skirmish is the midpoint between the two center points prior to merging. If the midpoint is not a whole number of meters, it is shifted 0.5 m towards the larger skirmish. If the number of combatants is the same, the GM decides where the new skirmish is centered.

All characters in melee before the merger, regardless of which melee they were in, are in melee afterwards, and their coordinates will be the new center point. The skirmish size after the merger is re-calculated based on the number of characters in melee.

Combining separate skirmishes triggered by a new skirmish breaking out or by the expansion of existing skirmishes. The merger happens immediately after one of these occurrences.

Disappearing Skirmishes

The existence of a skirmish is predicated on there being two Factions in conflict. If, by any means, one of these Factions is unable to continue the fight, the skirmish disappears.

Blocking Movement

When a character moves, if there is a hostile character or a skirmish in their way, movement may be blocked.

Blocking Outside a Skirmish

A character outside a skirmish can block enemy movement within their Limited Move range. The procedure is as follows.

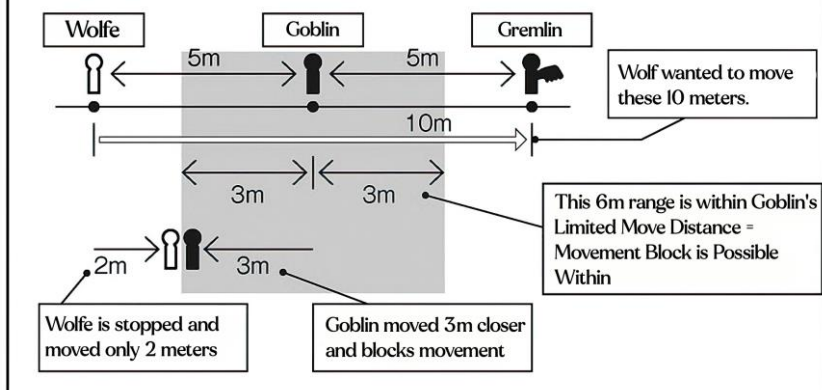
First, when moving, the active character specifies the type of move and their destination coordinates. The move will be blocked if any point during the move (including the starting coordinates) lies within a hostile character's Limited Move distance. In such a case, the hostile character can declare that it is blocking. That character chooses a point along the path of the moving character that is within its Limited Move range. The movement of the active character ends at that coordinate, and the blocker moves to the same point.

Example of Blocking Movement

Wolfe decides to make a sword attack against a Gremlin, which is 10m ahead, and declares he will advance 10m (normal movement) to meet it.

There is a Goblin between Wolfe and Gremlin, 5 meters away. The Goblin blocks Wolfe's movement to protect the Gremlin. The Goblin can move up to 3m using its Limited Movement. Wolfe's path of travel overlaps with this, and

Examples of Blocking Movement



so the Goblin can block Wolfe's movement at either 2m or 8m from the Gremlin it is protecting.

The Goblin chooses to move as close as possible to Wolfe, and so he is stopped after advancing just 2 meters. Both characters move to this coordinate.

Wolfe, prevented from approaching Gremlin, is forced to make a melee attack against the Goblin as his Major Action. A skirmish results, with Wolfe and Goblin as its participants.

Outside of Skirmish

Characters outside of a skirmish seeking to block another's movement cannot specify coordinates lying within a skirmish as the blocking point.

Multi-Section Monsters

A character can block the movement of a monster with up to twice as many sections as itself, but no more. However, multiple characters can succeed, whereas one cannot. If there are enough characters to bring the character-to-section ratio to 1:2 or better (there are at least half as many characters as sections), and all of the impeding characters can reach the same coordinates using only Limited Movement, then its movement can be blocked at that point.

Formation of Skirmish

When a character's movement is blocked, a skirmish is usually formed when a melee attack or other Action is performed. However, even if no Action, including a melee attack, is taken, a skirmish occurs automatically at the end of the moving character's turn. Both the moving and the blocking characters are then engaged in melee.

If a character with invisibility impedes a move, a skirmish occurs immediately without waiting for the end of the turn (see p. 55).

Blocking in Skirmish

Characters in skirmish can block movement by hostile characters trying to move through the skirmish. In this case, the moving character is placed in the middle of the skirmish and engaged in melee.

Blocking Possibilities via Faction Comparison

If a character tries to move through a skirmish, determine which Faction they belong to. If that Faction is more than twice the size (counting the moving character and everyone in melee or independent) of the opposing Faction, then the moving character cannot be blocked. For example, there are three characters in Faction A in melee and two in Faction B. A character with two sections from Faction A wish to move through the skirmish area, and Faction B wants to stop them. However, in this case, Faction A has 5 characters to Faction B's two, so the movement of a character with two sections cannot be blocked.

Independent Characters

An independent character can assist those in combat to block movement. In doing so, they become active in melee, and their coordinates shift to the center of the skirmish.

However, independent characters about to pass through a skirmish aren't counted on either Faction when determining the possibility of blocking movement.

Restrictions

A character outside a skirmish and a character inside the same skirmish cannot jointly block the movement.

A character in a skirmish may not move to block a character who is prepared to leave the melee in the previous turn. Also, if the number of blocking characters in the skirmish is less than half the opposing characters (or sections) - other than the character attempting to leave - then their movement cannot be blocked.

Other Notes

If a character has their movement blocked successfully, and there are effects that key off the distance travelled, then the shortened distance is used for those effects.

As mentioned above, this does not change the type of movement chosen. Just because a character moved only 2m does not mean they took a Limited Move, they were just blocked.



GM Guide: Difference Between Passing Through a Skirmish and Leaving One

Characters can attempt to pass through or leave a skirmish. The former is a movement that starts outside the skirmish, enters it, and then exits the other side. The latter is a simple movement from inside the skirmish to outside it.

In both cases, if the number of moving characters is more than twice the number of characters (or number of sections) inside the skirmish, then the moving characters cannot be blocked.

This means it is important to pin large monsters with many sections in a skirmish first so as to halt them. If such a monster moves into a skirmish first, it will be difficult to stop it from simply passing through and reaching Rearguard characters.

It should also be noted that, for this rule, only the characters in melee are counted towards the size of the Faction trying to make a move, whilst in melee and independent characters are counted for the size of the blocking Faction.

Number of People Accounted for Blocking in Skirmish

	Moving Faction			Blocking Faction	
	Themselves	In Melee	Independent	In Melee	Independent
Moving	○	○	X	○	○
Leaving	X	○	X	○	○

※Compare this with the rule, if the moving Faction is more than twice as large as the blocking Faction, then its movement cannot be blocked.

Range and Area, Stray Shots and Shielding

Range

In Standard Combat, ranged attacks and ranged spells/effects are handled in meters. Generally, the range is expressed as "Range: X (Ym)." In Standard Combat, the "Ym" part is what is used.

Wide-Area Effects

Spells and effects that affect a large area are described as "Target: X area (Ym radius)/-". In Standard Combat, the "Radius: Ym" determines the area of effect. The part after the "/" ("Space," "All," or the number of targets from "5" to "20") is applied as in Simplified Combat.

Characters in Skirmish

If a wide-area effect is used and it includes a skirmish:

Each character in melee will be the target if the skirmish center point is within range.

Each independent character with the skirmish is a target if its unique coordinates are within range.

Area: Line

A spell of effect with "Area: Line" always affects the targeted character. Any characters in the direction of the shot lying within the range (distance) have a 50% chance of being affected. This includes the starting and ending points, but the character creating the effect can remove themselves as a target.

Since the starting point is included, there is a risk of allies getting affected if a spell or an effect is used at the same coordinates as those allies. To avoid that, characters should use a Limited Move to move forward as little as one meter before using a spell or effect.

Stray Shots

When aiming at a character in a skirmish from outside it (using a ranged attack or a spell/effect with "Area: Shot"), if there is another character at the

same coordinates, there is a chance that the shot will stray. The target must be chosen randomly from among all characters at the same coordinates.

Characters in Combat

As mentioned above, characters in melee with one other share the same coordinates at the center of a skirmish. Thus, if a shot is taken at one of the characters, all those in that skirmish are potential targets.

Independent Characters

Independent characters in a skirmish have unique coordinates. However, if there are multiple independent characters at the same coordinates, they, too, are subject to stray shots.

Even if a character is independent, should their coordinates be the center of a skirmish (i.e., immediately after falling unconscious), they are subject to stray shots.

Same-Area Shooting

Stray shots do not occur when one character in a skirmish is attacking a character in the same skirmish.

Shielding

To use a ranged attack, spell, or effect, the line of sight to the target must be unobstructed. Skirmishes and hostile characters will shield any targets behind them, preventing line of sight from being drawn beyond the shielding character(s).

Shielded by a Skirmish

For characters outside of a skirmish, the skirmish will shield any characters beyond it. The Combat Feat [Hawk Eye] is required to shoot through a skirmish. However, shooting directly into the skirmish does not require any Combat Feats.

If a character is shooting from inside a skirmish, other characters are not shielded.

Shielded by Other Characters

Hostile characters will also shield those behind them, and just as with skirmishes, the Combat Feat [Hawk Eye] is required to shoot beyond them. However, hostile characters cannot block shots if they share coordinates with either the shooter or the target.

Characters in the Melee Area do not create Individual Shields

Friendly characters do not shield others from shots under any circumstances.

Notes on Major, Minor Actions, Combat Feats

Generally, there is no difference in Major and Minor Actions between Simplified Combat and Standard Combat, and their effects are the same. Most of the effects of Combat Feats are also identical.

However, there are some differences between Simplified Combat, which manages only three areas, and Standard Combat, which utilizes locations with coordinates in one-meter units.

Timing of Minor Action

In Standard Combat, a Minor Action can be performed not only before and after a move but also in the middle of the move. For example, it is possible to "advance 10 meters and perform a Minor Action after going 7 meters (in the middle of movement)".

On the other hand, a Major Action cannot be taken in the middle of a move. It must be taken at the coordinates where the movement ends.

Weapon and Hand Off Item in Standard Combat

Based on the rules above, in Standard Combat, the following procedure is used for handing over weapons and items in hand.

First, since the transfer is made with a Major Action, a character should complete any movement and then make a Major Action to "hand off" an item at the coordinates they end up at.

The receiver then accepts the item on their turn. This is done with a Minor Action when their coordinates match - either before, after, or during their move.

..... Example of Hand Over

In this example, the coordinates of the characters are given in the form [number]. If the coordinates are [1], the position is 1m from some reference point. If [3], the position is 3 m in the same direction, and the distance between these coordinates is 2m.

The warrior Wolfe and the sorcerer Pete are adventuring together as companions. They are in the middle of a battle with some Barbarous. On their Faction's turn, the characters' positions are Wolfe [6] and Pete [1], so Wolfe is 5 meters ahead of Pete.

Wolfe is heavily wounded at this point, and his HP are dangerously low. His only means of recovery is Pete's healing potion.

Pete decides to pass the potion to Wolfe while moving forward. Pete chooses a Normal Move and advances as far as his movement of 7 allows (Pete is slow). His ending coordinates are [8]. At this point, Pete drops the Round Shield in his left hand (Minor Action), as the healing potion must be held to hand it to Wolfe (see CR I, p. 140). Pete's magical implement (in his right hand) is too important to drop. Pete then takes out the potion, holds it in his left hand (Minor Action), and ends his turn by declaring that he will hand it over to Wolfe (Major Action).

Next, Wolfe acts. He has been holding his Bastard Sword in both hands, so he first changes it to one-handed (Minor Action). This leaves one hand free to receive the potion. Then, Wolfe moves forward to coordinates [12] to ensure Pete's safety. His movement is 13, so a Normal Move is sufficient. Whilst moving, Wolfe receives the potion from Pete once he reaches the coordinates [8] (Minor Action). Wolfe continues and completes his move, ending at coordinates [12]. He then drinks the potion (Major Action) and succeeds in recovering some of his HP.

Leaving Skirmish

When leaving a skirmish, Simplified Combat only allows the character in the skirmish to leave in a rearward direction. In Standard Combat, however, you can choose to move either forward or backward.

The type of movement is arbitrary, but the distance to be moved must be far enough to leave the skirmish area. If this is not possible, the move cannot be made. Even if a character prepares to leave, they will lose this action.

Note on [Cover]

In Standard Combat, the [Cover] effect occurs if the character specified in the [Cover] declaration is within the range shown below. The positioning at the time of the [Cover] declaration is irrelevant (only the positioning at the time of the enemy attack matters).

If the User of the Combat Feat is in Skirmish

If the specified character is in the same skirmish, the [Cover] effect occurs.

If the character declaring [Cover] is independent, they will enter melee, and their coordinates will shift to the center point of the skirmish. If the character targeted by [Cover] is independent, they will also join the melee, and their coordinates will be moved to the same point.

If the User of the Combat Feat is not a Skirmish

If the specified character is within their Limited Move range of the character declaring [Cover], and is not in any skirmish on the battlefield, the [Cover] effect will occur.

When the effect occurs, the character declaring [Cover] automatically moves to the coordinates of the designated ally.

Cases in Which [Cover] does not Occur

A character inside a skirmish cannot [Cover] a character outside that skirmish. Similarly, a character outside a skirmish cannot [Cover] a character inside a skirmish. This is true even if the Combat Feat [Shadow Sneak] (see p. 210) is used.

In the case of a character who has mastered the Combat Feat [Footwork] (see p. 199), they may be able to move across the skirmish with a Limited Move, but the [Cover] effect will not occur beyond the skirmish.

Rules for Special Damages and Situations

This section adds an additional type of damage that can be dealt to characters. Also, we will add rules for special situations such as restricted sight and hearing, underwater or aerial actions and combat, and weapons and armor that exceed equipment limits.

Fixed Damage

Fixed Damage is a type of damage that, when indicated, is immediately dealt to a character as Applied Damage.

Fixed Damage has the following properties.

Neither physical nor magical damage

Fixed damage is neither physical nor magical damage.

Cannot be increased or reduced

As a rule, Fixed Damage is not affected by anything that increases or decreases damage; the indicated value is applied unchanged.

However, ways of increasing/decreasing it may be specified for the effect that produces Fixed Damage.

Immunity and Transfer

If Fixed Damage has a type, a character that has immunity to that type will not suffer the damage (the effect of increasing or decreasing the damage for the type will not work).

Effects that transfer damage to another character or medium also work for Fixed Damage.

Invisibility

Some spells and monsters' unique skills make characters invisible. Also, fairy monsters are invisible to Runefolk (see p. 397).

Invisibility is handled as follows, assuming that characters perceive the external world mainly through vision. If they are not dependent on sight, invisibility will not affect their ability to perceive invisible creatures. On the other hand, if the vision is inhibited and a character cannot see, follow this same process - everything for them will be "invisible".

Can be Targeted or Not

As a rule, an invisible character cannot be the direct target of an attack, spell, or effect.

However, a character in a melee can target an invisible opponent in the same skirmish. In this case, it does not matter whether the invisible target character is in melee or is independent.

Effects that do not target characters

The above restrictions apply to effects that target a character. For spells or effects that target a location (coordinate or area), the presence of an invisible character does not prevent them from being affected.

Area: Line

For "Area: Line" effects, targets must be visible.

When Does a Penalty Apply?

Fixed penalty for attacking invisible targets

If an Accuracy check is made against an invisible opponent (using a melee attack, a ranged attack, or a similar unique skill), the attacker suffers a -4 penalty.

This penalty does not occur for abilities that do not use Accuracy checks, such as spell casting.

Penalty when Evading an Invisible Character

Melee attacks and ranged attacks from invisible characters incur a -4 penalty to Evasion checks.

Special effects that are not avoided through an Evasion check also incur a -4 penalty.

Other non-Evasion checks against invisible characters don't suffer this penalty.

Other penalties

If a monster's description of invisibility includes some other effects, apply them also.

Other Notes

Shielding from Invisible Character Does Not Work

Invisible characters do not shield others from ranged attacks or Area: Shot spells/effects; characters can see beyond them unhindered.

Invisible Characters Cannot be Excluded

When "any target can be excluded," such as when using the Combat Feat [Magic Control], an invisible character cannot be excluded as a target.

Invisible Characters Cannot be Targets of Stray Shots

Invisible characters are excluded as targets of a stray shots when an "Area: Shot" effect or a ranged attack is fired into a skirmish. In other words, a stray shot never hits an invisible character.

Invisible Characters' Movement Cannot be Blocked

Invisible characters can move without being blocked (see p. 59). If a character is invisible to all enemies in the skirmish, they can leave the skirmish without first preparing to withdraw.

However, if moving removes the invisibility itself, the character first becomes visible and then moves.

Invisible Character can Block the Movement

Invisible characters can block other characters' movement (see p. 59).

If this is done, a skirmish begins immediately, without waiting for the active character to move or for the turn to end.

Blind Characters Treat Everyone as Invisible

A blind character treats all other characters/objects as being invisible.

Modification for Auditory Skills

A PC may be penalized for deafness or when conducting checks in very noisy locations.

A deaf PC will gain a penalty for poor hearing, according to the following table, for First Aid checks, Disable Device checks, Pickpocket checks, Accuracy checks, Hide checks, Evasion checks, Initiative checks, Follow checks, Notice checks, Listen checks, Danger Sense checks, Search checks, Meteorology checks, Spot Trap checks, and Performance checks. For Listen checks, penalties are harsher, and if a PC is deaf in both ears, Listen checks cannot be made at all.

The GM may also apply this penalty to other Skill Checks, according to circumstances. Alternatively, the GM may elect not to penalize any of the checks above if they deem that hearing is not necessary.

On the other hand, if hearing is impaired, Willpower checks against Spellsongs (see p. 102) and Finales (see p. 105) get the bonus specified in the "Resistance against Spellsongs, Finales" table. If deaf in both ears, the character automatically succeeds against Spellsongs (even against Spellsongs with "Resistance: Can't"); against Finales, the character enjoys a +4 bonus to the Willpower check.

Modification due to Poor Hearing

Situation	Penalty for Auditory Skills	Resistance against Spellsongs, Finales
Deaf in one ear	-1(-2)	+1
Deaf in both ears (hearing loss)	-2(Not Allowed)	Automatic Success/+4
Strong winds are blowing	-1(-2)	+2
Noise makes it hard to distinguish sounds	-1(-2)	+2

Figures in parentheses () are for the Listen check.

Underwater Behavior and Combat Preparations

A character's mobility and movement are severely limited when a significant portion of their body is underwater.

The following rules apply if a character is waist deep or more in water. They are not applied if the depth is not at least that.

In the case of the Humanoid races, including PCs, we have divided the resulting restrictions into three categories: "in waist deep water", "shoulder deep in water" and "whole body underwater, including the head." Each category is used in the following rules. The GM decides which is appropriate, according to the situation.

The GM should determine which restrictions apply to non-humanoid characters on a case-by-case basis. As a rule of thumb, if half of the body is underwater, it should be considered "in waist deep water"; if almost the entire body is underwater but still breathing, "shoulder deep in water"; and if the entire body is submerged, "whole body underwater, including the head" should be used.



Elven Racial Ability [Sword's Grace/Gentle Water]

Elf characters are exempt from all the restrictions described here due to Sword's Grace and can move and speak as if on dry land. Ranged attacks are possible, and Spellsongs and Finales (see p. 100) are also effective for them.



Monster's [○Underwater Aptitude] [○Underwater Specialization] [○Underwater]

Some monsters are adapted for operating underwater and have one of these unique skills. Such monsters are exempt from all the restrictions described here.

If a character or monster includes "(Swimming)" in its movement speed, then that movement speed should be used when they are underwater.



Effects Underwater

When considering the use of a spell or unique skills underwater, assuming the character can cast a spell underwater, the spell works the same way as on land, no matter what the effect would be. As a rule, no special treatment is required. [Fireball] will cause fire type damage to the same area and with the same power underwater, and [Lightning] will not cause special checks or effects just because it is in water (a good conductor of electricity).

Underwater Restrictions

If all or most of the body is underwater, movement speed is significantly reduced, and Action checks (see CR I, p. 114) suffer a hefty penalty. Also, if the body is submerged shoulder deep, some actions become impossible. Breathing and speech are impossible if the entire body is submerged.

In addition, the efficiency of movement blocking is reduced when underwater, and characters can only assist in blocking up to the same number of people (sections), not up to twice the number of people (sections).

Reduced Movement Speed

A character waist deep or more in water cannot perform a Full Move.

Additionally, the Normal Move speed in 10 seconds (1 round) (see p. 53) is significantly reduced. For a character submerged up to the waist, movement is reduced by 1/2. For a character who is completely submerged or in shoulder deep water, movement will be 1/4. In both cases, fractions are rounded up to the nearest whole number.

Limited Moves remains the same at 3 meters in 10 seconds (1 round). However, if Move Speed is less than 3, then the Limited Move distance is capped at that (see p. 53).

In Simplified Combat, a Full Move is not possible whilst in waist deep water, so you cannot move more than two areas at a time.

Penalty to Action Checks

If part or all of a character's body is underwater, penalties are applied to most Actions.

If a character is partially or fully submerged, they receive a penalty modifier to all Action checks (see CR I, p. 114), except for Swim checks (see p. 40). If the character is up to their waist in water, the penalty is -2; if the character is completely submerged or is in shoulder deep water, the penalty is -4.

Actions not Possible Whilst in Shoulder Deep Water

A character cannot perform ranged attacks, Spellsongs, or Finales (see p. 100) in such circumstances. Of course, the same applies if the whole body is submerged.

Breathing and Vocalization

A character cannot vocalize if they are unable to breathe. In general, if a PC is completely submerged in water, they cannot breathe or vocalize.

With no vocalization, they cannot cast spells. Also, should a character be able to play Spellsongs on a musical instrument by some miraculous means, they will be unable to sing (see p. 102).

Techniques (see p. 98) cannot be used if you cannot breathe.

Reduced Efficiency of Movement Blocking

Underwater, it is harder to block an opponent's movement. In determining whether movement blocking or immediate withdrawals from melee are possible (see p. 66), the number of characters (sections) should simply exceed the blocking Faction, rather than exceeding by more than 2:1.

How a Swim Check is Made

Swim

Standard Value: Adventurer Level + Agility modifier

Time Required: 1 minute (6 rounds) or 10 seconds (1 round)

Description: This check allows a character to swim across a body of water. It also reduces the disadvantages of being in the water.

Swimming State

A character who successfully completes a Swim check will enter the Swimming state, regardless of the depth of the water. The Swimming state is almost the same as the "underwater below the waist" - movement is halved, and Full Moves are not possible. Action checks suffer a -2 penalty, but this does not apply to ranged attacks, singing, breathing, or speaking.

The Swimming state differs from the "in waist deep water" in that it is affected by the presence of a current. If there is a current in the water, movement in the Swimming state will be affected by it. For example, if a swimmer tries to swim against a current of 1 meter per second, the distance travelled in 10 seconds (1 round) will be reduced by 10 meters. In this case, if the movement is less than 10, the swimmer will be forced backwards by the

current after some futile effort. On the other hand, if they try to swim with the current, their movement will increase, and they will be swept downstream 10 meters in 10 seconds or 60 meters in 1 minute.

This is also the case if they choose **Limited Move** as the type of movement. In the above situation, if a swimmer tries to move 3m upstream using a **Limited Move**, they will be swept 7m downstream. The effect does not change simply because swimmer made a **Limited Move**.

Limitations of the Underwater Character

Underwater State	Movement*	Action Check	Ranged Attacks	Breathing Vocalization	Movement Blocking Efficiency
Swimming State	1/2**	-2	○	○	1/2
Below the waist	1/2	-2	○	○	1/2
Below Shoulders	1/4	-4	X	○	1/2
Whole Body	1/4	-4	X	X	1/2

* Full move is not possible in either case ** Affected by the current

Target Number and Bonuses/Penalties for Swim checks

When a Swim check is performed, the base Target Number is 10. A bonus or penalty may be applied depending on the situation, character equipment, etc.

Swim checks cannot be performed when metal armor is equipped or worn (see p. 84). The swimmer will always fail the Swim check in that case. See CR I, p. 153, for taking off armor.

Swim Check Bonuses/Penalties Table

Conditions	Bonuses/Penalties
Calm still water	±0
Ocean water	+1
More than a modest current (10 to 50 cm/second)*	-2
Rapids or torrents (>1m/sec)*	-4
High waves	-2
Stormy seas	-4
Soil, rocks, and driftwood mixed in with the water flow	-4
Using swimwear or other clothing suitable for swimming	+2
Equipping and wearing nonmetallic armor	-2
Equipping and wearing metal armor	Not Allowed
Carrying a package on the back	-2
Has one free arm (not holding or equipped with a weapon, shield, or item)**	+2
Buoyancy aids such as wooden boards, etc.***	+4

*If there is a current, it will affect swimming speed

**Arms that are only equipped with a "Stance: 1HW" weapon also provide a +2 bonus

***In that case, if just floating, no Swim check is required for success

Swim Check Made Out of Combat

Swim checks performed in non-combat situations are used to determine whether the required distance has been swum across.

If the character succeeds in the Swim check, their state becomes Swimming, and they can move forward at 1/2 their speed of the movement on land.

With one successful check, the swimmer can swim for 1 minute (6 rounds). Therefore, they can swim up to "land movement speed x 3" meters with one successful check. If they want to swim further than that, they need to make the check again.

A Swim check cannot be rerolled (see p. 43). If the character fails, they will either sink to the bottom or remain on their feet. After 1 minute has elapsed, another Swim check can be performed without changing the Time Required (1 minute).

A Swim check must be made once per minute.

In non-combat situations, making a Swim check carries the risk that if the character fails, they will not be able to take any other Action for 1 minute (6

rounds). If they do not want roll a Swim check, they can stand, keeping their feet on the bottom, assuming the water is shallow enough.

- Swim check if “in waist deep water”

In this state, you can safely walk with your feet on the bottom. In most cases, there is no point in trying a Swim check.

The only situations that make sense to make a Swim check are those with there is a current and the character wants to move in the direction of the current. In this case, the character adds the current speed to their movement following a successful check.

If the Swim check fails, the character will be on their feet, unable to move, and will spend one minute trying (and failing) to swim.

- Swim check if “shoulder deep in water”

Even in this state, a Swim check is unnecessary if all the character wants to do move safely. However, if a Swim check is performed and it succeeds, then movement can be increased by 1/2 the normal amount, or about twice as much as it would have been if nothing had been done (because of the rounding up process, it's not always equal twice as much). Any current affects movement in precisely the same way as in the previous case.

The penalty to Action checks will also be reduced from -4 to -2 if a Swim check is successful.

If the Swim check fails, the character will be on their feet, unable to move, and will spend one minute trying (and failing) to swim.

- Swim check if “Whole Body is Submerged Underwater”

In this state, a Swim check must be made to breathe. If successful, breathing and vocalization are possible. Otherwise, it provides precisely the same bonuses as a successful Swim check “in waist deep water”.

If failed, the character will sink to the bottom. After one minute, they can try another Swim check, or may give up and try another Action, or start walking on the bottom (note that no movement or Action is allowed for one minute immediately after failing to Swim).

The character can only hold their breath for Vitality score x 10 seconds, i.e., for Vitality rounds. If this much time passes without a single breath, the character drowns and immediately falls to 0 HP. Whilst underwater or floating in the water, a Death Check is required every minute instead of the usual every 10 minutes (see CR I, p. 185). Characters will return to consciousness only after a full hour without a failed Death Check.

Swim check Made During Combat

Swim checks during combat should be made every 10 seconds (1 round), unlike when not so engaged. The check is made at the beginning of the character's turn and during Combat Preparation. If successful, the character is in the Swimming state for the next 10 seconds (1 round), i.e., until the start of their next turn. If the check is failed, they are no longer swimming (see the table before). Unlike in non-combat situations, neither movement nor Actions are possible following a failed roll.

If the “Whole Body is Underwater” and the character continues to fail Swim checks for Vitality consecutive rounds, the character will drown.



Movement and Current Notes

Water currents affect movement whilst swimming, just as they do in combat. However, Simplified Combat does not consider differences in character movement speeds, so there is no point in bringing in a situation where there is a current when using these combat rules.

On the other hand, in Standard Combat, the character's movement can change drastically depending on the flow, which can cause a lot of disruption on the battlefield. It is fascinating that a character's coordinates could change significantly due to currents, even with a Limited Move. However, it is not recommended to bring this level of detail into combat unnecessarily. It can slow down the game and, in some cases, be very dangerous. Unless you are very familiar with Standard Combat and want to use this for special combat situations, you should not introduce it.

Aerial Action and Fall

The following guidelines are for handling flying characters in the game. Please refer to them whenever you think it is necessary.

Note that, in Sword World 2.5, height differences are not managed in combat. A character with the ability to fly is assumed to have descended to a height where they come into close proximity with opponents. Therefore, these rules and guidelines are intended for use in non-combat situations only.

Actions While Flying

Whether by innate ability or through the effects of spells or items, a flying character can move through the air. As on the ground, they can select one of the following movement types: Limited Move, Normal Move, or Full Move, and their movements are restricted accordingly. The movement distance for each type is also the same as on the ground. However, in most cases, movement in the air is defined separately from that on the ground. Also, depending on the effect, the type of movement that can be selected may be restricted. For example, flying with the [Flight] spell (see p. 133) can only be done with Full Movement.

Falling While Flying

An aerial character may fall in some cases.

Falling Prone

If, because of some effect, a flying character must “fall prone”, they immediately fall 10 meters. If their height above the ground is less than that, they hit the ground and suffer damage (see CR I, p. 143), ending up prone.

If the distance to the ground is over 10m, they can regain their composure and stay in the air after a 10m fall. They do not take any damage but will suffer a -2 penalty to Action checks (see CR I, p. 114) for the next 10 seconds (1 round) or until the beginning of their next turn.

Becoming Unconscious

A flying character who falls unconscious will drop to the ground. They cannot perform a Tumble check (see CR I, p. 104) to reduce damage.

Loss of Ability to Fly

A character that loses the ability to fly due to the loss of wings or the removal of a flying spell will immediately fall to the ground.

In this case, they will suffer falling damage, but a Tumble check can still be made.

Forced Fall Effect

Falling out of the sky can be forced by a spell or other means. If the fall distance is specified, the character will hit the ground if closer to the ground

than that, suffering damage. In this case, the falling damage is equal to the “falling distance - 10m” for a flying character.

Actions Related to Fall Damage

The following explains the treatment of special situations regarding falling damage (see CR I, p. 143).

Conditions When Falling

If the fall occurs in a forest with dense foliage or over water, the fall damage can be calculated assuming a short falling distance. Conversely, if the fall is over bedrock or paving stones, the damage must be calculated, assuming a greater fall distance. For such modifications, see the table below under “Increase/Decrease of Falling Distance Based on Conditions.”

Note that if there are thorns or traps at the fall site, the damage caused by them should be calculated and applied after applying the fall damage.

Increase/Decrease of Falling Distance Based on Conditions

Condition When Falling	Increase/Decrease of Falling Distance
Loss of ability to fly	-10m
Falling into the forest	-10m
Falling into the water	-5m
Sliding down a cliff	-10m
Falling on the ground that is harder than dirt	+5m

Catch a Falling Character

When catching a falling character, both the falling character and the catcher need to make a Tumble check (see CR I, p. 104), and their Success Values can be summed to reduce the falling damage suffered.

However, the falling character and the catcher both suffer falling damage. This damage is not divided between the two but is calculated and dealt to each of them.

If the falling character cannot perform a Tumble check, the damage suffered by both characters is reduced by the Success Value of the catching character's Tumble check.

Falling Monsters

When a Monster is subjected to falling damage, the following process should be used.

Tumble check for Monsters

If the monster falls and a Tumble check is deemed necessary, then the Standard Value of the Tumble check should be the monster's Evasion. A fixed value may be used.

Conditions for Loss of Flying Unique Skill

A Monster with unique skills such as [○Flying] will lose the ability to fly if some condition causes them to lose it.

The GM will decide if this is the case or not. In the case of a monster with multiple sections, it loses its flying ability if the HP of the section considered to be involved in its unique flying skill falls to 0 or below. In the case of multiple sections, if more than half of the sections have 0 or less HP, the unique flying skill will be lost.

Falling Damage of a Character with Multiple Sections

If a character with multiple sections is subject to falling damage, it is applied to each section individually.

Tumble checks should be made for each section using its own roll. Of course, a fixed value may be used.

Rules for Exceeding Equipment Limit

Weapons and armor are restricted by minimal strength and rank. There are also restrictions based on class.

Here are the rules for these restrictions.

Weapon Restrictions

Note on Held Weapons

Weapons can be held rather than equipped. No equipment restrictions should be considered when holding a weapon. However, the weapon cannot

be used for any attack while it is held. Even if the weapon has a special effect, it should not be applied.

Class Weapon Restrictions

Some weapons are restricted by class. If a weapon violates a class restriction, it may be equipped, but it cannot be used to attack with that class.

In such a case, the attack can be attempted with a “straight roll.” The Standard Value of the Accuracy check will be 0 (bonuses or penalties to the Success Value, if any, should be applied separately), and if the attack hits the target, the Extra Damage will be 0.

- Restrictions for the Grappler Class

Grapplers equipped with weapons of any category other than Wrestling cannot use the Grappler class for attacks (i.e., Accuracy checks and Extra Damage calculations).

- Grappler Only Weapon Restrictions

Contrary to the above, weapons annotated with "Grappler Only" cannot be used by Warrior-Type Classes other than the Grappler class.

- Marksman Class Restrictions

The Marksman class can only attack with thrown weapons, bows, crossbows, and guns.

- Restrictions on Ranged Weapons

Bows, crossbows, and guns can only be used for attacks by the Marksman class.

Correspondence between Classes and Weapons

	Melee Attacks			Ranged Attacks	
	Non-wrestling	Wrestling		Thrown	Shooting
		Non-Grappler only	Grappler only		
Fighter/Fencer	○	○	X	○	X
Grappler	X	○	○	X	X
Marksman	X	X	X	○	○

Minimal Strength Weapon Restrictions

If the minimal strength of the weapon exceeds the character's Strength, the weapon can be equipped and used to attack, but Accuracy checks will suffer a penalty.

As a rule, if the minimal strength exceeds the Strength of the character, a penalty of -1 for each point exceeded is applied to Accuracy checks.

If a hit still occurs, the damage calculation is performed as usual.

Handling of the Fencer Class

With the Fencer class, the character's Strength is halved (rounded up) to see if it meets any equipment's minimal strength requirement. If the character's Strength is 15 and the weapon's minimal strength is 10, then as this is 2 higher than their halved Strength, the Accuracy check is modified by -2.

If the excess of minimal strength is so great that it exceeds the Standard Value, you may choose to attack with a "straight roll" instead of using the Fencer class. Of course, in this case, the Fencer class cannot be used for Extra Damage. In this case, the Extra Damage becomes 0. Also, the -1 Critical Threshold modification should not be applied.

Weapon Restrictions by Rank

To equip a rank A weapon, you must have [Weapon Proficiency A/**]. For the corresponding category, and rank S must have [Weapon Proficiency S/**]. If this is not the case and the rank of the weapon deviates from the equipment restriction, the weapon can never be equipped. It cannot be used even for "straight roll" attacks.

Shield Restrictions

Note on Held Shields

Shields can be held rather than equipped. No equipment restrictions are considered when holding a shield. When held, the shield's Evasion bonus, penalties, and Defense are ignored.

Grapplers Cannot Equip

The Grappler class cannot use shields. If you equip a Shield, you will not be able to make attacks (Accuracy check and Extra Damage) and Evasion checks with the Grappler class until you remove the equipped shield.

It is possible to attempt an Evasion check with a straight roll. The Shield's Evasion modifiers (both bonuses and penalties) and Defense are always applied.

Minimal Strength Restrictions

If the minimal strength of a shield exceeds the character's Strength, the shield can be equipped, but its bonus to Evasion checks should be ignored (and the penalty, if any, should be applied). In addition, the missing Strength is applied as a penalty to Evasion checks. Defense will still be added.

- Handling of the Fencer Class

As with weapons, the character's Strength must be halved. If the penalty is too big, you can choose to make an Evasion check with a "straight roll."

Shields Restrictions by Rank

A shield of a higher rank cannot be equipped without the corresponding [Armor Proficiency */Shield]. It can only be held and does not affect Evasion or Defense.

Armor Restrictions

Equipping and Wearing

Anyone can "Wear" armor, but to receive its full benefits and act without hindrance, you must meet the requirements for the equipment. If the character "Wears" the armor and the conditions are met, the armor is then considered "Equipped."

If the armor being used does not meet the equipment requirements, the character is instead "Wearing" the armor. While "Wearing" armor, the character does not gain the armor's bonus to Evasion checks (penalties should still be applied). In addition, the character can only make a Limited Move as their movement type, and they cannot perform Major Actions on their turn.

The only advantage of "Wearing" armor is that the Defense bonus still applies.

Grappler Class Restrictions

The Grappler class has the most armor restrictions. A Grappler may only "Equip" armor annotated with either "Grapplers may equip" or "Grappler Only".

A Grappler can "Wear" other armors but cannot use a Grappler's Accuracy check and Extra Damage to attack, nor make a Grappler's Evasion check while doing so.

- Grappler Only Armor

Armor annotated with “Grappler Only” is only subject to minimal strength and rank restrictions when “Equipping” it. If these are not in question, the armor is treated as “Equipped.”

However, only the Grappler class can perform Evasion checks using their class when “Grappler Only” armor is “Equipped.” Other Warrior-Type Classes cannot perform Evasion checks. The character can use any Warrior-Type Classes in their attacks, even if they are wearing the “Grappler Only” Armor.

Armor Type/ Class	Non-Grappler	Grappler
Grappler Only	“Equip” (Cannot Make Evasion checks with class)	“Equip”
Grappler may equip	“Equip”/“Wear”	“Equip”/“Wear”
Other Armor	“Equip”/“Wear”	“Wear” (Cannot Make Evasion checks with class)

Minimal Strength Restrictions

If the minimal strength of the armor exceeds the character's Strength, it can only be “Worn”. In addition, the lacking Strength is applied as a penalty to Evasion checks.

- Handling of Fencer Class

As with weapons and shields, Strength must be halved.

If the minimal strength of the armor is more than half of the character's Strength and less than the character's Strength, you can choose to either "Equip" or "Wear."

In the case of "Equipped," the Fencer class should not be used, and attacks (Accuracy check and Extra Damage application) and Evasion checks cannot be made with the Fencer class.

“Wearing” enables the use of the Fencer class, but the character can only make a Limited Move as the movement type, and the character cannot perform Major Actions on their turn.

The choice of “Equipping” and “Wearing” must be made as soon as it is required. The game proceeds according to that choice until the character's next turn begins. If a choice is still needed at the beginning of the next turn, it should be made at that time. “Equipped” is the default state when the selection was skipped.

Armor Restrictions by Rank

Armor of a higher rank cannot be "Equipped" without the corresponding [Armor Proficiency */Armor". The character can only "Wear" the armor.

Accessory Restricted Classes

Some accessories (including what are considered Class-Specific Items) require a specific class and level to benefit from their effect.

These are effective only when equipped by a character who has mastered the specified class at the specified level or higher.

A character that does not meet the class and level requirements can still equip them, but they will not have any effect.

In the case of a Rangers' Cloak (see p. 237) or Utility Belt (see p. 239), neither the original effect of the cloak or belt, nor the effect of the added accessory, will be active.

Addition and Extension of Classes

This section introduces additional rules for classes in *Sword World 2.5*. Specifically, the Conjurer class now includes rules for creating and using golems and undead, and the Priest class now has rules for how MP is affected by the God they worship. Three new classes are added to the game: Fairy Tamer, Enhancer, and Bard.

Conjurer Additions: Golems and Undead

Conjurers can create and use golems and undead. This technology peaked during the Magic Civilization Period, when various constructs and undead were developed and used. Some of them remain in Raxia, waiting for unwary adventurers in the depths of labyrinths.

Conjurers of modern Raxia continue research to regain lost magic technologies. While some of the spells described in this book result from such research, not all of them have yet been recovered. Some golems and undead that remain from the Magic Civilization Period have apparent eternal life and can perform complex tasks. On the other hand, modern conjurers can only create limited and short-duration undead and golems. Some radical and dangerous Barbarous, as well as some Humanoids, are trying to revive technology like that of the Magic Civilization Period. The rules for golems and undead handled by general Conjurers, including the PCs, follow on the next page. The GM, however, is free to do pretty much what they want when plotting their scenarios.

Spells, Materials, and MP Cost Creation Requirements

Characters whose Conjurer class has reached the 3rd level can create golems and undead with the [Create Golem] and [Create Undead] spells. The types of golems and undead created by PCs are limited to a few types. Each type has its own level (apart from spell mastery) and requires having the Conjurer class at that level. The MP consumption also differs depending on the type of monster to be created.

Special materials are required for each of the creation processes.

Materials for Making Golem

Each golem has defined materials required for its creation, which are needed when casting [Create Golem].

There are two types of materials used in creating golems: normal materials and advanced materials. Normal materials are consumed at the time of creation and cannot be recovered. On the other hand, advanced materials can be recovered and used again after the spell's duration has expired or when the caster's Will has been broken. However, no materials cannot be retrieved if the golem's HP falls below 0.

Advanced materials cannot be recovered when deemed lost, such as when a golem is left on the battlefield and the Conjuror flees, or when the golem has sunk to the bottom of the sea. The GM will make the ruling regarding such situations.

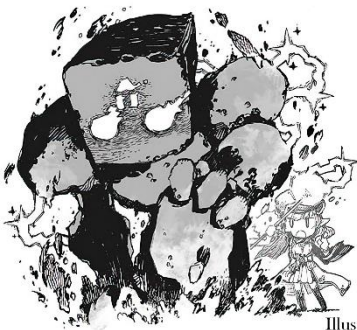


Illustration by Konno Takashi

[Create Golem] List

Monster	Req. Level	MP	Normal Materials (Price)	Advanced Materials (Price)
Oak Golem	3	4	Enchanted Oak Branch (50)	Strongly Enchanted Oak Branch (100)
Oak Hound	3	6	Enchanted Oak Branch (50)	Strongly Enchanted Oak Branch (100)
Straw Bird	4	8	Enchanted Straw Bundle (100)	Strongly Enchanted Straw Bundle (200)
Loam Puppet	4	8	Enchanted Clay (200)	Strongly Enchanted Clay (300)
Bone Animal	5	10	Enchanted Animal Bones (300)	Strongly Enchanted Animal Bones (500)
Leather Fish	5	10	Enchanted Leather (300)	Strongly Enchanted Leather (500)
Flabby Golem	6	10	Enchanted Flesh (500)	Strongly Enchanted Flesh (1,000)
Stone Servant	7	12	Enchanted Stone (1,000)	Strongly Enchanted Stone (2,000)

Brasswing	8	14	Enchanted Brass (1,500)	Strongly Enchanted Brass (3,000)
Scale Flipper	9	16	Enchanted Rock Slag (1,500)	Strongly Enchanted Rock Slag (3,000)
Rock Golem	10	20	Enchanted Rock (2,000)	Strongly Enchanted Rock (5,000)

Golem Enhancing Items

Each golem can have its basic abilities enhanced or special unique skills added using Enhancing Items. For more information on this, see pages 229 and 412.

Material for Making Undead

Each undead has defined materials required for its creation, which are needed when casting [Create Undead].

Unlike golems, there are no advanced materials. All materials are consumed at the time of creating the undead and cannot be recovered.

[Create Undead] List

Monster	Req. Level	MP	Materials
Skeleton	3	4	Skeletonized Corpse*
Zombie	4	8	Corpse*
Dry Corpse	5	12	Corpse*
Skeleton Archer	6	16	Skeletonized Corpse*
Skeleton Soldier	7	20	Skeletonized Corpse*
Skeleton Guardian	9	28	Skeletonized Corpse*

*Can be replaced by Magical Bones (500G)



GM Guide: Obtaining a Corpse

Magical Bones can be used to create Skeletons, and two types of claws, which are required to create Wights, can be obtained through the Magician's Guild at a cost.

However, corpses cannot be obtained this way, only through nefarious means. In the Humanoid society of Raxia, it is unlawful to steal corpses, and any Conjuror digging up graves could be lynched. Conjurors with undead by their side will be arrested - although, in larger cities, Swords of Protection will prevent the undead from coming within the city limits.

These societal rules can be a burden for GM. If GM feels they will hinder their scenario, they may prohibit PCs from using [Create Undead].

Commanding Golem or Undead

Golems and undead can be given commands when they are created. However, current technology limits the commands they can carry out. You can find possible commands below. GMs may add more commands of equal complexity.

The [Command] spell (see p. 138) and a Command Stone (see p. 222) can be used to override another command.

Obey Command

Golems or undead will obey instructions given sequentially by the creator. Under this command state, golems or undead will not move unless instructed to do so.

The creator can only give one command to a golem or undead per round (10 seconds) using a Minor Action. Only one monster can be the instruction target, and multiple golems or undead cannot be moved simultaneously.

Instructions must be detailed and specific. If the creator wants a golem or undead to attack, they must give clear orders on attacking and targeting the attack. The command is only valid for one round after receiving it. The creator will need to provide new instructions in the next round, even if the command repeats the previous one.

Golems or undead take their turn immediately after the creator's turn; the golem or undead's turn cannot be before that of their creator.

A golem or undead can be instructed to block enemies' movement and enter skirmishes. Only one monster per creator per round is allowed to perform this command.

Even in non-combat situations, only one monster can act at a time with specific orders. This makes it impossible to have the creatures work together, and it is stressful to have more than one of them around in this state, as two will inevitably halve the marching speed of a party, and three will cut it by one-third.

Defend Command

This command specifies a target location or an object, and a golem or undead executes an attack against anything approaching that location or object. The command can only specify a location or an object and cannot indicate a specific character, including the caster. Also, golems and undead cannot move away from the location/object more than their Normal Move distance. If the object is moved beyond its range, the order is automatically discarded, and the

golem or undead becomes commandless (see below). The same applies if the target object is destroyed.

The caster can provide conditions under which the golem or undead will attack, as follows.

“Except for caster” (This condition allows only the caster, and the characters present at the creation time, to be expressly excluded.)

“Without the use of the password XX.”

“No red on the head.”

The GM decides how the golem or undead attack. However, the caster can limit how the golem or undead attacks to a particular method (it cannot be varied by attack target).

It is not uncommon to find multiple golems or undead, having the same (or similar) orders, guarding a single place or object simultaneously.

A Command Stone must be used to change the location or object to be guarded, any password, or other conditions.

Follow Command

With this command, the golem or undead will follow the caster or a specified character. Usually, it's a caster or other golem or undead in an “Obey Command” state. If the GM allows, a golem or undead can follow a non-character creature or an object that is moving for some reason. Golems or undead in this state will continue to move after the target. If there is an obvious obstacle, they will go around it. Also, if other characters follow as well, they will follow in an orderly line beside or behind the target. This allows the caster to move multiple golems or undead at the same time.

Golems in this state cannot bypass hidden traps or devices. If there are such, they will be easily caught in them. Also, they cannot perform any Actions other than to move.

If a golem or undead loses sight of the target, it will move to the last point it saw the target. If it still cannot find the target, it will switch to a commandless state (see below).

The caster must use a Command Stone to change the target or to instill a new command.

Commandless State

This command is usually not selected by casters. Golems or undead will be in this state if they are unable to execute an order that has been given to them.

Such golems or undead will continue to stand in position without moving or performing any Action.

A Command Stone must be used to change the state of the golem or undead.

Golem Enhancing Items

Golems can be improved by Enhancing Items at the time of creation.

Each golem has a maximum number and restricted types of Enhancing Items available. The caster can use the maximum number of Enhancing Items from the list of available Enhancing Items for the golem and use them when casting [Create Golem]. Even if the caster uses the same Enhancing Items multiple times, the effects are not cumulative. The number of Enhancing Items used must be determined at the time of golem creation and cannot be added to or changed later.

Golem Enhancing Items can be used repeatedly. When a golem is no longer in existence for whatever reason (e.g., duration has expired, the caster has deactivated it, the golem has been destroyed in battle, etc.), all Enhancing Items used on that golem will remain in place, and if recovered, can be used for the next golem created. Many of the Enhancing Items can be used on more than one type of golem, so you can use them on one and then reuse them on another on a different occasion.

Some of the unique skills that Enhancing Items bestow are of the Declared or Major Action type. Note that having more than one of these will not allow the golem to perform Actions in parallel in a single round. Generally, each of the Declared and Major Action Unique Skills can only be used once per round.



Grades of Enhancing Items

Each Enhancing Item is categorized into (Large), (Medium), or (Small) grades, and the strength (level) of the golem determines which one is required.

Priest Additions: God's Powers and Areas of Influence

God's Categories and Spheres of Influence

The Gods of Raxia are divided into three categories: the Ancient Gods, the Major Gods, and the Minor Gods (see CR I, p. 324). Generally, the Ancient Gods are worshipped throughout Raxia, the Major Gods are worshipped on a particular continent, and the Minor Gods' followers are concentrated in one region to which the particular deity has some connection.

The distribution of believers affects the power of the deity. It is difficult for a God to exert power over a place beyond its sphere of influence. Especially for Minor Gods with a small number of followers, deterioration of power can be significant.

This manifests itself as an increase in the MP cost of the Priests' spells. Priests of Major or Minor Gods will have to pay additional MP when casting spells if they leave the area of influence of their God. This MP increase must be accounted for before any multiplication, such as multiplying cost when selecting multiple sections using spells with "Target: 1 Character X".

Divinity and Influence

Divinity	Area of Influence	MP Cost Increase
Ancient God	All of Raxia	-
Major God	Continent	+1
Minor God	Region	+2

Shrines and Missions

Priests of Major and Minor Gods can avoid the MP increase that comes from being outside their influence by strengthening their connection to their God, spreading divine teachings, and gathering followers.

This can be done in two ways.

Small Shrine

A holy shrine is a place of communion with Gods. 1000G and 3 days of work are required to create a holy shrine for a Priest. Once the shrine is built, no MP increase will occur within a 1km radius of it.

This effect will be lost if the shrine is defiled or destroyed for some reason.

Missions

If a God can gain followers equal to 1/200th of the city's population (say, 10 followers for a town of 2,000 people), then no MP increase will occur within that city for PC priests of that God.

To do this, Priests must create a temple, whether a holy shrine or a makeshift temple and provide a place for believers to worship daily. The believers must be passionate enough to visit the temple at least once a week, if not every day. Tabbie and Runefolk cannot be counted as believers.

Fairy Tamer Class

Fairy Tamer

Wizard-Type Major Class

The Fairy Tamer is a class that uses Fairy Magic. Fairies are beings born from the interference of mana with nature, and they exist everywhere in Raxia. Fairy Magic is the art of making a contract with these fairies and having them use their powers in exchange for the caster's mana.

Once the Fairy Tamer class is mastered, the caster automatically learns to speak the Sylvan language (Sylvan has no alphabet, and it is not possible to write it down).

Fairy Tamers are proficient in the following:

Spellcasting checks (see CR I, p. 108)

Restricted Races for Fairy Tamers

Runefolk: Cannot acquire

Runefolk cannot see fairies, the basis of Fairy Magic (see p. 397). Therefore, they cannot acquire the Fairy Tamer class.

Lykant: Fairy Magic cannot be used whilst in [Beast Form]

Fairy Magic requires using Sylvan to speak; Lykant cannot speak Sylvan and so cannot use Fairy Magic whilst in [Beast Form].

Fairy Magic Conditions of Use

Movement Restriction

If a PC casts Fairy Magic, movement on their turn is restricted to a Limited Move.

Vocalization

To cast Fairy Magic, the caster must speak to call out to the fairy. If they cannot speak, they cannot use Fairy Magic.

Nightmares in [Alternate Form] can cast Fairy Magic without speaking.

Armor Restrictions

When casting Fairy Magic, a Spellcasting check is made with a -4 penalty if the caster is wearing metal armor. Non-metallic armor and shields may be worn or equipped without penalty.

Nightmares in [Alternate Form] do not suffer this restriction.

Fairy Tamer's Gem

A gem called a "Fairy Tamer's Gem" must be equipped as an accessory to cast Fairy Magic.

A more expensive Fairy Tamer's Gem is needed for the higher level spells. The following is a list of prices that must be paid to purchase a Fairy Tamer's Gem. After the more expensive Gem is purchased, the less expensive one may be sold for half the price.

To use Fairy Magic to its fullest, the caster must purchase six different Fairy Tamer's Gems. Therefore, please refer to the price per 6 gems in the table below.

Fairy Tamer's Gems Price List

Level	Price (1 Gem)	Price (6 Gems)
1 - 2	50	300
3 - 4	100	600
5 - 6	150	900
7 - 8	200	1200
9 - 10	250	1500

A Fairy Tamer's Gem is treated as an "Accessory: Any" and must be equipped in 4 sections in total, one in each section.

A Gem Case is an Accessory that combines four gems into a single piece of equipment, which can be worn in any section.

Ornate Jewelry can be equipped with 6 Gems in one Accessory.

Basic Fairy Magic and 6 Types

There are two kinds of Fairy Magic: Basic Fairy Magic and Typed Magic. There are six types of Typed Magic: earth, water/ice, fire, wind, light, and dark.

Basic Fairy Magic

Basic magic is magic that all fairy tamers can use, up to the same level as the Fairy Tamer class.

Typed Fairy Magic

The player needs to choose four of the six Typed Magic systems. The player may use spells of those types up to the same level as the Fairy Tamer class. The remaining two types cannot be used at all.



Terminology: Rank

The term Spell Rank is used instead of spell level for Typed Fairy Magic. This is a preparation for future enhancements and can be regarded as the same as the spell level in this book.

Types Selection and Updating

Each day at 6:00 a.m., the user of Fairy Magic may select four new types of Typed Fairy Magic.



Point! Types of Fairy Tamer's Gems

A Fairy Tamer's Gem used to cast Fairy Magic is required for each type. The Fairy Tamer's Gem that the PC has equipped as an Accessory should be one of four selected types to be useful. The caster might have 6 gems, one for each type, and switch types daily.

Summoning and Using Fairies

The Fairy Tamer can summon and use fairies by casting the [Summon Fairy Z] (where Z is a Roman numeral) Basic Fairy Magic spell. The fairy that can be summoned must match one of the four types selected for the day by the caster.

Rules for the Use of Fairies

The summoned fairy is handled using the same rules as found under the "Obey Command" on page 90, used when a Conjurer commands a golem or undead.

Instructions to fairies may be made only once per round, but they may be made separately from those made to golems or undead.

Enhancer Class

Enhancer

Other-type Minor Class

Enhancers are a very physical class who use their body and mana to create advantages in battle. It is not a class that makes use of weapons but uses non-magical Techniques with associated special effects.

The Enhancer class cannot be used to make Skill Checks. Also, since it is not Wizard-Type Class, it doesn't increase MP.

Term: Technique

The Enhancer acquires and uses Techniques to strengthen and transform their body through special breathing. They thus gain special effects.

Acquiring Techniques

Each time a character takes a level in Enhancer, they may choose a Technique from the list of Techniques (see p. 182) and learn it.

Some Techniques require a minimum Enhancer level to learn and cannot be gained by Enhancers of a lower level. For example, a 5th-level Enhancer will know five different Techniques and can learn any Technique that requires a 5 levels or fewer in the Enhancer class.

Techniques: Conditions of Use

Movement Restriction

When using a Technique, movement is restricted to a Limited Move or a Normal Move. Full Move cannot be selected for the turn where a Technique is used.

Breath

Techniques are special breathing effects; they cannot be used if a character is not breathing.

Vocalization is unnecessary.

Use of Techniques

A Technique is used with a Minor Action. The Success Value is treated as 0. It is impossible to use a Technique with a Major Action to get a Success Value.

As a rule, Techniques may be used as many times as needed in a round. The effects of a Technique with the same name do not generally stack. However, some Techniques can only be used once per round, and some do have cumulative effects.

Targets of Techniques

Techniques are trained skills that strengthen and change the body. Techniques are only able to affect the character performing them.

Even in the case of a character with multiple sections, no other sections can be used as targets. However, in most cases of a character with multiple sections, all sections can use Techniques individually.

MP Cost

Techniques consume MP when used. Unless stated otherwise, a Technique costs 3 MP to activate. This may change due to Combat Feats or may be drawn from a mako stone. Of course, only one mako stone may be used at a time.

Ending a Technique

Techniques with a duration may be ended at the user's discretion, as a Minor Action.

Techniques are not magical, so they cannot be removed with the [Dispel Magic] spell. The Combat Feat [Wordbreak] can remove the Technique.



Point! Techniques aren't Magical

Techniques are not magical; therefore, spells like [Sense Magic] or [Mana Search] will not detect active Techniques.

Combat Feats that affect casting spells, such as [Metamagic/**], generally do not affect Techniques. The Enhancer class is not a Wizard-Type Class and cannot be specified for [MP Save/**].

On the other hand, there is also [Muscle Mystery], a Combat Feat that only strengthens Techniques.



Illustration by Susumu Kuroi

Bard Class

Bard

Other-type Minor Class

Bards play musical instruments, sing songs, and produce various supportive or hindering effects on nearby listeners.

For every level Bard acquired, a character learns to speak, but not read, any one new language. Choose from the list of languages (see p. 31).

Bards are proficient in the following:

Insight checks (see CR I, p. 106)

Performance checks

Performance Check

Standard Value: Bard Level + Spirit Modifier

Time Required: Instant

Description: Performance checks allow Bards to perform Spellsongs and Finales.

Terms: Bardic Power, Spellsong, Finale, Rhythm

Bardic Power

This value represents the potency of bardic effects.

Bardic Power is very similar to Magic Power for Wizard-type classes.

Bardic Power = Bard Level + Spirit Modifier

Spellsongs

Spellsongs are a special type of music and song used by Bards that have various psychic effects on those who hear them. There are several types, and Bards of higher levels can use them differently depending on the situation.

As a rule, Spellsongs are of the Psychic type. The effects of Spellsongs generally support or hinder others.

Finales

Finales are special performances played when certain conditions are met by a Spellsong. They allow the Performer to create direct attack or recovery effects that cannot be created by a Spellsong.

There are several types of Finale. Each has different conditions and effects.

Rhythm

Rhythm is generated when performing Spellsongs. Accumulating it to a specific value creates the conditions for playing a Finale. Also, some Spellsongs are only effective when there is an accumulation of Rhythm.

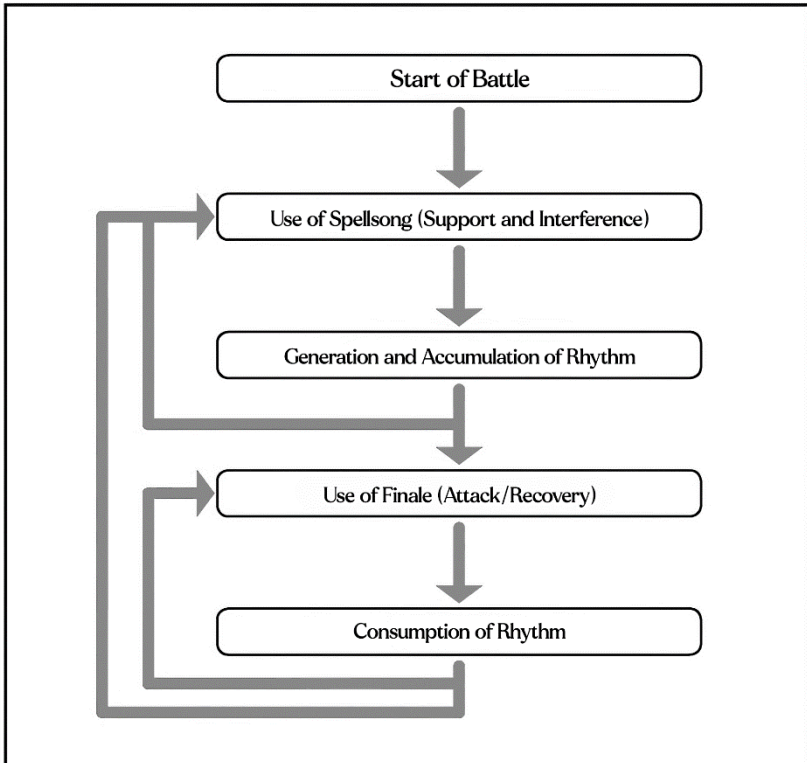
There are three types of Rhythm: Uplifting (♩), Calming (♫), and Enchanting (♡), and each Spellsong generates a different amount of these. The extent to which each of them will be accumulated and combined, as well as the conditions required for the Finale and for special Spellsongs, also vary.

In the data for Spellsongs, Finales, and items, each type of Rhythm is represented by its corresponding icon.



Point! Play Spellsongs, save up Rhythm, then move on to the Finale!

Characters with Bard levels participate in a battle using Spellsongs and Finales. The general flow of such a battle is as follows:



When enough Rhythm is accumulated, it may be expended in a Finale to directly harm foes or heal friends. This is basically how Bards participate in combat.

When a Finale is used, the Bard's Rhythm is reduced by a specific amount. Afterward, the Bard should strive to generate more Rhythm via Spellsongs, saving up so they can deliver another Finale.

Learning Spellsongs and Finales

Each time a character takes a level in the Bard class, they may choose one Spellsong or Finale from the following lists and learn it. Some songs require a minimum Bard level and cannot be learned by Bards of a lower level. For example, a 5th Level Bard will know five different songs (such as 3 Spellsongs and 2 Finales) and would be able to learn any Spellsong or Finale that requires a 5 or fewer levels in the class.

Conditions for using Spellsongs and Finales

Movement Restrictions

When using a Spellsong or Finale, a Bard may only make a Limited Move.

Instruments and Singing

An Instrument is always required to play a Spellsong or Finale. Various instruments are available, which may be determined at the player's discretion with the GM's agreement. However, Instruments must be treated as "Stance: 2H" Items unless otherwise specified.

A character may replace an Instrument with another one each turn, but only before their Major Action, like changing weapons.

As a rule, the Instrument must be melodic. If the instrument cannot play a melody (e.g., a simple drum), a -4 penalty is applied when making a Performance Check. Also, under such circumstances, the Bard must always sing. Spellsongs and Finales cannot be used with an Instrument that cannot play a melody when the Spellsong/Finale is not vocalized.

If an Instrument can play a melody, singing may not be required. However, singing is required for certain Spellsongs. A typical wind Instrument does not allow Singing at the same time it is played, and so Spellsongs that require Singing cannot be used while playing such Instruments.

Finales do not require Singing at all.



Summary of Playing and Singing

An Instrument that cannot play a melody always receives a -4 penalty on Performance checks, and the Bard must sing in any Spell song or Finale.

A wind Instrument that does not allow Singing cannot be used to perform Spell songs that require singing, but there is no other penalty.



Performing Spell songs



Playing Spell songs is a Major Action. At this time, a Performance check must be made.

Range, Area of Effect, and Target of Spell song

Spell song affects a space with a "Bard Level x 10m" radius, centered on the Bard. However, the maximum radius is 50m, even if the Bard has 6 Levels or more. In Standard Combat, the Area of Effect is determined using this radius.

In Simplified Combat, the Area of Effect for a 1st Level Bard is 2-3 (occupied and adjacent) areas. For a 2nd Level or higher Bard, the Area of Effect is the entire battlefield.

Most Spell songs target all characters within their range. Resistance is typically "Can't" or "Neg." The Bard's Performance check and the listener's Willpower check will be used for Success Value comparisons in the latter case.

If the listener's hearing is impaired, their Willpower check gets a bonus. If the target is completely deaf, Spell songs cannot have any effect, even with "Resistance: Can't" (see p. 71).

Spell song Duration

The effects of a Spell song only last for 10 seconds (1 round), with a few exceptions. That is, a normal Spell song ends at the beginning of Bard's next turn.

If a Bard performs multiple Major Actions and uses multiple Spell songs during a turn, a Performance check is required each time to determine the result, and the Success Value is always the most recent one.

Performance Check Results and Gaining Rhythm

Each time the Bard uses a Spell song, a Performance check is made to determine the Success Value. If it is a "Resistance: Can't" Spell song, it will produce an effect unless an Automatic Failure is rolled. In the case of "Resistance: Neg" Spell songs, the Success Value is compared with each Target's Willpower check. If the Bard is the active party and the Success Value of a

Willpower check is less than the Success Value of the Performance check, the target will be affected by the Spell song.

In both cases, the Bard gains the Spell song's Base Rhythm. If the Performance check is an Automatic Success, or if the Success Value is equal to or greater than Spell song's "Flourish Value," the Bard will also gain Extra Rhythm.

If the result of the Performance Check is an Automatic Failure, no effect is generated by the Spell song, and no Rhythm is gained.

Conditional Spell songs

Some Spell songs have conditions for their effect to take place. Such Spell songs do not take effect unless the necessary amount and type of Rhythm have been accumulated through previous Spell songs.

Even if the accumulated Rhythm is insufficient to cause an effect, such Spell songs will still generate the listed Rhythm.

Overlapping Area of Effects

When the Areas of Effect of multiple Spell songs overlap, their Success Values are compared. Only the Spell song with the highest Success Value will be effective within the overlapping range.

If the Success Values are the same, the effect of the Spell song played first at that location takes precedence.

Rhythm accumulation occurs even if the Success Value is not favorable.

Characteristics of Spell songs

Spell songs are not magical and do not react to spells that detect Magic Power, such as [Sense Magic]. But they can be removed with the Combat Feat [Wordbreak].

The effect of a Spell song is of the Psychic type, with some exceptions. Some are Psychic (weak).

Using Finales

When the accumulated Rhythm is sufficient to cover a Finale's cost, the Bard may play that Finale. Like a Spell song, a Finale requires an Instrument and is played with a Major Action. A Performance check must be made.

Range, Area of Effect, and Target of a Finale

Finales have the same range as the Spell song's Area of Effect. In Standard Combat, this distance is used as it is. In Simplified Combat, the range distance for a 1st Level Bard is "1" (own and adjacent areas), and "2" (the entire battlefield) for a 2nd Level Bard.

Each Finale has its own maximum number of targets. The Bard can select any character (section) from the characters in range up to the maximum number of targets and make them the targets. Stray shots cannot occur.

On the other hand, the Bard must be able to see the targets to affect them.

If a Finale is used in a range where another Spell song is in effect, it must exceed the Success Value of that Spell song for the Finale effect to occur.

Finale Duration

All Finales have "Duration: Instant".

Performance Check when Finale is Used

When a Finale is used, the Bard makes a Performance check. The Success Value is then compared with each Targets' Willpower check. The Bard is treated as the active party (for some Finales, "Resistance: Optional" is used, and the Success Value comparison does not occur).

The Willpower check for the Finale gets a bonus if the listener's hearing is impaired. Unlike Spell songs, however, the Finale can also affect targets that are entirely deaf (although they are still more likely to Resist) (see p. 71).

A Finale is fully effective if the Success Value is in Bard's favor. If the Success Values are tied or exceeded by resisting targets, the effect of the Finale is halved. If the Performance check is an Automatic Failure, no effect is generated.

Finale Characteristics

Many Finale attacks cause magical damage. Some Finales may have the Wind or Bludgeoning type. These can also damage characters who are immune to the Psychic type.

Managing Rhythm

As mentioned on p. 100, Bard's basic fighting style is to accumulate Rhythm by playing Spellsongs and then spend that Rhythm on a Finale. In addition, some Spellsongs are effective only when Rhythm has been accumulated to meet a specific condition.

Here, we will explain how to handle the important element of Rhythm.

The Three Types of Rhythm

There are three Rhythms: Uplifting (♪), Calming (♫), and Enchanting (♡). Each must be tracked individually.

Rhythm Management is per-character

When there are multiple characters with Bard levels on the battlefield, Rhythm is managed separately and independently for each one.

Initial, Minimum, and Maximum Rhythm

All three Rhythm values are "0" at the beginning of the battle. This is the minimum value and will never be a negative number. Rhythm has no maximum value, and there is no limit to how much can accumulate.

Generating Rhythm with Spellsongs

As already mentioned, if a Spellsong is used, Rhythm is generated. Providing the Performance check is not an Automatic Failure. The accumulation of the type and amount of Base Rhythm stated in the Spellsong will occur.

If the Success Value of the Performance check is equal to or greater than the Flourish Value, Extra Rhythm is also gained.

If a Spellsong is used more than once during a turn, a Performance check is made each time, and the accumulation of Rhythm occurs as normal.

Rhythm Attrition

If no Spellsong is being played by the Bard at the beginning of their turn, all three Rhythm totals will be reduced by 1. However, if the Bard played a Finale in the previous turn, this reduction does not occur.

Finale Cost

When a Bard uses a Finale, Rhythm is immediately reduced by the amount specified by the Finale's Cost.

Note that the consumption of Rhythm does not occur even if a Spell song that has a condition of effect is used.



GM Guide: Managing Rhythm when not in Combat

Some Spell songs and Finales require the accumulation of Rhythm to produce their effects. And there are some that are so useful you want to get their effects even during non-combat situations.

When using them outside of combat, there is often little need to make a Performance check and manage the generation and accumulation of Rhythm in detail. In such a case, the GM will try to determine the time elapsed appropriately and get on with the game.

If the GM is handling Spell songs in a non-combat situation, and then the action progresses directly into a battle, the GM may assume that Rhythm has accumulated and begin the combat with an initial value higher than "0". In this case, the GM may go back in time and perform a Performance check as many times as necessary to correctly determine the amount of accumulated Rhythm.

However, this is a highly inauspicious situation. Since you are restricted to Limited Moves when using Spell songs, it will not happen during an average adventure, where characters are moving from place to place.

Performing Spell songs whilst a fellow player is trying to do a Listen check to see if something is lurking behind a door is out of the question. If you are realistic and can honestly imagine the consequences of your actions, playing Spell songs at every opportunity should be unthinkable.

Except for very few situations, such as resting while playing a Spell song, the initial value of Rhythm at the start of a battle should be uniformly set at "0".

Pets

Some Bards are skilled enough to charm various animals to follow them, who can assist in the Bard's performances. Rules for these pets are detailed below.

Buying Pets

When a character gains their 3rd level in the Bard class, they may choose to have a pet aid them in playing Spell songs. These pets are selected from small birds, frogs, and insects. Each of the three types may only perform specific kinds of Spell songs.

While specific species and individual characteristics should be hashed out between the player and GM, these pets do not have any HP or MP, nor do they have any in-game features outside of these Spellson-related abilities.

At the 5th level and 7th level, a Bard may take an additional pet, to a maximum of 3 pets, at any given time.

The minimum price for a pet is 100G. You can acquire more expensive pets, but they will not have any additional mechanical effects.

Spellson by Pet

When the Bard begins performing a Spellson, unless specifically ordered not to, Bard's pets will start to perform along with them. As yet, the benefit of a pet's assistance is not apparent.

At the start of the next round, the pet's benefit begins. The pet will continue the Bard's Spellson, allowing its effects to continue, even if the Bard ceases to use any Spellsons themselves.

However, only one Spellson at a time may be carried forward by a pet. For a pet to start or continue a new Spellson, any pets that are currently performing must first be ordered to stop.

A Bard can use a Minor Action to signal one of their pets to stop performing. This signal can be a simple gesture or word and does not need to be unique for each pet. If a Bard has multiple pets, they may stop each pet's performance individually.

Furthermore, a Bard cannot signal another Bard's pets to stop singing, even if they learn the gestures and words to do so.

Once a pet stops its performance, it cannot resume it independently. Only when the Bard begins a new Spellson will any pets be able to start assisting them again.

Pet's Spellson Success Value

A pet's Performance check Success Value for any Spellson they continue is always 0. For this reason, Spellsons that have "Resistance: Neg" are ineffective when performed by a pet, since they will always be resisted.

Additionally, if a Bard starts another Spellson, a pet's Spellson is automatically overridden due to the Bard's Performance check Success Value always being higher (unless it is an Automatic Failure).

These disadvantages can be avoided by learning the Combat Feat [Harmony] (see p. 202).

Pet's Spellsong Area of Effect

Regardless of the Bard's class level, a pet's area of effect will always be 2-3 areas (10m Radius). The pet will sit on the shoulders of the Bard, in their pockets, or some other out-of-the-way spot, keeping their position with them. Like with the Bard, usually, if the pet moves, the area of effect moves with them.

Pets can continue to perform even if the Bard takes a Normal Move or a Full Move. However, if the pet leaves its owner, any Spellsong it is performing will end immediately.

Pets and Rhythm

Spellsongs performed by pets do not generate Rhythm. However, if the pets continue to sing, Rhythm attrition will not occur, even if the Bard themselves is not performing any Spellsongs.

Pets are beneficial for preventing Rhythm attrition while using certain special instruments (see p. 223) as weapons or armor, many of which generate Rhythm.

Pet's Performance Limit

Pets may only accompany one of its owner's Spellsongs 3 times per day, and even then, the maximum duration that a pet can perform for is 3 minutes (18 rounds).

If the Bard chooses to not have a pet accompany them when beginning to perform a Spellsong, then the pet's daily limit is unaffected.

Pets and Finales

Pets cannot perform Finales.

Targeting Pets

Typically, any pets accompanying a Bard cannot be targeted by an attack and are not included in any wide-area effects. However, if the Bard uses the pet for something other than singing Spellsongs (such as if they wanted to use a pet bird as a carrier pigeon), then this protection is lost. When exposed to the dangers of dungeons and combat, it will be almost impossible for a pet to survive.

Ultimately, though, the survival of the pet rests with the GM.

Reputation and Adventurer Rank

PCs earn Reputation through their adventures. They can then use their Reputation to advance in their Adventurer Rank in the Adventurer's Guild. By achieving a high rank, the PCs become known and respected worldwide.

Reputation can also be used to obtain equipment with special effects or exclusive equipment.

Sword Shards and Reputation

PCs may acquire sword shards through their adventures. They may be obtained after defeating a powerful enemy, or they may be found as treasures. In some cases, NPCs will give them to PCs as a reward.

Whatever form the sword shards may take, at the end of the session, the PCs may either give them to the Adventurers' Guild in exchange for Reputation or sell them for cash.

Sword shards cannot be used to strengthen a PC.

How to use Sword Shards

When exchanging for cash, the value of a sword shard is 200G. Sometimes, a patron or someone who desires Reputation comes along and offers a higher price, but this is ultimately up to GM. On the other hand, the opportunity for a PC to purchase sword shards should be highly unlikely.

To gain Reputation, the sword shards should be donated to the Adventurers' Guild. Sword shards donated in this way prove that the PCs have contributed to society and survived enough dangers to earn sword shards.

If the players choose to donate sword shards, a representative PC should roll 1d for each piece to determine how much Reputation they earn. For each dice roll, all the characters involved in the adventure are awarded that amount of Reputation (it is not divided by the number of people involved). At the end of each session, players should decide whether to exchange sword shards for cash or donate them in exchange for Reputation. They may allocate some as

cash and the rest as Reputation, but this must be done before the dice are rolled to determine the gained Reputation.

Once they have decided to donate the sword shards and rolled the dice, they cannot then decide to exchange them for cash, even if they are dissatisfied with the result.

In principle, sword shards should be processed within the session in which they are obtained. However, if there is a guarantee in the campaign (see CR I, p. 378) that the PCs will not be replaced 100 percent of the time, it is possible to withhold some or all the sword shards and keep them for later use.

Filling Reputation

A PC who has earned Reputation should fill it in the designated column on the character sheet. If the PC has already gained Reputation, it should be added to the current total.

Reputation is used when purchasing Renowned Items (see p. 112) and when increasing Adventurer Rank (see p. 114). The Reputation cost should be deducted from the total during such an exchange.



GM Guide: Getting Sword Shards

If an enemy in a scenario is enhanced with sword shards (see CR I, p. 384), the character who defeats it will always be awarded those sword shards.

This is basically how the characters get their sword shards, but the GM can also award them in other ways to increase the total number. How many is ultimately up to the GM.

The total number of sword shards obtained in a single session should be about 1 to 2 times the average of the characters' Adventurer Level. Less than that, there are not enough boss monsters, and the resulting combats will feel weak and underpowered. Increasing the total number of sword shards too much will result in regular enemies becoming boss fights and raises the chance of the PCs being defeated repeatedly.

GMs should adjust the number of sword shards with this in mind. If the goal is to create an epic or heroic fantasy that inspires the PCs to perform legendary feats, it is best to use other means besides monster enhancements to give the PC more Reputation. This will increase the characters' fame and make them household names.

Renowned Items

Using the Reputation earned from sword shards, PCs can obtain special items called Renowned Items.

Personal Equipment

Personal equipment is specially made for a PC. It may be made by an artisan with whom the PC has become acquainted or by a merchant who wishes to take advantage of the PC's Reputation by accepting commissions from them. Such items are decorated with a special personalized coat of arms, ornamentation, or coloring. The equipment is then carefully adjusted to make it easy for the PC to handle. As a result, when using such equipment, one of the corresponding Ability scores will be increased by +2 (the ability score itself, not the ability modifier) or equivalent special effects.

For example, a personal musical instrument has a +2 effect on Spirit, but only affects Bardic Power (see p. 100). Personal musical instruments do not affect MP or Willpower.

Personal equipment is tailored to the individual, so other PCs borrowing and using them will not gain the special benefits.

Personalized equipment can be obtained by using 50 to 100 Reputation. PCs can have new equipment made or have their own equipment modified exclusively for them. In the case of a new item, a PC must pay the necessary fee (in gamels) for the purchase, separately from the Reputation. Magic weapons and other items can also be made into personal equipment.

Examples of Personal Equipment

Personal Equipment	Effect※1	Reputation
Personal Weapon	Dexterity +2 (Accuracy check)	50
Personal Shield	Agility +2 (Evasion check)	50
Personal Armor	Movement +2	50
Personal Scout's Tools	Dexterity +2 (Disable Device check, Set Trap check)	50
Personal Accessory※2	Max HP +2 or Max MP +2	50
Personal Implement	Intelligence +2 (Truespeech Magic's and Spiritualism Magic's Magic Power)	100
Personal Holy Symbol	Intelligence +2 (Divine Magic's Magic Power)	100
Personal Magisphere	Intelligence +2 (Magitech's Magic Power)	100
Personal Gem Case, Gem Decorations	Intelligence +2 (Fairy Magic's Magic Power)	100

Personal Musical Instrument	Spirit +2 (Bardic Power)	100
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※1: If there is a Skill Check name in parentheses (), it affects that Skill Check only. If Magic Power or Bardic Power is specified, it affects that.

※2: You can choose from any of the available Accessories. The same effect cannot be duplicated (e.g., you cannot equip two personal Accessories and have HP or MP +4, but you can have HP +2 and MP +2).

Specialty Items

There are rare items in the world that cannot be mass-produced. For example, rare materials are required by skilled artisans with long waiting lists or when a special horse is born. Since these items are the target of collectors, they are not always available on the open market, and connections must be made to acquire them. They are also used to build connections.

PCs can obtain these specialty items by using Reputation. In the list of items (see p. 212), the prices are annotated with "+XX reputation". The PC must use the indicated amount of Reputation and pay the price (in gamel) when purchasing the item.

These specialty items are better versions of commonly available items. Unlike personalized equipment, another PC can borrow and use them to full effect.

Adventurer Rank

Adventurers can earn improvements in Adventurer Rank by spending Reputation. Adventurer Rank is the Adventurer Guild's guarantee of an individual's competence, and a high Rank alone is enough to attract the public's attention.

Types of Adventurer Ranks

Adventurer Ranks are categorized in the following chart. In honor of the creation of the world by the Swords of Genesis, each rank is named after a sword.

Adventurer Rank Chart

Rank	Reputation (Cumulative)	Free	Public's Opinion	Issued By
None	0 (0)	-	"Hollow" No value	-
Dagger	20 (20)	-	"Running Around" Minimum Career	Independent Branch
Rapier	30 (50)	5	"Still Growing" Still in training	Independent Branch
Broad Sword	50 (100)	10	"Fully Fledged" Career-oriented and Reliable	Multi-branch Joint
Great Sword	100 (200)	20	"Worthy of Attention" Can do more than simple work, something special	Intra-city Joint
Flamberge	100 (300)	30	"Powerhouse." Exceeds expectations doing the job	Intra-city Joint
Sentinel	200 (500)	50	"First Class" Unquestionable and spectacular skills	Domestic Joint
Hyperion	200 (700)	70	"Brave One" Nothing but respect for them	Domestic Joint
Sword of Genesis	300 (1,000)	100	"Hero" Savior of the World	Regional Joint
Sword of Genesis★	500 (1,500)	150	Same as above	Regional Joint
Sword of Genesis★2	500 (2,000)	200	"Superhero" Living Legend	Headquarters
Sword of Genesis★3	500 (2,500)	250	Same as above	Headquarters

(Hereafter, ★ is added for every 500 points, free: +50)

Adventurer Rank - Sword of Genesis

After reaching the Swords of Genesis level, each promotion is indicated by adding a "★" to the Adventurer's Rank.

Adventurers who have reached the rank of Sword of Genesis may use titles such as "Lumiere," "Cardia," "Sword of Genesis," or "Genesis" to refer to their rank. Whether the "★" is placed before or after the rank name is rather inconsistent (Genesis★ or ★Genesis). This is because the number of adventurers who have reached this rank is so small, and personal style tends to prevail.

Earning Adventurer Ranks

Adventurer Ranks are earned by applying to the Adventurer's Guild to be recognized as worthy of the Rank. In the game, Ranks are earned by spending the prescribed amount of Reputation listed in the "Reputation" column of the Adventurer Rank Chart. This is to be interpreted as passing the appropriate examination. The brackets in this column indicate the required Reputation from the "None" rank.

If current Reputation permits, raising two or more Ranks simultaneously is permissible.

No cash expenditure is required to raise your Adventurer Rank.

Adventurer Rank Issuer

Adventurer Ranks are recommended to Headquarters after a Branch receives an application for review and are then issued in the name of the Guild Headquarters. However, only very high ranks are reviewed by Headquarters; lower ranks such as Dagger and Rapier are, in effect, issued by a Guild Branch at its sole discretion.

At the Broad Sword level, an inquiry is made not only to the Branch that received the application, but also to a nearby Branch or two to ensure that no ineligible cases are considered. A decision is made based on these inquiries.

Great Sword and Flamberge ranks are confirmed by a city or equivalent Branch. After that, the scope of confirmation required expands as one moves up the ranks.

As part of this process, those with an Adventurer Rank will have their information shared within the Guild. As a Great Sword Adventurer, a PC will be greeted with "Oh, welcome, ..." as soon as they arrive at any of the Guild

branches in the city where they applied. If they are a Swords of Genesis ★2 rank adventurer, then the PC's name is known throughout the continent.

The Adventurer Rank Certificate issued bears the name of the Branch that first accepted the application. It is a great honor for Branches to produce high-ranking adventurers. It is also highly effective in terms of publicity and is why each Branch treats adventurers so generously.

Adventurer Rank Benefits

By attaining a high Adventurer Rank, the character gains various benefits.

Acquisition of Renowned Items without Reputation

A character who has attained a certain Adventurer Rank can obtain Renowned Items without paying Reputation according to their Rank. The "Free" column in the Adventurer Rank Table indicates that Renowned Items obtained with Reputation, which cost less than the "Free" column, do not require Reputation expenditure. For example, adventurers of Sentinel rank can obtain items with a Reputation cost of 50 points or fewer without spending any Reputation (e.g., personal equipment obtained with 50 points can be purchased in any quantity). However, only Reputation costs can be omitted. Cash must be spent in the prescribed amount.

When the required Reputation for previously acquired Renowned Items is reduced below the "Free" value due to an increase in Adventurer Rank, all Reputation will be refunded to the PCs. For example, suppose a PC with 4 pieces of Personal Equipment worth 50 points, gains the rank of Sentinel Adventurer. In that case, the PC will receive a refund of $50 \times 4 = 200$ points, immediately increasing their Reputation.

Note that this procedure requires that the Adventurer Rank be earned first. The Reputation to be refunded cannot be calculated first and then offset. In the previous example, a PC with Flamberge Rank cannot gain Sentinel Rank "for free," even if 200 points will be refunded afterwards. The 200 points must be gained first, spent on the rank, and then refunded.

Fame and Preferential Treatment

A character with a high Adventurer Rank is well-known within a region centered on the Branch that issued it (see p. 115). Within that group, they are automatically treated as having the appropriate Public Opinion due to their rank.

If they leave this area, they will be treated as a nobody, but if they present their Rank Certificate, they will be treated appropriately. In return, they will often be asked to share their adventures.

Adventurer Rank Benefits Chart

Rank	Scope	Contents
Great Sword+	City	The owner or a customer next to them buys them a drink at a bar "as a token of friendship."
Sentinel+	Nation	A crowd of people will form around them. At a feast with many people, they will be forced to refrain from paying.
Sword of Genesis+	Region	Preferential seating, priority queues in facilities and stores if desired, and payment on the tab in exchange for a signature.
Sword of Genesis★2+	Continent	A PC is recognized wherever they go and whatever they do. Unless they say no, they get preferential seating and priority queues on their own.



GM Guide: Preferential Treatment as a Flavor

Adventurer Rank benefits are intended to be a flavor of the game. It cannot be used to discount or remove the cost of items that affect the game mechanically.

Title

Once a PC has attained an Adventurer Rank, they are publicly allowed to take on a title. Of course, anyone can assume a title, but whether or not it will be accepted by the public is another matter. The Adventurer Rank guarantees that others will call PC by their title and that it is as valid as their real name. The area in which the title is accepted is the same as in which the PCs receive the benefits above (outside of that area, the PCs' title and existence are unknown).

The title may be chosen freely, but if it is obvious that someone else already has it, it cannot be used. If a coincidence occurs later, the PC may continue to use the title, but those with higher Adventurer Ranks tend to be treated as associated with the title.

Once a title is set, it usually remains the same, but some change it for a fresh start or to escape a situation. If the PCs wish to change their title, they can do so once they have attained a new, higher Adventurer Rank.

Payment in Advance

Adventurers may request a cash advance from the Adventurers' Guild based on future rewards. This is interest-free, but the adventurer must repay the loan by deducting the amount from subsequent adventures' rewards. The higher the Adventurer's Rank, the greater the maximum amount that can be borrowed.

At the "Hollow" stage, when a PC has no Adventurer Rank, they can borrow up to 300G. At the Dagger level, they can borrow up to 500 G. At the Rapier level, they can borrow up to 1,000 G. Thereafter, they can borrow up to 5,000G at the Flamberge level, 10,000 G at the Hyperion level, and so on. After that, the amount gradually increases to 5,000G per rank increase.

Stripping and Demotion of Adventurer Rank

Suppose a PC is found to have committed a serious crime, broken the unwritten rules of adventuring (see CR I, p. 331), or otherwise acted unethically as an adventurer. In that case, they may be stripped of their Adventurer Rank or be demoted.

The PCs may also voluntarily rescind their Adventurer Rank once they have earned it. Except in the cases above where this is prompted as part of the punishment, it is strongly discouraged, but if the PCs are absolutely determined to do so, the Guild will have to grant it.

PCs can regain their lost ranks by new Reputation spends. To do so, they must pay the same amount of Reputation as they would have to gain the Rank.

Disgrace

Disgrace is recorded and added up when a PC commits a dishonorable act; the more significant the Disgrace, the more unwelcome the PC in society and the more disadvantage they will suffer.

The PCs can be reasonably spared from the effects of Disgrace by gaining Adventurer Ranks (see p. 116).

Disgrace Acquisition

Loss of Renowned Items

Disgrace accrues when a Renowned Item is lost because of a sale, transfer, theft, etc. The Disgrace added is the same amount as the Reputation required to obtain the item. Suppose an item is acquired without paying any Reputation but is then lost. In that case, the PC will gain Disgrace equal to the Reputation normally required to acquire the item.

Stripping, Demotion, or Return of Adventurer Rank

The PCs will immediately be credited with the equivalent Disgrace if an Adventurer Rank is stripped, demoted, or rescinded.

As a result of demotion or stripping of Rank, if a Renowned Item no longer satisfies the "Free" condition it was bought with, Reputation must be spent to keep it. Any item that cannot be offset by a PC's current Reputation is forfeited to the Guild, and the PC will gain its Reputation cost as Disgrace.

Impact of Disgrace

Disgrace adds up, and once it reaches a specific value, the PC suffers various disadvantages from bad publicity. This is limited to services provided through the Adventurers Guild.

A character with a high Adventurer Rank will not suffer any adverse effects below a Prevention Rank, but if Disgrace exceeds the value that can be covered by the Adventurer Rank, they must suffer the full adverse effects (i.e., all or nothing).

Disgrace Impact and Prevention Ranks

Disgrace	Dishonor Mark	Adverse Effects	Prevention Rank
1 - 20	Goblin Nuisance	Item purchase price and service usage price +10%	Rapier
21 - 50	Bolg Hazard	Item purchase price and service usage price +20%	Broad Sword
51 - 100	Ogre Outcast	Item purchase price and service usage price +50%	Great Sword
101 - 200	Troll Extreme Evil	Item purchase prices and service usage prices are multiplied by 2	Sentinel
201 - 500	Drake Enemy of Humanoids	Item purchase prices and service usage prices are multiplied by 5	Swords of Genesis
501+	Barbarous King World Breaker	Suspension	None

Dishonor Mark

Adventurers who have been disgraced are automatically given a Dishonor Mark and are referred to by that title. Dishonor Marks are also a sign of a “person of interest”, and all Adventurers' Guilds on the continent share this information.

Barbarous names appearing in Dishonor Marks are sometimes substituted by other equivalents. For example, Hugn or Hoodling may be substituted for Goblin; Diablo, Basilisk, or Nosferatu for Drake. The reason may be that the Mark is more appropriate for the adventurer's past conduct or because someone already has the same Dishonor Mark, and the Guild wants to distinguish between them.

Offsetting Disgrace

A character can offset Disgrace in several ways. Doing so will reduce adverse effects or remove Dishonor Marks. If Disgrace can be reduced to "0", then the Dishonor Mark will be removed.

Retrieval of Renowned Item, etc.

If the lost Renowned Item or another item that caused Disgrace can be returned, commensurate Disgrace will be automatically removed.

Offset by Reputation

Spending Reputation can reduce Disgrace on a 1:1 point basis.

Additions to the Fellow Action Chart

This section will describe how to fill in the Fellow Action Chart with the new elements from Core Rulebook II.

The items to be entered in the Table of Actions (actions, dialogues, Success Values, and effects) and their formats are based on the descriptions in Core Rulebook I (see CR I, p. 200).

Casting Fairy Magic

Actions that cast Fairy Magic can be entered like other basic spellcasting (see CR I, p. 206).

Example:

[Fire Bolt], Range 1 (10m), MP3	<i>"Burn!"</i>	12	Power 10+5
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Techniques

Since techniques are used with Minor Action, they should be added to the Melee Attack used with Major Action. Do not forget to enter the MP cost.

Some techniques have a duration, but the Fellow's actions are not considered, and MP must be consumed for each action. In this sense, [Muscle Mystery] (see p. 203) loses its value in the description of Fellow's action.

Example:

Declare [Cover I] using [Beetleskin], MP3	<i>"This attack will not pass."</i>	-	Defense 9, Magic Damage -5
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Multiple Techniques

Multiple techniques can be entered in the same column, and the values with all their effects can be used.

Naturally, the MP cost should be summed. It is not possible to pay the cost only partially.

Example:

Attack with Zweihander using [Cat's Eyes], [Bear Muscle], MP6	<i>"I will bring you pain!"</i>	12	Power 30/Crit Value 11 + 7
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[Dragon Tail]

A Fellow's actions cannot usually be strengthened through stacking. The only way to do this is to use the [Dragon Tail] Technique and immediately use the Tail for an attack. For Lildraken Fellows (only), can you enter the value that enhances their Tail as per the Technique (i.e., Accuracy +1 or Extra Damage +2).

Example:

[Dragon Tail](+1 to hit), [Cat's Eyes] with [Tail Swing I], MP6	<i>"Boom! Boom!"</i>	13	Power 10/Crit Value 12 + 6
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(Assuming that the character is a Lildraken and the effect of [Dragon Tail] enhances their Tail by one level).

Spellsongs and Finales

When a Fellow uses a Spellsong or Finale, Rhythm is not controlled. Even if a Spellsong or Finale has an effect condition, it will take effect immediately when that condition is specified. However, to enter them, a separate spellsong must be specified to generate the required Rhythm.

For Spellsongs, the effect range must be noted, and for Finales, the range distance must be noted.

Spellsongs with "Effect Condition: None"

You are free to enter any spellsong if you follow the principle of "no more than two identical actions placed in different rows." And to enter a Spellsong and a Finale with an "Effect Condition," it is necessary to enter a Spellsong of this type.

Example:

Play [Early Bird], all areas (30m Radius)	<i>"Morning, morning, good morning♪"</i>	13	-
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Spellsongs with an Effect Condition

To enter this type of spellsong in the Action Chart, at least one spellsong with an "Effect Condition: None" must be entered in another column of the Chart. Also, it must be able to generate a combination of Rhythms that can satisfy the condition in the Effect Condition.

For example, to fill in the spellsong [Love Song](Effect Condition: ♣6♥6), it is necessary to also fill in a spellsong that produces, ♣ and ♥ with an “Effect Condition: None.” This can be either a spellsong that generates both ♣ and ♥ or a spellsong that generates Extra Rhythm when the Success Value satisfies the Flourish Value (see p. 100). For this example, [Early Bird] with a Success Value of 13 or higher satisfies this condition.

Example:

Play [Love Song], all areas (50m Radius)	<i>“If we can only meet...♣”</i>	16	-
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Finales

To enter a Finale, you will need to enter a separate Spellsong having “Effect Condition: None” or a Spellsong with an Effect Condition (see above) that can generate the Rhythm that the Finale consumes.

Bardic Power must be entered in the “Effect” field to add power, damage, or recovery.

Example:

Attack with [Finale: Spring Breeze], 2 (30m)	<i>“Get out of here!”</i>	13	Power 10/Crit Value 10 + 5
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**Sharing Generated Rhythm**

A Spellsong having “Effect Condition: None” is the only kind that guarantees the generation of Rhythm for other Spellsongs or Finales that have an Effect Condition. For example, if you enter one [Early Bird] that can be played with a Success Value of 13 or more, the other three columns are [Love Song] (Effect Condition: ♣6♥6), [Finale: Spring Breeze] (Rhythm Cost: ♣2), [Finale: Summer Vitality (Rhythm Cost: ♣1♥1)].

Note on Added Combat Feats

As a rule, to enter a Combat Feat [... II] you will need to fill in a Combat Feat [... I] of the same type in a separate field. For [Tail Swing], please refer to the [Cleave] description in Core Rulebook I to enter it. [Nerve Strike], [Critical Cast], etc., can also be written by following the conventional example of describing active Combat Feats.

In this section, we describe only those needing special annotations. In addition, we add an explanation of [Stomp] (see CR I, p. 253) here.

[Flying Kick]

Kick attacks should have an "x3" tag after them. After the Kick from the [Flying Kick], the attacking Fellow makes another Kick as a Major Action and another with [Chain Attack]. It is not possible to enter a Punch or a Throw as an attack with [Flying Kick].

The Flying Kick range must be written as "1(Xm)", and the "Xm" part should be the PC's movement. In Simplified Combat, individual character movements are not considered, and the range of movement by Normal Move is up to the adjacent area, so the "1" part always remains the same.

If this Action is chosen, the position (area, coordinates) where Fellow ended their Action in the previous round is assumed to be the one from where the Fellow can start a proper Normal Move. If this is not the case, all attacks are forcibly cancelled.

It cannot be combined with the active Combat Feat, which only affects one attack.

Example:

Equipped with a Hard Kicker, [Flying Kick] & Major Action for another Kick & [Chain Attack] for another hit, Range 1(23m)	<i>"Triple Leg Flash!"</i>	19	Power 30/Crit Value 11 + 12 x 3
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[Stomp]

The [Stomp] master can enter the Success Value of their Kick attack and the calculated damage (Power, Critical Threshold, and Extra Damage) simultaneously as per the Throw attack.

If there is no target for the Throw, or if the Success Value of the Throw itself is insufficient to cause the Accuracy check to fail, then the effect of the Kick (damage) will also not occur.

As a rule, it cannot be combined with the active Combat Feat, which only affects one attack, but this is possible if the character can declare twice by learning [Ever-Changing I]. If the feat requires the special notation "spend next turn recovering," then the character must declare "spend two next turns recovering."

Example:

Throw ([Improved Throw II])	<i>"This attack is a... no-brainer."</i>	20	Power 30/Crit Value 12 + 12
[Stomp]		19	Power 25/Crit Value 11 + 12

[Repeated Strike II]

The declaration of [Repeated Strike II] should be clearly stated. Extra Damage in the "Effect" column should be increased by +4 for the first hit. If the opponent does not use fixed values and performs an Evasion check, and the second hit becomes the first, then the damage should be reduced by -4.

Example:

[Repeated Strike II], attacking with the Great Sword	<i>"Repay!"</i>	17	Power 35/Crit Value 10 + 17
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[Confident Performer]

It is recommended to add "(Can't)" in the Success Value field and "No Crit" for the damage in the "Effect" field.

Example:

Attack with [Confident Performer] at [Finale: Spring Breeze], 2(50m)	<i>"Hit!"</i>	15 (Can't)	Power 10/No Crit + 7
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[Double Cast]

For each of the two spells to be cast, describe the Success Value and, if necessary, the Effect.

You can choose "cancel the whole action" or "cancel only the additional magic cast" when cancelling this action. It is not possible to cancel just the main magic Action.

Example:

[Double Cast] of [Energy Javelin] Range 2(30m), after MP9,	<i>"Take that!"</i>	21	Power 40/Crit Value 10 + 12
[Energy Bolt] Range 2(30m), MP5	<i>"And a bonus!"</i>	11	Power 10/Crit Value 10 + 2

Entries that Cannot be Entered in the Fellow Action Chart

No Entry for Characters, Pets, etc.

Fellows should use the Fellow data format, assuming only cases in which they themselves act.

Golems and undead created by [Create Golem] or [Create Undead], fairies summoned by a [Summon Fairy] spells, and the Actions that use them, cannot be entered in the Fellow Actions Chart.

Continuation of Spellsongs by a pet is not allowed, and the [Harmony] will not affect the Fellow's action entry.

Those that do not Show Effects

[Mirage Arrow] and [Skillful Play] are not necessarily impossible to fill in, but they are not expected to be very effective due to their specifications.

The effect of [Cover II] does not affect Fellow Action Chart. When describing [Cover], only Fellow's own actions can be described, even if they have learnt [Cover II].

Part 3 Data

Here you will find a variety of additional data. These include existing spells of 7-10 levels, newly added Fairy Magic, Techniques, Spellsongs, Finales data, more powerful combat feats, and items.

Illustration by Ishosho



Additional Magic Data

Supplemental Information on Magic

Same Name Spell with Roman Numeral Addition

Some of the spells added in this book have a Roman numeral appended to the name in the form [XXX II]. In this case, there is always a separate spell with the same name, simply [XXX].

They are subject to the principle of Non-overlapping Spells of the Same Name (see CR I, p. 172). In other words, they cannot affect the same target simultaneously. For example, if [Protection II] is cast on a character that has [Protection] applied, it can be accepted to gain +2 Defense, but at the same time, [Protection] will be removed.

Spells That Provide Multiple Options

Some spells can be cast by selecting from multiple effects. For example, [Magician] (see p. 131), the target can learn the specific combat feat, a choice made when the spell is cast.

When such a spell is cast on several targets simultaneously with [Metamagic/Targets], the effects must be unified. In the example of [Magician], it is impossible to have different targets acquire different combat feats in a single cast.

Resistance: Temporary

The spell which has "Resistance: Temporary" will be effective on the target for 10 seconds (1 round) when the resistance succeeds. Even if you use [Metamagic/Time] to extend the duration, the duration in the case of successful resistance is still 10 seconds (1 round).

Curse + Psychic


Spell with this type has two types: curse type and the psychic type, and has the following rules:


When applying resistance or effects: All effects and immunities corresponding to curse or psychic types are effective. If a character has immunity to one of the two types, the spell will not have any effect. All numerical effects that work for these types (such as damage increase/decrease, bonus/penalty to resistance

checks, etc.) are cumulative. However, if an effect that affects both curse type and psychic type simultaneously is not cumulative. For example, the effect "+2 bonus to Willpower and Fortitude checks against curse type and psychic type" will only apply +2.

To Remove: Only effects that can remove curses are valid.

Truespeech Magic Data

 Analyze Enchantment	Cost	MP4		
Tar. 1 Object or 1 Character	Range/Area	1(10m)/Target	Duration Instant	Resistance Can't
Sum.	See details of magic on target.			
Eff.	This allows the caster to see the name, remaining duration, and Magic Power of any spells affecting the target. If used on a magic item, reveal the magic of the item and how to use it.			


 Apport	Cost	MP5		
Tar. 1 Object	Range/Area	2(Infinite)/-	Duration Instant	Resistance N/A
Sum.	Teleports marked item to the caster			
Eff.	<p>The caster may mark an item in advance and teleport it in hand. Items to be marked cannot be more than 3m in any dimension and can include items magically created by the caster (including golems). Each object may only have one mark.</p> <p>The caster can draw a number of marks equal to their Sorcerer Level, which takes one hour per object to draw. The object must be at least one week old before it can be a target for this spell.</p> <p>If the caster tries to draw more than its Sorcerer Level, one of the previous marks will be removed randomly.</p> <p>This mark is permanent, though if erased or another mark is attempted to be drawn on the item, the first mark is disabled.</p> <p>This spell can be used without the caster having a Magical Implement (see CR I, p. 176) on hand.</p>			


7 Steal Mind							Cost	MP2				
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	Neg					
Sum.	Steals MP from target						Type	Curse				
Eff.	Deals Power 10 + Magic Power damage to the target's MP and restores the caster's MP equal to the damage dealt, up to a maximum of 1/10th the target's total MP (rounded up).											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	⑩


7 Tongues							Cost	MP5
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Speak and understand unknown language							
Eff.	During the spell's duration, the caster can speak and understand any one selected language as though they were fluent in it. The target language is chosen during the spell's casting. Even if the caster does not know the name of the language, they can choose it by listening to words spoken in that language and identifying the language name at the same time.							


Acid Cloud





	▶▶△Blink					Cost	MP10
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Creates an afterimage to take an attack instead						
Eff.	The caster automatically succeeds on the next Evasion check they need to make. This effect automatically occurs the first time an Evasion check is requested, and at the same time, this spell is automatically canceled.						


	Energy Javelin					Cost	MP9						
Tar.	1 Character	Range/Area	2(30m)/Shot	Duration	Instant	Resistance	Half						
Sum.	Deals Power 40 damage					Type	Energy						
Eff.	Compresses mana into a spear, hurled at a target dealing Power 40 + Magic Power of magical damage.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		40	4	5	6	7	9	10	11	11	12	13	⑩


	Create Device					Cost	MP4
Tar.	Touch	Range/Area	Caster/-	Duration	Permanent	Resistance	N/A
Sum.	Creates a Magical Implement						
Eff.	Creates a Magical Implement (see CR I, p. 176) in the hand of the caster. It can take any shape, so long as it's smaller than a two-handed weapon, but it cannot be used as a melee weapon in combat.						
	This spell can be used without the caster having a Magical Implement.						


	Magician					Cost	MP6
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Target temporarily learns advanced magical feats						
Eff.	The target learns one of the following combat feats: [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Violentcast I], or [MP Save/* *]. The caster decides which combat feat is acquired. The target must satisfy the prerequisites for learning the feat.						
	With multiple castings, the caster can emulate multiple feats. If more than one [Magician] is cast, one target will be given multiple combat feats.						


 Erase Magic						Cost	MP6
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	30 seconds (3 r)	Resistance	Neg
Sum.	Blocks casts of 6 level/rank spells or lower						
Eff.	The target is prevented from casting spells of 6 levels/rank or less of a magic system specified by the caster. The caster specifies which magic system is prevented at the time of this spellcasting.						


 Telekinesis						Cost	MP6
Tar.	1 Object	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	N/A
Sum.	Lift and move objects						
Eff.	<p>As a Major Action, one object can be moved up to 3m per round (10 seconds). The caster can make the object float in the air but can't make it slip through obstacles. Even if multiple targets are selected with [Metamagic/Targets], only one object can be moved with one Major Action.</p> <p>This object can be moved regardless of weight but must not be taller than 2m nor larger around than 1m radius. It cannot affect objects held or equipped by other characters.</p>						


 Blade Barrier						Cost	MP10																									
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	30 seconds (3 r)	Resistance	Temporary																									
Sum.	Creates magic blades around the target					Type	Slashing																									
Eff.	<p>At the end of the target's turn, deals Power 0 + Magic Power damage. However, the damage from this spell cannot be critical. Also, if the target does not perform any Major Action or Minor Action on its turn, it does not suffer this damage.</p> <p>Willpower should be rolled only once at the moment of casting.</p> <table border="1" data-bbox="221 1114 848 1169"> <thead> <tr> <th>Power</th> <th>③</th> <th>④</th> <th>⑤</th> <th>⑥</th> <th>⑦</th> <th>⑧</th> <th>⑨</th> <th>⑩</th> <th>⑪</th> <th>⑫</th> <th>Crit Value</th> </tr> </thead> <tbody> <tr> <td></td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> <td>2</td> <td>2</td> <td>3</td> <td>3</td> <td>4</td> <td>4</td> <td>None</td> </tr> </tbody> </table>							Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value		0	0	0	0	1	2	2	3	3	4	4	None
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value																					
	0	0	0	0	1	2	2	3	3	4	4	None																				

 Absorb Magic						Cost	MP5
Tar.	Caster	Range/Area	Caster/-	Duration	1 Day	Resistance	Optional
Sum.	Turns magical damage into MP.						
Eff.	<p>After taking magical damage, recover MP equal to the damage received. This effect disappears once activated.</p> <p>This spell can only be cast once per day.</p>						

	See-Through						Cost	MP6
Tar.	1 area (2m Radius)/Space	Range/Area	1(10m)/Shot	Duration	10 seconds (1 r)	Resistance	N/A	
Sum.	Allows caster to see through the target area.							
Eff.	The target area is made transparent, allowing the caster to see through to the other side. However, creatures, characters, equipment, and clothing become invisible only to the caster and continue to exist there. Objects viewed through this area can be targeted by magic, though magic with "Area: Shot" will be blocked due to obstruction.							

	Seal Enchantment						Cost	MP7
Tar.	1 Object	Range/Area	Touch/-	Duration	Permanent	Resistance	N/A	
Sum.	Hides the magic of an object							
Eff.	The target is can no longer be detected by any spell ([Sense Magic], [Mana Search], etc.) or ability that detects magic, and its magical effects on it are hidden. This spell has no significance when appraising an item by Appraise check (see CR I, p. 108). However, it is often the case that items with this spell are disguised as non-magical items, and in such cases, the knowledge-based appraisal of the treasure will also be harder to do (higher target number).							

	Flight						Cost	MP8
Tar.	1 Character X	Range/Area	Touch/-	Duration	1 Hour	Resistance	Optional	
Sum.	Target will be able to fly							
Eff.	The target of this spell gains the ability to fly at will, but is limited to simple movements and can only move via Full Move. Even if the target's movement is obstructed by a skirmish or other obstacle, they can pass through with a -4 penalty to Evasion checks. The flying speed granted by this spell is 50, meaning the target can move up to 150 meters in 10 seconds (1 round) with a Full Move.							

	Blizzard						Cost	MP10					
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half						
Sum.	Deals Power 30 damage						Type	Water/Ice					
Eff.	Creates a localized snowstorm dealing Power 30 + Magic Power of magical damage.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		30	2	4	4	6	7	8	9	10	10	10	⑩

Spiritualism Magic Data

3 Create Undead						Cost	MP4+
Tar.	Touch	Range/Area	Touch/-	Duration	1 Day	Resistance	N/A
Sum.	Animate and command an Undead						
Eff.	The caster creates an undead and gives it a command to act. For more information, see “Conjurer Additions: Golems and Undead” (see p. 87). Casting this spell takes one hour.						

3 Create Golem						Cost	MP4+
Tar.	Touch	Range/Area	Touch/-	Duration	1 Day	Resistance	N/A
Sum.	Build and animate a golem						
Eff.	The caster creates a golem and gives it a command to act. For more information, see “Conjurer Additions: Golems and Undead” (see p. 87). Casting this spell takes one hour.						

Create Golem

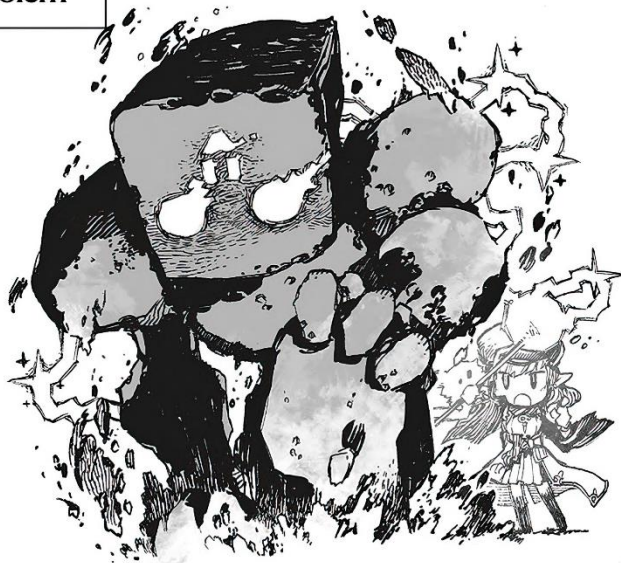





Illustration by Konno Takashi

 ▷▷△Double Indicate						Cost	MP6
Tar.	Caster	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	The caster can control two golems or undead at the same time						
Eff.	The caster can issue the same "Obey Command" (see p. 90) to two golems or undead simultaneously, even if they are of different types. Both golems or undead should be given the same command.						

 Drain Touch						Cost	MP7						
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Half						
Sum.	Drains Power 10 from the target					Type	Curse						
Eff.	Deals Power 10 + Magic Power damage, and the caster heals HP equal to the applied damage dealt. The HP recovery effect occurs even if the target succeeds in resisting.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		10	1	1	2	3	3	4	5	5	6	7	⑩


 Resurrection						Cost	MP20
Tar.	1 Corpse	Range/Area	Caster/-	Duration	Instant	Resistance	Optional
Sum.	Bring back the soul of the dead and make them alive						
Eff.	This can only be cast on a corpse, which will return to life if successful (see CR I, p. 185). The Target Number for this spell equals the days elapsed since death.						
	The target corpse for this spell must have its major organs intact; the head and spine must be intact for humanoid and barbarous.						
	This spell takes an hour to cast.						


8 Icicle Weapon						Cost	MP5
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Make an attack dealing water/ice damage with a +3 bonus						
Eff.	When the target makes a melee or ranged attack, the weapon used in the attack is treated as a water/ice magic weapon (Translator's Note: weapon still deals physical damage), and the physical damage it causes is increased by +3.						


8 Acid Cloud						Cost	MP10						
Tar.	1 area (5m Radius)/15	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half						
Sum.	Deals Power 20 damage					Type	Poison						
Eff.	Turns air into acid and deals Power 20 + Magic Power of damage.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		20	1	2	3	4	5	6	7	8	9	10	⑩

8 Illusion						Cost	MP4
Tar.	Any Point	Range/Area	2(30m)/Target	Duration	1 Day	Resistance	N/A
Sum.	Create hallucinations						
Eff.	The caster creates hallucinations indistinguishable from natural objects. The only limitation on these hallucinations is size; they must fit within a 3m radius area. Hallucinations have no smell, do not make noise, and are intangible. The caster must concentrate if they wish to have the hallucinations move freely. Otherwise, they repeat simple movements up to about a minute long. It is possible to change the appearance of a character or object, in which case the hallucinations would move with the character or object.						

8 Cremation						Cost	MP3						
Tar.	1 Character	Range/Area	1(10m)/Shot	Duration	Instant	Resistance	Half						
Sum.	Deals Power 20 damage, +5 damage to Undead and Construct					Type	Fire						
Eff.	Deals Power 20 + Magic Power magic damage. If the target is Undead, Magitech, or a Construct, increase the damage by +5 points. This addition occurs even if the target succeeds in resisting.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		20	1	2	3	4	5	6	7	8	9	10	⑩

 Cursed Doll						Cost	MP6					
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Half					
Sum.	Inflicts Power 30 damage through the doll					Type	Curse					
Eff.	The doll is used as a medium to cast a curse on the target, dealing Power 30 + Magic Power magic damage. To cast this spell, the caster must thrust with the implement (the doll may be held in hand or on the ground). Doll used with this spell will break and become useless.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	30	2	4	4	6	7	8	9	10	10	10	⑩

 Bind Operation						Cost	MP8
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	Temporary
Sum.	Restrict the movement of the target						
Eff.	The target can only select Limited Move as the move, and all action checks (see CR I, p. 155) are modified by a -2 penalty. A character whose race is runefolk, or construct or magitech monsters, receives a -2 penalty to Willpower for this spell.						

 Protection II						Cost	MP3
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Reduces target's damage by -3						
Eff.	The target takes -3 damage from all physical and magical sources. This spell does not affect Poison-, Disease-, or Curse-type damage.						

9 Possession						Cost	MP7
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Bring dead souls into the caster's body						
Eff.	<p>This spell pulls the soul of someone dead into the caster's body, allowing them to speak and interact with the living world. The caster can communicate his wishes to the souls but cannot interfere with their actions. No class or combat feats (either the caster or those learned by the dead person before death) can be used.</p> <p>Characters that can be pulled are limited to humanoids or barbarous. If the caster holds an item associated with the deceased, the caster can specify a specific soul to be summoned. Otherwise, the most recently deceased humanoid or barbarous character within a 100-meter radius around the caster will be summoned.</p> <p>This magic has not effect if the specified character has been reanimated or if their soul has already been reincarnated. The same is true if the caster doesn't specify a target and there are no dead people within 100m of the caster.</p>						

10 Command						Cost	MP10
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	1 minute (6 r)	Resistance	Neg
Sum.	Gain control of undead or golem						
Eff.	<p>Caster can give a new order to target. Treat it as it was given "Obey Command" (see p. 90). The caster can give instructions only from the next turn after this spell has taken control of the target.</p> <p>If the original controller of the target monster is known, the original controller and the caster must compare their success values, and the caster must win. If not (if undead or golem acting independently), the caster must win versus the monster's willpower. In this case, the monster receives a +4 bonus.</p> <p>The targets of this spell are limited to Constructs and Undead whose intellect is "None," "Animal," or "Low."</p> <p>After the spell's duration has expired, the monster's control reverts back to the original controller. If it worked independently, it would again begin to act according to its behavior and motives.</p> <p>This spell can also be used to change commands to golems and undead created by the caster (see p. 90).</p>						

10	Scape Doll						Cost	MP8
Tar.	1 Doll	Range/Area	Touch/-	Duration	1 Day	Resistance	N/A	
Sum.	Transfers damage to specially marked dolls							
Eff.	<p>The caster can mark one doll at a time with a unique brand. If the caster receives any physical, fixed, or magical damage to their HP at any time while this spell is active, they may transfer that damage to the branded doll, regardless of the distance between the caster and the doll.</p> <p>The caster can decide whether or not to let the target take the damage when they suffer damage. Once activated, the brand disappears, the spell's effect ends, and the doll is broken and unusable.</p> <p>While this spell is in effect, the caster cannot cast this spell on other targets.</p>							

10	Physical Gimmick						Cost	MP12
Tar.	1 Character	Range/Area	Touch/-	Duration	Permanent	Resistance	Optional	
Sum.	Magically repair missing body parts							
Eff.	<p>Creates a replacement organ (eye, ear, etc.) to replace damaged/missing ones. This replacement will work exactly the same as the original, but the body needs 1 week to adjust. A -2 penalty applies to all checks and actions that use the replacement during that time. This replacement organ will detect as magical with [Sense Magic], can be dispelled with [Dispel Magic], etc.</p> <p>Only one organ can be replaced per character (in the case of a multi-section character, one organ can be replaced per section).</p>							

10	Petri-Cloud						Cost	MP9
Tar.	1 area (5m Radius)/15	Range/Area	2(30m)/Target	Duration	Instant/1 minute (6 r)	Resistance	Neg	
Sum.	Turns victims into stone					Type	Curse	
Eff.	<p>Those who fail to resist this spell will permanently turn to stone after 1 minute (6 rounds). If the caster is reduced to 0 HP or lower or spells such as [Remove Curse] are successfully cast on it before this happens, the spell ends without effect.</p> <p>To restore petrified characters, a [Cure Stone] spell must be successfully cast.</p>							

Divine Magic Data

Basic Divine Spells

7	Cure Stone						Cost	MP4
Tar.	1 Character X	Range/Area	Touch/-	Duration	Instant	Resistance	Neg	
Sum.	Removes petrification							
Eff.	Returns the petrified target to its former state. Alternatively, it completely removes petrification (see p. 329). The effect will not work on natural stones or fossils.							

7	Quest						Cost	MP6
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	Special	Resistance	Optional	
Sum.	Hand down a divine quest.					Type	Curse	
Eff.	<p>Assigns a mission to the target. The exact details of the mission are left up to the caster, but the parameters (success, failure, any restrictions, etc.) must be clearly defined.</p> <p>If the target consciously delays going on the quest or actively tries to fail, they will receive 1 fixed point of damage per round (see p. 68).</p> <p>Once the quest has been fulfilled, this effect ends.</p>							

7	Battle Hymn						Cost	MP6
Tar.	1 area (6m Radius)/Space	Range/Area	Caster/-	Duration	Special	Resistance	Optional	
Sum.	Accuracy +2, damage +2 for any character							
Eff.	<p>Caster offers a battle song to the gods and receives their blessings.</p> <p>Suppose a character within the area of effect makes a melee or ranged attack. In that case, the character receives a +2 bonus to its Accuracy check, and all physical and magical damage dealt is increased by +2 points. However, the caster can arbitrarily decide whether or not to give this effect at the beginning of each affected character's turn.</p> <p>This spell lasts as long as the caster continues to sing. The caster cannot take a Major Action on their turn as long as they are still singing.</p> <p>This spell does not interfere with the effects of Spellsongs. Conversely, it is not inhibited by Spellsong. Also, the caster's voice does not need to be heard by the target.</p>							

8	Exorcism						Cost	MP10
Tar.	1 Character X	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Neg	
Sum.	Destroys Undead level 8 and below							
Eff.	Only effective on Undead monsters Level 8 or lower. Sets the target's HP and MP to 0. The target will crumble into dust on the spot.							

8	Fist of God						Cost	MP8-12						
Tar.	1 Character	Range/Area	1(10m)/Shot	Duration	Instant	Resistance	Half							
Sum.	Deals Power 20-40 damage					Type	Bludgeoning							
Eff.	The caster embodies a divine fist and strikes the target, inflicting Power 20-40 + Magic Power magical damage. Depending on the deity the caster believes in, this spell has different cost MP, power, and critical value.													
	Deity Rank	MP Cost	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	Ancient Deity	12	40	4	5	6	7	9	10	11	11	12	13	⑪
	Major Deity	10	30	2	4	4	6	7	8	9	10	10	10	⑩
Minor Deity	8	20	1	2	3	4	5	6	7	8	9	10	⑨	

8	Field Protection II						Cost	MP7
Tar.	1 area (5m Radius)/15	Range/Area	2(30m)/Target	Duration	Instant/3 minutes (18 r)	Resistance	Can't	
Sum.	Reduce damage to the target by 2 points							
Eff.	It creates a circle of protection and gives a defensive blessing to whatever is there. The targets take -2 damage from all physical and magical sources. This effect does not reduce the damage of poison, disease, or curse type.							



Fist of God

Illustration by Usui Rina

9 Force Explosion											Cost	MP6	
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant	Resistance						Half	
Sum.	Deals Power 30 damage										Type	Bludgeoning	
Eff.	Creates intense shockwaves around the caster dealing Power 30 + Magic Power magical damage.												
	Power	3	4	5	6	7	8	9	10	11	12	Crit Value	
	30	2	4	4	6	7	8	9	10	10	10		10

9 Preservation											Cost	MP6
Tar.	1 Object	Range/Area	Touch/-	Duration	Permanent	Resistance						N/A
Sum.	Protects objects from decomposition											
Eff.	The affected item will not rot or decay in any manner. If used on a corpse, freeze the number of days elapsed since death when checking for Soulscars.											

9 Holy Blessing											Cost	MP8
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance						Optional
Sum.	Provides protection of 30 HP											
Eff.	A force field is generated that protects the target. This force field has 30 HP and takes all the physical, magical, and fixed damage that the target suffers on its HP (hereafter in this description, referred to as "damage").											
	The damage is first applied to this force field when the target is damaged. When dealing damage to this extra HP, Defense is treated as 0, and damage cannot be reduced. The HP of the force field is never recovered; it disappears when the HP reaches zero.											
	If the target receives more damage than the remaining extra HP, the extra damage will be dealt to the target's actual HP. Defense and other damage reductions will apply to the remaining damage A target can only be affected by this spell once per day.											

10	Cure Injury											Cost	MP8
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	Instant	Resistance							Half
Sum.	Heals target with Power 50												
Eff.	Heals the target for Power 50 + Magic Power HP. No effect on Constructs and Magitech. If the target is Undead, it deals Power 50 + Magic Power damage.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
	50	4	6	8	10	10	12	12	13	15	15	N/A	

10	Refresh							Cost	MP6
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Optional		
Sum.	Calls upon the divine to heal the target of all ailments								
Eff.	Removes all poisons and disease effects from the target. No comparison of success values is necessary. This spell cannot heal the damage that has already been applied.								

10	Revelation							Cost	MP10
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	Instant	Resistance	Optional		
Sum.	Performs a holy ceremony, marking followers								
Eff.	Brands willing targets with the same holy symbol of the deity the caster follows. The target can also gain their first level as a Priest by paying 1,000 Experience at this time. The God they follow will be the same as the caster. This spell cannot allow a Priest to advance beyond the first level and does not affect Tabbat or Runefolk characters.								
	This spell takes one hour to cast.								

Specialized Divine Spells of the Divine Ancestor Lyphos

7 Peace							Cost	MP8
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/Target	Duration	Instant/1 Hour	Resistance	Neg	
Sum.	Calms emotions and suppresses instincts						Type	Psychic
Eff.	<p>Subjects who fail to resist become non-hostile and do not actively participate in combat. If possible, attempts to stop others from engaging in combat will be made, and new hostilities will be avoided.</p> <p>This effect ends if another character is overly hostile or is attacked.</p>							

10 Grace Of Lumiere							Cost	MP10
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	1 Hour	Resistance	Neg	
Sum.	Grants the target a fraction of Lumiere's grace							
Eff.	<p>Grants the target a fraction of Lumiere's grace.</p> <p>Choose one of the following: [Sword's Grace/Change Fate], [Sword's Grace/Gentle Water], [Sword's Grace/Body Of Flame], [Sword's Grace/Wings Of The Wind]. The caster cannot choose an ability the target already has. The effect of [Sword's Grace] given is equivalent to 1st level, regardless of the level of the target.</p>							

Specialized Divine Spells of Tidán, God of the Sun

7 Fine Weather							Cost	MP8
Tar.	All areas (1km Radius)/Space	Range/Area	Caster/-	Duration	3 Hours	Resistance	Can't	
Sum.	Clears the weather in the area							
Eff.	<p>Instantly clears any bad weather, resulting in a clear sky no matter how bad the weather conditions are. No matter how bad the weather is, there will be no rain, snow, or strong winds for the spell's duration. Clouds above the area of effect will disappear. Blue and starry skies can be seen, and the sun and moon may also appear depending on the time of day.</p>							

10 Daybreak						Cost	MP10				
Tar.	Touch	Range/Area	Touch/-	Duration	³ Hours	Resistance	N/A				
Sum.	Creates a light ball and illuminates surroundings in a 30-meter radius.										
Eff.	It produces a fist-sized ball of light. Due to the light it emits, all areas (radius of 30 meters) are treated as if they were under the sun.										
	The ball of light floats around the caster and follows it automatically. It can be controlled to some extent only by the caster's will, without the need for speech or action (Major Action or Minor Action), but it never leaves the caster beyond 1 meter.										
	The caster can use a Major Action to throw the light ball, which will explode at the target location, dealing "Power 20 + Magic Power" energy magic damage to the target. If the target is undead, the damage will be "Power 40 + Magic Power" instead. Even if multiple light balls are prepared, only one light ball can be thrown by one Major Action.										
Throwing a light ball is handled in the same way as casting spells. The caster should make a new Spellcasting check to determine the success value and compares the success value with the target Willpower. Thrown light ball vanishes and loses its magical effect.											
(Data for throwing a Light Ball)											
Target: 1 area (5m Radius)/15, Range/Area: 1(10m)/Shot, Duration: Instant, Resistance: Half, Type: Energy											
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
20	1	2	3	4	5	6	7	8	9	10	⑩
40	4	5	6	7	9	10	11	11	12	13	⑩

Specialized Divine Spells of Kilhia, God of Wisdom

7 Inspiration						Cost	MP4
Tar.	Caster	Range/Area	Caster/-	Duration	1 Day	Resistance	Optional
Sum.	Automatically succeed on any Observation check, Knowledge check						
Eff.	When the caster performs a Skill Check included in the observation check package or knowledge check package (see CR I, p. 114), the result of the check can be an automatic success (assuming double 6s are rolled) without rolling any dice.						
	This effect disappears after one use. Also, this spell can only be cast once per day.						

10 ▶▶△Precognition						Cost	MP6
Tar.	Caster	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Roll for any skill check 8 instead of 2d						
Eff.	Predict the near future. During this time, the caster can choose to use a fixed roll of 4 and 4 (for a total of 8) instead of rolling 2d for any skill check they perform.						

Specialized Divine Spells of Sien, Goddess of the Moon

7 Shatter Symbol							Cost	MP1
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant	Resistance	Neg	
Sum.	Destroy holy symbol to recover 30 HP							
Eff.	Destroys the caster's holy symbol to recover HP. Restores 30 HP to the targets. This spell does not affect Undead, Magitech, or Constructs. Holy Symbol cannot be repaired, and the caster cannot use Divine Magic for 1d days afterward, even if a new holy symbol is acquired.							

10 Crescent Shine						Cost	MP12
Tar.	All Areas (100m Radius)/Space	Range/Area	Caster/-	Duration	Instant/10 seconds (1 r)	Resistance	Can't
Sum.	Greatly reduces damage in the area						
Eff.	Soft moonlight envelops the area, reducing damage. Within the effect range, when a character calculates physical damage or magic damage using the power table or when a character with a fixed value determines the damage, the roll of 2d is fixed to 3. This effect cannot be reversed by [Sword's Grace/Change Fate]. The effect of rerolling the dice is formally effective but practically meaningless since the new roll is also fixed at 3. Effects that modify the rolls, such as [Lethal Strike], are effective.						

Specialized Divine Spells of Mirtabar, Divine Hand

7 ▶▶△Quick Giving						Cost	MP3
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	Optional
Sum.	Pass items target needs						
Eff.	<p>The items are handed over so quickly that no one notices.</p> <p>One item the caster is holding or carrying as baggage should be selected and immediately passed to the target. The item passed is processed as follows. If the item cannot be held or equipped or is not needed, it will be received in baggage.</p> <p>- Weapons, shields, and items defined as "Stance: 1H/2H"</p> <p>If the target has sufficient free hands, it can be held and equipped immediately.</p> <p>- Accessory</p> <p>Only when this spell is cast with a Major Action the target can be immediately equipped in the appropriate equipment section, if available.</p> <p>- Clothing and armor</p> <p>The caster cannot pass on clothing or armor that they are equipped or wearing with this spell.</p>						

PART 1

PART 2

PART 3

10 Divine Hand						Cost	MP6
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	1 Hour	Resistance	Optional
Sum.	The dexterity-related Skill Check is more likely to be an automatic success						
Eff.	<p>Temporarily, it allows for expert movements reminiscent of God's hand.</p> <p>During the duration, an Skill Check that uses the Dexterity modifier becomes automatic success with 11 or 12 on a 2d roll.</p>						

PART 4

Specialized Divine Spells of Eve, Shield Against the Abyss

7 Flash Shield						Cost	MP9
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Damage to target -5						
Eff.	A force field of light surrounds and protects the target, reducing the target's physical and magical damage by -5 points.						

PART 5

DATA

10	Sacred Jail					Cost	MP3
Tar.	1 Character X	Range/Area	2(30m)/ Target	Duration	10 seconds (1 r)	Resistance	Neg
Sum.	Block daemon's movement and use of spells						
Eff.	<p>This spell will have no effect unless the target is a daemon. It creates a chain consisting of mana and entangles the target. The target will be unable to move by special means, spells, abilities, or effects.</p> <p>This spell's duration cannot be extended by [Metamagic/Time] (even with [Universal Metamagic]). If a character has succeeded in resisting it will be immune to this spell for the next day against the same caster.</p> <p>This spell can be cast as "Resistance: Can't" by consuming 6 MP only once per day per target.</p>						

Specialized Divine Spells of Harula, Guiding Star

7	Trail Guide					Cost	MP5
Tar.	Caster	Range/Area	Caster/-	Duration	1 minute (6 r)	Resistance	Optional
Sum.	Shows the path that leads to the destination						
Eff.	<p>Determines the path or corridor the caster is standing on that leads to the desired location.</p> <p>When this spell is cast, caster should designate as the destination a place that the caster has actually visited. That place doesn't need to be visible at the time of cast. Once the spell has been cast, the entire non-blocked path to the destination will appear luminous to the caster for the duration of the spell.</p> <p>Whatever the complexity of the path, if it eventually leads to the destination, the path will glow. It is useful for choosing a fork in the road and determining which way to go on a single path.</p> <p>A trail or pathway is also treated as a path, but if there is a place (including a closed door, etc.) where the caster's body cannot pass, the path or passage is considered to be cut off there (i.e., shining will not lead there).</p> <p>This spell will have not affect unless the caster is standing on some path or passageway.</p>						

10	Reboot					Cost	MP20
Tar.	1 Character	Range/Area	Touch/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Increase the target's Major Action by one						
Eff.	The caster entrusts the target with its thoughts. The target will have the number of Major Actions increased by one on the first turn within the spell's duration after this spell is cast. This effect is automatically lost once the effect occurs.						

Specialized Divine Spells of Furusil, Goddess of Wind and Rain

7	Three Storms					Cost	MP5					
Tar.	1 Character X	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 10 + Magic Power damage. Damage is increased if the number of sections is bigger than one					Type	Wind					
Eff.	The target is captured by the swirling wind and shaken violently. The target is dealt "Power 10+Magic Power" wind magic damage. If the target has more than one section, the damage to all sections is increased by 2 points for each section over 1 (for example, +6 points for a 4-section monster). This additional damage occurs even if the target succeeds in resisting.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	(10)

10	Storm Friend					Cost	MP8
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant/3 minutes (18 r)	Resistance	Can't
Sum.	Increases/Reduces Water/Ice and Wind type damage						
Eff.	Creates a place blessed by Furusil. Physical and magic damage of water/ice type and wind type caused by the target is increased by +2 points. On the other hand, if the target receives physical or magical damage from these types, it will be reduced by -2 points.						

Specialized Divine Spells of Asteria, Goddess of Fairies

2 Confusion						Cost	MP4
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	10 seconds (1 r)	Resistance	Neg
Sum.	Distorts the target's eyesight					Type	Psychic
Eff.	<p>If the target is performing a check for more than 1 minute (6 rounds) time required, it will be canceled.</p> <p>Also, if the target has learned the combat feat [Targeting] or has a similar ability, the caster can make it lose its effect. In this case, the combat feat or ability on which it is based also loses its effect.</p>						

4 Charm						Cost	MP4
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	6 Hours	Resistance	Neg
Sum.	Entices the target, causing them to be less vigilant					Type	Psychic
Eff.	<p>The target will be less wary of the caster, even if initially hostile. The target will treat the caster as a close friend, trying not to hinder them as much as possible and trusting what the caster says. However, the target will not trust any actions or behaviors actively detrimental to their health.</p> <p>This effect immediately ends if the caster is actively hostile toward the target. For the next 6 hours, the target gains a +4 bonus to Willpower.</p>						

7 Savage Discord						Cost	MP7
Tar.	1 Character X	Range/Area	Touch/-	Duration	10 seconds (1 r)	Resistance	Neg
Sum.	Confuses the target into attacking allies					Type	Psychic
Eff.	<p>The target assumes that a character specified by the caster is an enemy and viciously attacks them. Only one character can be determined. The target will use its own turn to attack the specified character with the weapon (e.g., Claws or Bite for a monster) equipped at that time. In general, this attack should be picked by GM as the most efficient attack without penalties to the target with unique skills to increase its effectiveness if applicable. However, if the equipped weapon is a ranged weapon, the target must be willing to spend ammunition. The [Solid Bullet] will be used if the weapon is a gun.</p> <p>This spell has no effect if the targeted character cannot attack.</p>						

10	Jealousy					Cost	MP10
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	1 minute (6 r)	Resistance	Neg
Sum.	Makes the target jealous of all those around them					Type	Curse + Psychic
Eff.	<p>The target becomes jealous of every character around them, especially family, partners, and close friends, and will explicitly express this newfound feeling.</p> <p>During the effect time, the target cannot perform any actions to assist or support other characters (regardless of its own gain or loss, advantage or disadvantage).</p>						

Specialized Divine Spells of Grendal, Blazing Emperor

2	Signature Torch					Cost	MP2
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	1 minute (6 r)	Resistance	Neg
Sum.	Marks the target with a flame, Evasion -2						
Eff.	<p>A bright flame emerges near the target, illuminating them and a 5m radius around them. In Simplified Combat, only the area where the target is located will be illuminated. This bright light eliminates the penalty for poor visibility and gives the target a -2 penalty for their Evasion.</p>						

4	▶▶△Heat Weapon					Cost	MP4
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Heats the caster's weapon to incredible temperatures, +2 damage						
Eff.	<p>When the target makes a melee attack, the weapon used in the attack is treated as a fire-type magic weapon (Translator's Note: weapon still deals physical damage), and the physical damage it causes is increased by +2.</p>						

7	Burning Soul					Cost	MP5
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Covers the caster in a fiery shield						
Eff.	<p>The caster's body is covered with fire that is harmless to the caster.</p> <p>Whenever the caster receives one or more points of physical or magical damage from a melee attack, the attacker immediately takes 5 fire magic damage.</p>						

10	Flame Burst						Cost	MP10					
Tar.	1 area (5m Radius)/15	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Half						
Sum.	Deals Power 30 damage						Type	Fire					
Eff.	Creates a large conflagration dealing Power 30 + Magic Power magic damage.												
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value	(10)

Specialized Divine Spells of Dalion, God of Trees

2	Forest Path						Cost	MP1
Tar.	Caster	Range/Area	Caster/-	Duration	3 Hours	Resistance	Optional	
Sum.	Maximum HP +3 in the natural environment							
Eff.	<p>Spell temporarily gives the vitality of the great earth.</p> <p>As long as the caster is in the natural environment (see CR I, p. 101) during the duration of the effect, the maximum HP value is increased by +3 points. The current HP value is also increased (recovered) by 3 points.</p> <p>If the caster leaves the natural environment during the duration of the effect, the spell is immediately canceled; the current HP value is reduced to the maximum HP value if otherwise exceeded.</p>							


4	Binding Thorn						Cost	MP5
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	30 seconds (3 r)	Resistance	Temporary	
Sum.	Accuracy and Evasion -1							
Eff.	<p>A mana-woven thorn is extended from the earth and tangled around the target to weaken it.</p> <p>The target takes a -1 penalty on Accuracy checks and Evasion checks for the duration of the effect.</p> <p>During this casting spell, if the success value of the caster and target are compared, and the caster has a success value of 5 or more, the duration is extended to 3 minutes (18 rounds). If the target makes an automatic success, the effect lasts for 10 seconds (1 round), simply following the "Resistance: Temporary" rule.</p>							


7 Hide in Nature						Cost	MP5
Tar.	Caster	Range/Area	Caster/-	Duration	1 Hour	Resistance	Optional
Sum.	Less visible in the natural environment						
Eff.	<p>In the natural environment (see CR I, p. 101), it makes the caster blend into the terrain and environment, making them less visible.</p> <p>If a caster is present in the natural environment, all Accuracy checks and Spellcasting checks performed with or including the caster as a target will incur a penalty of -1 to the success value. This effect occurs even for "Area: Line" effects. Conversely, if the caster is explicitly excluded from the target by [Magic Control], this effect will not occur.</p> <p>Also, if the caster makes a Hide check in a natural environment, they gain a +4 bonus.</p>						


10 Harvest Field						Cost	MP10
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant/10 seconds (1 r)	Resistance	Can't
Sum.	HP recovery doubled						
Eff.	<p>Temporarily imbues the target with the restorative power of a great big tree. If the target is affected by an effect that restores HP, the amount of HP restored will be doubled.</p>						

Specialized Divine Spells of Miritsa, Goddess of Love and Vengeance


2 Redirect Wounds						Cost	MP4
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Takes up to 5 points of damage that the target would otherwise take						
Eff.	<p>Redirects damage from the target to the caster. If the target suffers HP damage, 5 of the applied damage is allocated as fixed damage to the caster's HP. If the originally applied damage is 5 or fewer points, all of it is given to the caster as fixed damage, and the target does not suffer any damage. This effect is automatically triggered for each hit in which the target suffers more than 1 point of applied damage, and the spell ends after that one hit.</p> <p>This spell cannot be applied simultaneously to more than one target from the same caster. When a new target is targeted, the previous target will automatically cancel. It is also impossible to increase the number of targets using [Metamagic/Targets].</p>						

4  Revenge Force						Cost	MP6
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Accuracy Spellcasting +2 when damaged						
Eff.	<p>Suppose the caster makes an Accuracy check or a Spellcasting check against a character who inflicted 1 or more points of applied damage to the caster's HP or MP during the duration of the effect. In that case, the caster will gain a +2 bonus. When attacking multiple targets simultaneously or casting spells that target multiple targets simultaneously, this effect is not active unless all of the targets are characters under this spell.</p> <p>Once the caster has this effect and completes one Accuracy check or Spellcasting check, this spell automatically ends.</p>						

7  Distress Reading						Cost	MP5
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	Instant	Resistance	Neg
Sum.	Know the target's problems and suffering						
Eff.	<p>The caster can find out about the problems, suffering, or difficulties the target is currently facing and the circumstances that created the challenges.</p> <p>If the target is not aware of the difficulty, this spell will not reveal its contents.</p>						

10  Treat Pain						Cost	MP8
Tar.	1 Character	Range/Area	Touch/-	Duration	10 minutes (60 r)	Resistance	Optional
Sum.	-5 poison, disease, and curse-type damage						
Eff.	<p>Reduces pain from unwanted effects.</p> <p>If the target is damaged by poison, disease, or curse-type damage it is reduced by -5 points.</p>						

Specialized Divine Spells of Strasford, God of Railroads

2  Grease						Cost	MP2
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Limited Move Distance +2m						
Eff.	<p>Helps smooth movement of wheeled vehicles, magitechs, etc.</p> <p>If the target's movement method is Wheels, the distance the target can move with Limited Move is +2m during the spell duration.</p> <p>However, the movement of the target is the upper limit.</p>						

4 Drive Away						Cost	MP4
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Temporary
Sum.	-1 per check to Evasion Willpower in the same round						
Eff.	<p>Wears down the target with multiple troubles.</p> <p>The target receives a -1 penalty for each Evasive or Willpower check made in response to a hostile action made with a Major Action. This effect is cumulative up to -4 for each effect check individually but disappears when the target's turn comes. If the target performs an Evasion check or a Willpower check within the time limit, the effect of the spell remains. The penalty is applied and accumulated again each time the target performs an Evasion check or a Willpower check.</p>						

7 Blast the Wall						Cost	MP8
Tar.	1 Object	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Can't
Sum.	Breaks down the wall						
Eff.	<p>Spell destroys walls up to 50 cm thick, regardless of material. The height and width to be destroyed are 3 m and 10 m, respectively.</p> <p>Magically erected walls (see p. 181) are also removed without comparing success values.</p> <p>This spell cannot destroy characters or inflict damage on them.</p>						

10 Go the Way						Cost	MP30
Tar.	Caster	Range/Area	Caster/-	Duration	1 Hour	Resistance	Optional
Sum.	Create a line of light while walking through the air						
Eff.	<p>During the effect, the caster will be able to move in midair. The caster's path becomes a 1-meter wide track that emits light and can be used by others to move. Once the caster has created a track, it will not be lost when it returns, and a new branch will occur if the caster steps out in a different direction.</p> <p>While moving on the line, the caster's movement is limited to Normal Move, and the caster cannot perform Major Actions. In combat, using a light ray does not allow the caster to avoid movement blocking or to break away from the skirmish. The caster can move through the magic wall (see p. 181) as if it wasn't here.</p> <p>After the duration has expired, the line of light will also disappear.</p>						

Magitech Data

7	Stun Bullet					Magisphere: Small	Cost	MP3				
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A					
Sum.	Infuses bullet with Power 10 and mild paralysis											
Eff.	This spell creates a bullet that deals Power 10 + Magic Power damage. If this bullet hits a character, that character makes a Willpower save against the caster's Spellcasting check. If this save fails, the character cannot use any Minor Action or declare Active Combat Feats for an additional 10 seconds (1 round).											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	±0

7	Telescope					Magisphere: Large, Medium, Small	Cost	MP1
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Creates a telescope to see far distances							
Eff.	Magisphere transforms into a telescope allowing the caster to see up to 100m (with a small magisphere)/300m (medium)/1km (large) away.							

7	Life Sensor					Magisphere: Large, Medium, Small	Cost	MP3
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Can't	
Sum.	Magisphere detects living creatures							
Eff.	Detects living creatures within range. Size, as well as the number of body sections, is known as well. Also, creatures that are too small to be seen by the naked eye cannot be detected. This spell doesn't sense Undead, Magitech, or Construct characters.							
	The range of detection depends on the size of the magisphere used, and it is 30m (small)/50m (medium)/100m (large).							

8	Glider Cloak					Magisphere: Medium	Cost	MP6
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Fly in the sky with a magical cloak							
Eff.	The caster can transform their magisphere into a glider, allowing the caster to fly. By paying an additional 3MP, this spell can also be used while on the ground. Movement Speed in the air is 20m per round.							

8	Airtight Armor					Magisphere: Large	Cost	MP8
Tar.	1 Character X	Range/Area	Touch/-	Duration	1 Hour	Resistance	Optional	
Sum.	Allows to withstand harsh environments							
Eff.	The magisphere transforms into a protective suit that covers the target, making it utterly immune to the poison-type effects. The target also can breathe, allowing it to move freely underwater.							

8	Flash Bomb					Magisphere: Medium	Cost	MP5
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/ Shot	Duration	Instant/1 minute (6 r)	Resistance	Neg	
Sum.	Creates a non-lethal bomb that emits an intense flash							
Eff.	All those with Five Senses or Mechanical Perception must make a Willpower check or become blinded for 10 seconds (1 round).							

8	Mana Camera					Magisphere: Large, Medium, Small	Cost	MP1
Tar.	Any Point	Range/Area	2(Infinite)/ Target	Duration	Instant	Resistance	Can't	
Sum.	Creates a machine to record video							
Eff.	<p>The magisphere transforms into a video recorder. Everything within the caster's sight is recorded as a video. The video recording capability depends upon the size of the magisphere used; small magispheres can hold up to 50 minutes of videos, medium magispheres 200 minutes, and large magispheres 1,000 minutes.</p> <p>To show any recorded videos, this spell must be cast again on the same magisphere, which takes 3 minutes (18 rounds) to set up. When displaying video this way, it can be projected onto just about any surface without issue or be watched directly from the magisphere.</p>							

9	▶▶Laser Bullet					Magisphere: Small	Cost	MP3				
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A					
Sum.	Creates bullet with a Power 30 and Critical Threshold -1.						Type	Energy				
Eff.	This spell creates a bullet of light that deals Power 30 + Magic Power magical damage. In addition, the bullet's Critical Threshold is reduced by -1 (minimum 8).											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
		30	2	4	4	6	7	8	9	10	10	-1

9	Mana Dictionary				Magisphere: Medium	Cost	MP3
Tar.	Caster	Range/Area	Caster/-	Duration	10 minutes (60 r)	Resistance	Optional
Sum.	A magical dictionary aids in translation						
Eff.	<p>The magisphere becomes a translator that can read and translate languages to a language that the caster specifies. Magisphere can produce sound as output if the language has a spoken variant.</p> <p>With this spell, the caster will be unable to decipher ciphers or learn the answers to riddles.</p>						

9	Medical Kit				Magisphere: Medium	Cost	MP3																								
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Optional																								
Sum.	Creates equipment from the Magisphere to cure injuries and illnesses																														
Eff.	<p>Heals the target for Power 50 + Magic Power HP. This healing can affect Constructs or Magitech but not Undead. If the target is a Runefolk, increase the recovery by +5 points.</p> <p>Additionally, any poisons, diseases, and petrification can be removed. For such effects contested check is needed.</p> <p>This spell takes 10 minutes to cast.</p> <table border="1"> <thead> <tr> <th>Power</th> <th>③</th> <th>④</th> <th>⑤</th> <th>⑥</th> <th>⑦</th> <th>⑧</th> <th>⑨</th> <th>⑩</th> <th>⑪</th> <th>⑫</th> <th>Crit Value</th> </tr> </thead> <tbody> <tr> <td>50</td> <td>4</td> <td>6</td> <td>8</td> <td>10</td> <td>10</td> <td>12</td> <td>12</td> <td>13</td> <td>15</td> <td>15</td> <td>None</td> </tr> </tbody> </table>							Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	50	4	6	8	10	10	12	12	13	15	15	None
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value																				
50	4	6	8	10	10	12	12	13	15	15	None																				

10	▶▶ Treat Bullet				Magisphere: Small	Cost	MP2																								
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A																								
Sum.	Makes a healing bullet that heals with Power 30																														
Eff.	<p>This spell creates a bullet that heals wounds. The bullet heals Power 30 + Magic Power damage if it hits. The bullet hits as long as the caster does not score an automatic failure on the roll. Regardless of the gun used to fire it, no critical hits will occur when using the Power Table.</p> <p>This spell does not affect Undead, Constructs or Magitech.</p> <table border="1"> <thead> <tr> <th>Power</th> <th>③</th> <th>④</th> <th>⑤</th> <th>⑥</th> <th>⑦</th> <th>⑧</th> <th>⑨</th> <th>⑩</th> <th>⑪</th> <th>⑫</th> <th>Crit Value</th> </tr> </thead> <tbody> <tr> <td>30</td> <td>2</td> <td>4</td> <td>4</td> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>10</td> <td>10</td> <td>None</td> </tr> </tbody> </table>							Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	30	2	4	4	6	7	8	9	10	10	10	None
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value																				
30	2	4	4	6	7	8	9	10	10	10	None																				

10	▶▶Homing Laser					Magisphere: Small	Cost	MP4
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A	
Sum.	Accuracy check +2 for [Laser Bullet]							
Eff.	This spell can only target bullets enhanced with [Laser Bullet], giving the [Laser Bullet] the power to bend at will. Grants a +2 bonus to Accuracy when shooting a [Laser Bullet].							

10	Holography					Magisphere: Large	Cost	MP5
Tar.	Any Point	Range/Area	2(Infinite)/Target	Duration	3 minutes (18 r)	Resistance	Can't	
Sum.	Captures motion video and plays back 3d holograms							
Eff.	<p>Magisphere transforms into a video recorder/player. Everything in the caster's line of sight is recorded as a video, and the caster can record up to 1 hour.</p> <p>To show any recorded videos, this spell must be cast again on the same magisphere. When displaying video in this way, the caster can freely change the size and content of the video (so long as it is captured in the field of vision).</p> <p>The spell can also be used to erase parts of the recording and edit the video.</p>							

10	Mind Bomb					Magisphere: Small	Cost	MP8
Tar.	1 area (5m Radius)/15	Range/Area	1(10m)/Shot	Duration	Instant/30 seconds (3 r)	Resistance	Neg	
Sum.	Spellcasting and Performance checks -4					Type	Psychic	
Eff.	<p>The target receives a -4 penalty on Spellcasting checks and on the success value of Performance checks.</p> <p>If the target cannot hear the spell, it has no effect.</p>							

Fairy Magic Data

Basic Fairy Magic

1	Fairy Wish					Cost	MP1
Tar.	Caster	Range/Area	Caster/-	Duration	1 Hour	Resistance	Optional
Sum.	Caster requests the fairies, and they guide their decisions						
Eff.	<p>One of the fairies contracted by the caster will appear and follow them around. The caster can speak with the fairy using Sylvan. However, the caster cannot give it an order or force it to do anything.</p> <p>At any point during the spell's duration, the caster may ask a fairy for aid and receive a +1 bonus on a roll. The caster must decide to ask for the fairy's help before making the roll.</p> <p>When the spell's duration ends, or the caster asks the fairy for aid, or the spell is dispelled, the fairy disappears.</p> <p>Alternatively, the spell is automatically canceled when the caster enters combat. Therefore, the caster may not request the fairy during combat.</p> <p>The spell ends immediately before the Combat Preparation. Therefore, Initiative checks and Monster Knowledge checks also do not gain bonus modifiers from this spell.</p>						

2	Summon Fairy					Cost	MP6&Mako Stone 5 pts.
Tar.	Touch	Range/Area	Touch/-	Duration	30 seconds (3 r)	Resistance	N/A
Sum.	Calls and uses a level 3 fairy						
Eff.	<p>Calls fairy of 3rd monster level and made to follow the instructions. Treat it as it was given "Obey Command" (see p. 90). The fairies that can be summoned are limited to those whose type is currently selected by the caster.</p> <p>While this spell is in effect, the caster may not cast any Fairy Magic. If the caster has cast [Fairy Wish][Fairy Wish II] spells, they are automatically canceled by this casting spell.</p> <p>This spell requires paying 5 MP from a mako stone. The consumption of this mako stone is the same as the general use of mako stones to replace MP, and no other mako stone may be used simultaneously to replace MP. However, if the mako stone has more than 6 MP, the excess can be used to replace the MP consumption of this spell. In any case, the mako stone will be lost.</p> <p>When using [Metamagic/Time] or [Metamagic/Accuracy], only the MP is multiplied, and the number of mako stones and MP required remains the same.</p>						

3	Handle Fairy						Cost	MP3
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Gives +2 bonus to Evasion, Willpower, and Fortitude checks against fairies							
Eff.	Using knowledge of fairies, the caster is prepared to anticipate their actions. For the duration, the caster gains a +2 bonus on Evasion, Willpower, and Fortitude checks when targeted by fairy monster attacks or unique skills.							

4	Summon Fairy II						Cost	MP10&Mako Stone 5 pts.
Tar.	Touch	Range/Area	Touch/-	Duration	30 seconds (3 r)	Resistance	N/A	
Sum.	Calls and uses a level 5 fairy							
Eff.	It is the same as [Summon Fairy], except that the monster level of the fairy to be called is 5.							

Summon Fairy

Illustration by Usui Rina



5 Fairy Support						Cost	MP4
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Makes the fairy provide substantial assistance						
Eff.	<p>At any point during the spell's duration, the target may ask a fairy for aid and receive a +2 bonus on any Skill Check. The use can be made immediately after the check dice are rolled.</p> <p>When the target asks the fairy for aid, the spell ends.</p> <p>This spell cannot increase the number of targets with combat feat [Metamagic/Targets]. Also, while this spell is in effect, the caster cannot cast any Fairy Magic. If the caster has cast [Fairy Wish] or [Fairy Wish II] spells, they will be automatically canceled by this spell.</p>						

6 Summon Fairy III						Cost	MP14&Mako Stone 5 pts.
Tar.	Touch	Range/Area	Touch/-	Duration	30 seconds (3 r)	Resistance	N/A
Sum.	Calls and uses a level 7 fairy						
Eff.	It is the same as [Summon Fairy], except that the monster level of the fairy to be called is 7.						

7 Fairy Wish II						Cost	MP2
Tar.	Caster	Range/Area	Caster/-	Duration	6 Hours	Resistance	Optional
Sum.	Caster requests the strong fairies, and they guide their decisions						
Eff.	Same as [Fairy Wish], except the bonus granted is increased to +2, and the duration is 6 hours.						

8 Summon Fairy IV						Cost	MP18&Mako Stone 5 pts.
Tar.	Touch	Range/Area	Touch/-	Duration	30 seconds (3 r)	Resistance	N/A
Sum.	Calls and uses a level 9 fairy						
Eff.	It is the same as [Summon Fairy], except that the monster level of the fairy to be called is 9.						

9	Mitigate Fairy						Cost	MP1+
	Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Temporary
Sum.	Weakens the fairy							
Eff.	<p>This spell is only effective against fairy monsters. The affected fairy incurs a -2 penalty to all its Skill Checks and reduces any physical or magical damage it causes by -2 points.</p> <p>MP cost of this spell is equal to the monster's level. When multiple targets are selected simultaneously with [Metamagic/Targets] combat feat, MP cost is the sum of MP required for each target.</p>							

10	Summon Fairy V						Cost	MP22&Mako Stone 5 pts.
	Tar.	Touch	Range/Area	Touch/-	Duration	30 seconds (3 r)	Resistance	N/A
Sum.	Calls and uses a level 11 fairy							
Eff.	It is the same as [Summon Fairy], except that the monster level of the fairy to be called is 11.							

Fairy Magic (Earth)

RANK 1	Snare						Cost	MP3
	Tar.	1 Character	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Neg
Sum.	Earth fairies grab the enemy's legs and pull them to the ground						Type	Earth
Eff.	The target is rendered prone. However, it cannot affect a character with multiple sections or a character that moves in a way other than using two legs (bipedal).							

RANK 2	Stone Guard						Cost	MP4
	Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	One-time physical damage to target -5							
Eff.	<p>A pebble floats around the target, interrupting and stopping any weapon or other hazard.</p> <p>When the target suffers physical damage, it can be reduced up to -5 points. The target chooses whether or not to take this effect after actually being hit and determining the combined damage. Once used once, the spell ends.</p>							

RANK 3	Earth Hammer						Cost	MP3					
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	Instant		Resistance	Can't					
Sum.	Deals Power 10 physical damage. Critical Threshold 12						Type	Earth					
Eff.	A stone hammer appears out of the ground and strikes the target. The spell deals Power 10 + Magic Power of physical damage. The critical Threshold for this spell is 12. The target character's unique skills reduce or increase the damage as if it were a magic bludgeoning weapon.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
	10	1	1	2	3	3	4	5	5	6	7		⑫

RANK 4	Pebble Shot						Cost	MP4					
Tar.	1 Character	Range/Area	1(10m)/ Shot	Duration	Instant		Resistance	Half					
Sum.	Deals Power 10 damage						Type	Earth					
Eff.	A Launches pebble at high speed, dealing Power 10 + Magic Power magic damage.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
	10	1	1	2	3	3	4	5	5	6	7		⑩

RANK 5	Entrapment						Cost	MP5
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	3 minutes (18 r)		Resistance	Neg
Sum.	Extend earthen arms from the ground to catch the target						Type	Earth
Eff.	For spells duration, the target's movement (see p. 53) becomes 0, and it suffers a -2 penalty to its Evasion checks. It cannot affect a character with multiple sections or a character who is moving without touching the ground. However, if a character is caught by this spell while on the ground, it cannot fly up even if it has the Flying ability, and it loses [Sword's Grace/Wings Of The Wind] and other abilities similar to [OFlying]. The target of this spell may attempt to escape by using a Major Action on its turn. The target must make a Skill Check using either its Fortitude or Willpower, or use "Adventurer Level + Strength modifier" (optional) as its standard value. If the target obtains a higher success value, the spell ends. If the target rolls automatic success, the Success Value is compared using the +5 rule (see CR I, p. 92).							

RANK 6 Stone Blast							Cost	MP6				
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 20 damage						Type	Earth				
Eff.	The earth itself attacks the chosen target, dealing Power 20 + Magic Power magic damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	⑩

PART 1

RANK 7 Great Snare							Cost	MP7
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Neg	
Sum.	Earth fairies grab the enemy's legs and pull them to the ground						Type	Earth
Eff.	The target is rendered prone regardless of the number of sections and the method of movement. Characters that move without touching the ground are unaffected.							

PART 2

PART 3

RANK 8 Stone Wall							Cost	MP6
Tar.	Any Point	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	N/A	
Sum.	Erects a stone wall							
Eff.	See "Note on the Spells That Create Walls" on page 181. A stone wall is erected with a thickness of 50 cm, a height of 3 m, and a length of 10 m as its upper limit. The wall completely blocks sight and prevents creatures, objects, "Area: Shot" and "Area: Line" spells, and unique skills from passing through. It must be built directly perpendicular to the ground and cannot overlap or penetrate an existing object or creature. The caster can create a stone wall of any stone. However, the wall cannot be transparent.							

PART 4

PART 5

RANK 9 Gold Bridge							Cost	MP4
Tar.	Any Point	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	N/A	
Sum.	Builds stone bridge and stairs							
Eff.	Creates a stone bridge, stairs, and ladders that extend straight from the caster's location to the specified location. They allow to safely travel from the caster's location to the target location. The maximum width of the structure is 3m, which the caster can freely decide, but it cannot penetrate through objects, creatures, or closed gates.							

DATA

RANK 10	Tunnel						Cost	MP8
Tar.	Space up to 2x2x10m	Range/Area	Touch/-	Duration	3 minutes (18 r)	Resistance	N/A	
Sum.	Dig into the dirt or stone							
Eff.	Eliminates non-magical earth and rocks, as well as clay, bricks, and other substances made from these materials, in the target area. As a result, the tunnel can be dug in the ground, or a hole can be made in stone walls (including [Stone Wall]). The area of effect can be defined by the caster within 2X2X10m, but the area must be a simple circular or polygonal column and cannot be bent in the middle.							

Fairy Magic (Water/Ice)

RANK 1	Purification					Cost	MP2
Tar.	Up to 100l of water	Range/Area	Touch/-	Duration	Instant	Resistance	Neg
Sum.	Purges water of impurities and solutes, making it pure and clean.						
Eff.	Up to 100 liters of water the caster is touching become pure water. Liquid, poisonous substances and drugs can also be used as targets, in which case a contested check is needed.						

RANK 2	Water Screen					Cost	MP3
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Reduce fire damage taken by the target by -3						
Eff.	Spell covers the body with water and protects it from heat and flames. When the target receives fire magic damage, reduce it by -3.						

RANK 3	Ice Bolt						Cost	MP4					
Tar.	1 Character	Range/Area	1(10m)/Shot	Duration	Instant	Resistance	Half						
Sum.	Deals Power 10 damage					Type	Water/Ice						
Eff.	Shoots an ice arrow at the target dealing Power 10 + Magic Power of magic damage.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		10	1	1	2	3	3	4	5	5	6	7	⑩

RANK 4 Seabed Walk						Cost	MP4
Tar.	1 Character X	Range/Area	2(30m)/ Target	Duration	1 Hour	Resistance	Optional
Sum.	The target can breathe underwater						
Eff.	<p>The target can breathe and vocalize underwater. As long as the target is active at the bottom of the water, it will not suffer any movement reduction, action limitation, or penalties to the action checks (see CR I, p. 114).</p> <p>Even if the target is under this spell, if they make a Swim check and enter the Swimming State (see p. 74), they will receive a corresponding movement reduction and penalty to the action checks (but will be affected by the current).</p>						

RANK 5 Hard Water						Cost	MP5
Tar.	1 Character X	Range/Area	2(30m)/ Target	Duration	1 Hour	Resistance	Optional
Sum.	The target can walk on water						
Eff.	The target will be able to stand on the surface of the water and move around as if they were standing on the ground.						

RANK 6 Mist Hide						Cost	MP4
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Covers the target in a haze, Evasion +2						
Eff.	<p>A fog covers the target, making it difficult to see.</p> <p>The target gets a +2 bonus for all Evasion checks.</p>						

RANK 7 Chill Rain						Cost	MP8																									
Tar.	1 area (4m Radius)/10	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Half																									
Sum.	Deals Power 10 damage					Type	Water/Ice																									
Eff.	<p>Causes a freezing cold rain to fall on the area of effect, dealing Power 10 + Magic Power magic damage.</p> <table border="1"> <thead> <tr> <th>Power</th> <th>(3)</th> <th>(4)</th> <th>(5)</th> <th>(6)</th> <th>(7)</th> <th>(8)</th> <th>(9)</th> <th>(10)</th> <th>(11)</th> <th>(12)</th> <th>Crit Value</th> </tr> </thead> <tbody> <tr> <td></td> <td>10</td> <td>1</td> <td>1</td> <td>2</td> <td>3</td> <td>3</td> <td>4</td> <td>5</td> <td>5</td> <td>6</td> <td>7</td> <td>(10)</td> </tr> </tbody> </table>							Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value		10	1	1	2	3	3	4	5	5	6	7	(10)
Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value																					
	10	1	1	2	3	3	4	5	5	6	7	(10)																				

RANK 8 Sink						Cost	MP6
Tar.	1 Character X	Range/Area	1(10m)/ Target	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Drowns the target					Type	Water/Ice
Eff.	<p>The target's natural buoyancy is lost, causing them to sink into the water. The target descends with a Movement Speed of 20m per round, sinking until they reach the seabed. The target does not suffer any falling damage when it comes the bottom of the water. The target can move there on the seabed but cannot float up. Swim checks will fail automatically while under this spell.</p> <p>This spell has no effect on characters with racial ability [Sword's Grace/Gentle Water].</p>						

RANK 9 Ice Wall						Cost	MP9
Tar.	Any Point	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	N/A
Sum.	Builds a wall of ice						
Eff.	<p>See "Note on the Spells That Create Walls" on page 181.</p> <p>Builds an ice wall with 50 cm thickness, 3 m high, and 10 m long. Wall does not block the line of sight but prevents the passage of creatures, objects, and spells, unique spells with Area: Shot and Area: Line. An area must be built vertically, directly from the ground, and cannot pass through a space already occupied by an object or creature.</p>						

RANK 10 Ice Coffin						Cost	MP8
Tar.	1 Character	Range/Area	Touch/-	Duration	Permanent	Resistance	Neg
Sum.	Locks the target in a coffin made of ice.					Type	Water/Ice
Eff.	<p>Has no effect unless the target has 20 HP or less.</p> <p>The target is encased in ice 1m radius, 2m tall. Encased character is unconscious but does not age. The Ice Coffin does not melt at room temperature and will remain indefinitely.</p> <p>It will not work on a character larger than an ice coffin or a character with multiple sections.</p> <p>If you try to melt this ice coffin with regular fire, it will take 24 hours with a torch or 12 hours with a bonfire, but with fire-type magic damage can be melted by dealing 100 damage. It is also possible to directly remove the spell, such as with the [Dispel Magic] spell. Regardless of the method used, the character rescued from the coffin will remain stunned for 1 hour.</p> <p>Any attempt to destroy the coffin by methods other than those mentioned above will also damage the character trapped inside, preventing their survival.</p>						

Fairy Magic (Fire)

RANK 1	Tinder						Cost	MP2
Tar.	1 Flammable Object	Range/Area	Touch/-	Duration	Instant	Resistance	N/A	
Sum.	Ignites flammable objects							
Eff.	Ignites combustible materials. This spell can ignite objects that can be ignited with a single match.							

RANK 2	Fire Bolt						Cost	MP3				
Tar.	1 Character	Range/Area	1(10m)/Shot	Duration	Instant	Resistance	Half					
Sum.	Deals Power 10 damage					Type	Fire					
Eff.	Attacks by firing a bolt of flame dealing Power 10 + Magic Power of magic damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	⑩

RANK 3	Flare						Cost	MP4
Tar.	1 area (3m Radius)/All	Range/Area	Caster/-	Duration	Instant/10 seconds (1 r)	Resistance	Neg	
Sum.	Emits a flash of light that blinds everyone.					Type	Fire	
Eff.	Targets will be blinded for the next 10 seconds (1 round). This spell has no effect on characters with magic perception.							

RANK 4	Heat Metal						Cost	MP5				
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Neg					
Sum.	Deals Power 30 damage					Type	Fire					
Eff.	A metallic item or armor worn by the subject glows red hot for a moment, dealing Power 30 + Magic Power magic damage.											
	If the targeted item is a weapon or tool held in hand, a Willpower check can be made to drop the item, resulting in no damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	30	2	4	4	6	7	8	9	10	10	10	⑩

RANK 5	Flame Arrow						Cost	MP6				
Tar.	1 Character	Range/Area	2(30m)/Shot	Duration	Instant	Resistance	Half					
Sum.	Deals Power 20 damage						Type	Fire				
Eff.	Fires fire arrow, dealing Power 20 + Magic Power magic damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	⑩

RANK 6	Fire Blast						Cost	MP6				
Tar.	1 area (3m Radius)/5	Range/Area	1(10m)/Shot	Duration	Instant	Resistance	Half					
Sum.	Deals Power 10 damage						Type	Fire				
Eff.	A fireball explodes at the point of impact, dealing Power 10 + Magic Power magic damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	⑩

RANK 7	Incineration						Cost	MP8
Tar.	1 area (2m Radius)/Space	Range/Area	1(10m)/Target	Duration	Instant	Resistance	N/A	
Sum.	Instantly incinerates all combustible materials in a range							
Eff.	Instantly incinerates all combustible materials in the range. If the object does not fit into a sphere with a radius of 2m, the spell will burn the object only within the area of effect and will not spread the fire any further. Therefore, it can make a single hole in a wooden wall.							

RANK 8	Flame Coat						Cost	MP7
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Damage -5, without the negative effects of water/ice type						Type	Fire
Eff.	The target is protected from the cold air by a fire cloak and is immune to any water/ice-type effects (effects that have already been applied cannot be removed), and the target takes -5 damage from all water/ice-type physical and magic damage.							

RANK 9 Fire Wall						Cost	MP10					
Tar.	Any Point	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	N/A					
Sum.	Put up a wall of fire					Type	Fire					
Eff.	<p>See "Note on the Spells That Create Walls" on page 181.</p> <p>Put up a wall of fire with 50 cm thickness, 3 m high, and 10 m long. Wall completely blocks the line of sight but does not prevent the passage of creatures, objects, and spells, unique spells with Area: Shot and Area: Line. An area must be built vertically, directly from the ground, and cannot pass through a space already occupied by an object or creature.</p> <p>A character can attempt to pass through this wall. It should make a Willpower check. If it fails, it cannot pass through and ends its movement at the previous area (Simplified Combat) or at the last 1-meter coordinates (Standard Combat). The character then suffers a "Power 20 + Magic Power" fire magic damage.</p> <p>If the Willpower succeeds, the player can pass through the wall after receiving half damage.</p> <p>A character attempting to pass through this wall under the effect of being forced to move also needs to make a Willpower check. In this case, its success or failure only affects whether or not the damage is halved, and it will pass through this wall even if it fails the resistance check.</p>											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	⑩

RANK 10 Firestorm						Cost	MP13					
Tar.	1 area (5m Radius)/15	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 40 damage					Type	Fire					
Eff.	Creates a storm of fire, dealing Power 40 + Magic Power magic damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	40	4	5	6	7	9	10	11	11	12	13	⑩

Fairy Magic (Wind)

RANK 1	Wind Voice					Cost	MP2
Tar.	1 area (5m Radius)/Space	Range/Area	2(100m)/Target	Duration	3 minutes (18 r)	Resistance	Can't
Sum.	Allows to hear sounds and be heard in the target range						
Eff.	The caster can listen to sounds and transmit their voice within the spell's range. The area must be in the line of sight and outdoors.						

RANK 2	Wind Guard					Cost	MP3
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Reduces wind type damage by -3					Type	Wind
Eff.	Turns aside or stops the wind with a tiny shield of air. The target takes -3 damage from all wind-type attacks.						

RANK 3	Windcutter					Cost	MP4						
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half						
Sum.	Deals Power 10 damage					Type	Wind						
Eff.	Creates a scythe that slices through the target, dealing Power 10 + Magic Power magic damage.												
		Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
		10	1	1	2	3	3	4	5	5	6	7	(10)

RANK 4	Hovering					Cost	MP5
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Lifts caster slightly above the ground					Type	Wind
Eff.	Lifts caster on a wind column, allowing them to float 10cm above the ground. This allows the caster to move on the ground or water without coming in contact with it. During the duration of the effect, the caster's agility is halved (rounded up).						

RANK 5 Silent Move						Cost	MP6
Tar.	1 Character X	Range/Area	Touch/-	Duration	1 Hour	Resistance	Optional
Sum.	Target moves without making a sound					Type	Wind
Eff.	<p>All of the target's movements become completely silent. Its footsteps and other such noises are inaudible, and even actions like opening and closing doors are quiet. Stepping on a creaking floor would make no sound. This spell does not prevent sounds from things the target is not touching. For example, a flower pot knocked to the ground would be audible.</p> <p>If the target says anything or deliberately makes a noise, that noise is audible, and the spell immediately ends.</p>						

RANK 6 Secret Voice						Cost	MP2
Tar.	1 Entire Character	Range/Area	2(100m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Allows to caster and target to speak privately					Type	Wind
Eff.	<p>The caster and target can communicate without being noticed by others. Spell's target must be outdoors, within sight of the caster.</p> <p>If the number of targets is increased with [Metamagic/Targets], everyone, including the caster, will hear each other's voices.</p>						

RANK 7 Shoot Arrow						Cost	MP6					
Tar.	1 Character	Range/Area	2(30m)/Shot	Duration	Instant	Resistance	Can't					
Sum.	Imbues an arrow with magical power and fires it. Deals Power 20 physical damage											
Eff.	<p>The arrow or quarrel fired from the caster will hit the target, dealing Power 20 + Magic Power physical damage.</p> <p>To use this spell, the caster must be holding an arrow or heavy arrow, which is consumed by the spell. A bullet or stone cannot be used for this purpose.</p> <p>If an arrow or heavy arrow is special, apply its effects as well. Treat them as if they were fired from Bow or Crossbow with Power 20 and Critical Threshold 10.</p> <p>If all arrows and quarrels to be used at the same time are stored in an Arrow Case or other storage device and equipped, the combat feat [Metamagic/Targets] allows this spell to be used on multiple targets simultaneously.</p>											
Power		(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
20		1	2	3	4	5	6	7	8	9	10	(10)

RANK 8 Missile Protection						Cost	MP5
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	A wall of wind deflects some projectiles					Type	Wind
Eff.	<p>Creates a gust of wind circling the caster that deflects incoming arrows and bullets.</p> <p>When being attacked by ranged weapons or similar attacks, before Evasion is rolled, roll 1d. On a 1-3, the target must make an Evasion check as normal. On a 4-6, however, the projectile is deflected, and the attack misses automatically (no Evasion roll required). Target also has a 50% chance of automatically evading an arrow from the [Shoot Arrow] spell (of course, the remaining 50% is an automatic hit).</p>						

RANK 9 Sound Pocket						Cost	MP6
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	30 seconds (3 r)	Resistance	Neg
Sum.	Block sound from the target					Type	Wind
Eff.	<p>Makes any sound or voice directly caused by the target inaudible to others. At the same time, the target will not be able to hear any sounds or voices from anyone other than itself.</p> <p>The target is treated as being deaf (see p. 71). On the other hand, if the target is under the effect of a sound or voice-based ability such as Spell song, it will be immune to it. For Finales, the target gains a +4 bonus to the resistance check.</p> <p>This effect cannot interfere with the spell vocalization required for casting spells.</p>						

RANK 10 Air Walking						Cost	MP5
Tar.	1 Entire Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Target can move in the air					Type	Wind
Eff.	The target can move or run in the air as it is ground. When the target falls prone in the air, it stays in place and does not fall on the ground.						

Fairy Magic (Light)

Fairy Magic of the light type has no effect on Constructs, Magitech, and Undead.

RANK 1	Healing Water					Cost	MP3
Tar.	Touch	Range/Area	Touch/-	Duration	Instant/3 minutes (18 r)	Resistance	N/A
Sum.	Create water that heals Power “Magic Power + 4” HP						
Eff.	Creates water that can heal wounds. Creatures that drink the water are healed of “Magic Power + 4” points of damage. The water may be consumed out of hands or containers. To drink water a character need to use a Major Action. The water disappears after 3 minutes (18 rounds).						

RANK 2	Whisper Heal					Cost	MP4
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Can't
Sum.	Restore the target's HP by “Magic Power” points						
Eff.	Restores the target's HP by Magic Power points.						

RANK 3	Basic Healing					Cost	MP5
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	Optional
Sum.	Restore the target's HP by “Magic Power + 4” points						
Eff.	Restores the target's HP by “Magic Power + 4” points.						

RANK 4	Virtual Toughness					Cost	MP4
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Temporarily increase the target's HP						
Eff.	Adds the caster's Magic Power to the target's current and maximum HP. After the duration has passed, the maximum HP returns to its original value. The current value does not change unless it now exceeds the target's maximum HP, in which case the current value changes to the maximum HP value.						

RANK 5 Nursing						Cost	MP6
Tar.	1 Character	Range/Area	Touch/-	Duration	1 Day	Resistance	Optional
Sum.	Suppresses the spread of poison and disease						
Eff.	<p>Spell slows down the effects of any poison- or disease-type effects the target is currently under or experiencing. No contested check is needed.</p> <p>If poison or disease progresses over time, its duration will be tripled. The period will slow three times if poison or disease deals damage over time. Other effects will appear each third time it should affect the target.</p> <p>However, the duration of the adverse effects will also be tripled, and the recovery period from such effects also will be tripled.</p> <p>Even if the progression occurs over 8 hours or more, the triple interval can be maintained by reapplying this spell every day.</p> <p>This spell doesn't affect poison and disease effects with "Duration: Instant".</p>						

RANK 6 Advanced Healing						Cost	MP7
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Optional
Sum.	Restore the target's HP by "Magic Power + 8" points						
Eff.	Restores the target's HP by "Magic Power + 8" points.						

RANK 7 Life Support						Cost	MP6
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Reduces the risk of fatal injuries						
Eff.	Halves the damage applied to the target's HP (rounded up) for the duration of the effect. Only works for targets with HP 0 or less.						

RANK 8 Extended Healing						Cost	MP9
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Optional
Sum.	Restore the target's HP by "Magic Power + 12" points						
Eff.	Restores the target's HP by "Magic Power + 12" points.						

RANK 9 Vital Force						Cost	MP4
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Optional
Sum.	Brings the target back from the brink of death						
Eff.	If the target's HP is less than 0, it will be healed to 0.						

RANK 10 Rich Heal						Cost	MP8
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Can't
Sum.	Restore the target's HP by "Magic Power + 6" points						
Eff.	Restores the target's HP by "Magic Power + 6" points.						

Fairy Magic (Dark)

RANK 1 Calm						Cost	MP2
Tar.	1 Character X	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	Neg
Sum.	Return the target's mental state to normal						
Eff.	Removes all psychic-type effects from the target. Contested checks are needed for each such effect.						

RANK 2 Distraction						Cost	MP3
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	10 seconds (1 r)	Resistance	Neg
Sum.	Stirs the target's mind with chaotic thoughts					Type	Psychic
Eff.	The target's concentration is broken. Furthermore, the target cannot cast spells for the duration (but may take any other action freely).						

RANK 3 Stun						Cost	MP4
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	10 seconds (1 r)	Resistance	Neg
Sum.	Stuns the target					Type	Psychic (Weak)
Eff.	<p>Target automatically fails one Evasion check. As soon as it fails, the spell will end. Only the first Evasion check will fail for characters with multiple sections, regardless of which section it is.</p> <p>When casting this spell, the caster gets a +2 bonus to its Spellcasting check.</p>						

RANK 4 Panic Run						Cost	MP4
Tar.	1 Character X	Range/Area	1(10m)/Target	Duration	10 seconds (1 r)	Resistance	Neg
Sum.	Scares the target and makes them flee the battle					Type	Psychic
Eff.	<p>If the target is within the skirmish during the duration, it must withdraw from the skirmish on its turn. Otherwise, it must make preparations to leave the melee. If the target is not in the skirmish, this effect does not occur, but it cannot move into the skirmish with its movement.</p>						


RANK 5 Mind Blank						Cost	MP6
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	Instant/3 minutes (18 r)	Resistance	Neg
Sum.	Make the target unable to see the caster					Type	Psychic
Eff.	<p>The target cannot see the caster and must choose to act as if the caster is not there. If the target is on guard, it will let the caster pass, and in combat, the target can't attack the caster with a direct attack or target with spells "Target: 1 Character" (including Entire Character and Character X). Note that Target cannot use [Magic Control] on the caster since it cannot see it. The caster cannot be blocked by the target, and if the caster is in one-on-one melee with the target, the caster can leave it without retreat action.</p> <p>Any aggressive actions from the caster towards the target (touch, attack, targeting with the spell, etc.) will end the spell just before the action is resolved.</p>						

RANK 6 Brave Heart						Cost	MP5
Tar.	1 Character X	Range/Area	1(10m)/Target	Duration	30 seconds (3 r)	Resistance	Optional
Sum.	Fairy lifts the target's spirits, momentarily strengthening its willpower						
Eff.	<p>The target becomes immune to all psychic spells and effects. This does not affect effects already on the target.</p>						

RANK 7 Mind Link						Cost	MP9
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	1 Hour	Resistance	Optional
Sum.	Shares senses and awareness with the target					Type	Psychic
Eff.	<p>The caster and target share senses and consciousness; the caster must be touching the target when casting, but for that duration, senses are shared regardless of distance.</p> <p>The caster and target can see and hear what each other sees and hears and communicate messages without words. But the caster and target cannot lie while speaking this way. They can only omit information.</p>						

RANK 8 Shocking Wave						Cost	MP22
Tar.	1 area (6m Radius)/All	Range/Area	Caster/-	Duration	Instant/20 seconds (2 r)	Resistance	Neg
Sum.	Produces shocking wave					Type	Psychic (Weak)
Eff.	Targets cannot perform Minor or Major Actions or declare combat feats for the next 20 seconds (2 rounds).						

RANK 9 Insanity						Cost	MP9
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	Instant/Various	Resistance	Neg
Sum.	Makes the target temporarily insane					Type	Psychic
Eff.	The target suffers one of the effects of "Madness Table." Roll 2d and consult with the table.						
	2d	Effect					
	2 - 4	The target goes berserk, gaining a +2 bonus on Accuracy checks and a -2 penalty on Evasion checks for 30 seconds (3 rounds). During this time, the target cannot perform rational actions, and even if their intellect is "Average" or "High," it is treated as "Low," and they cannot cast spells at all.					
	5 - 9	The target's Intelligence is significantly reduced: for 3 minutes (18 rounds), the Intelligence score is reduced by -12 points (it can only be reduced to a minimum of 1). In the case of a fixed value character, all values that the GM determines to be based on Intelligence, such as Magic Power, are reduced by -2.					
10 - 12	The target's will to act is significantly reduced; they may not take any Major Actions for 30 seconds (3 rounds) (they may move, take Minor Actions, or declare an active combat feat).						

 Masking						Cost	MP12
Tar.	1 Character X	Range/Area	Touch/-	Duration	1 Hour	Resistance	Optional
Sum.	Hides target						
Eff.	<p>Hides target from everyone's perception. All other characters are treated as if they are all under [Mind Blank] spell (see p. 178).</p> <p>When the target encounters a new character, this character needs to make a Willpower check. On success spell immediately ends. But this spells works without a Willpower check for characters with adventurer level or monster level less than or equal to the caster's "Fairy Tamer level - 4".</p> <p>The spell doesn't work on characters immune to psychic type, regardless of their level. However, the spell will not end in this case.</p> <p>Any aggressive actions from the caster towards any other character (touch, attack, targeting with a spell, etc.) will end the spell just before the action is resolved (the level difference is not taken into account in this case).</p>						

Note on the Spells That Create Walls

Within Fairy Magic, some spells create walls. When they are used in combat, they should be resolved as follows.

For Simplified Combat

Walls can be built between areas. They block the vision and the line of fire of the characters. Moving beyond such walls requires a Full Move. Even adjacent areas and targets can move only one area with such a Full Move.

Caster cannot use a spell to create a new wall in a space where a wall already exists. If they want to use a wall as a target for a spell, ability, or effect, it is considered "Range: 1" from the area adjacent to the wall and "range: 2" from the area away from the wall.

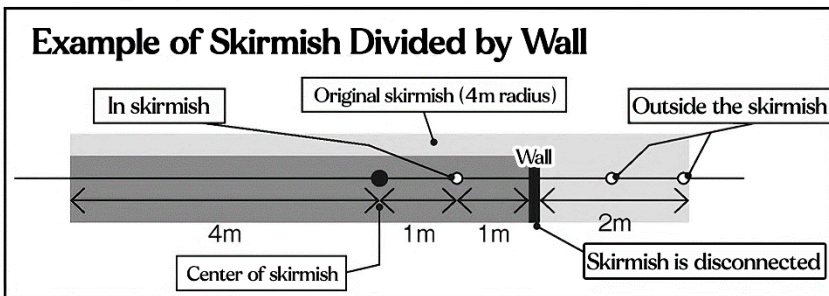
For Standard Combat

Walls are built at a single coordinate point and block the battlefield. Walls are always perpendicular to the line representing the battlefield and cannot be built along it.

Walls and walls, and walls and character, cannot exist at the same coordinates. A wall cannot be built at coordinates where a wall or character already exists, and a character cannot end up moving at coordinates where a wall has already been built.


To move over a wall, the character needs to spend additional +10m of movement. If it can move that far, it is assumed to be able to move around/over the wall.

If a wall exists within the skirmish, the skirmish will end.



Techniques Data

How to Read Techniques Data

1  △Antibody	Duration	30 seconds 2 r)
Sum.	Willpower and Fortitude +4 against poison, disease 3	
Eff.	<p>The user of this Technique strengthens their immune system, driving off poisons and diseases.</p> <p>4 When rolling a Fortitude or Willpower check for a Poison-type or Disease-type effect, the user gets a +4 bonus to that check.</p>	

1 All techniques can be done with Minor Actions and are always marked with a **▶▶**. If the technique can be done during Combat Preparation, it will also be marked with a **△**.

2 The duration of the technique.

3 This is a summary of the effect of the technique.

4 Detailed description of the effect of a technique.

Bear Muscle

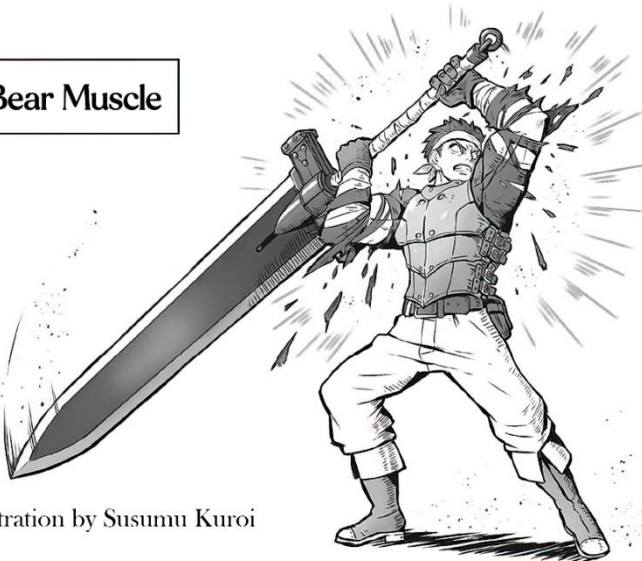




Illustration by Susumu Kuroi


1st Level Enhancer Required

	▶▶Antibody	Duration	30 seconds (3 r)
Sum.	Willpower and Fortitude +4 against poison, disease		
Eff.	The user of this Technique strengthens their immune system, driving off poisons and diseases. When rolling a Fortitude or Willpower check for a Poison-type or Disease-type effect, the user gets a +4 bonus to that check.		


PART 1

	▶▶Owl Sight	Duration	3 minutes (18 r)
Sum.	Gains Darkvision		
Eff.	The user's eyes radiate gold, like that of an owl. This allows the user to see through darkness as though it were daylight.		


PART 2

	▶▶Gazelle Feet	Duration	30 seconds (3 r)
Sum.	Evasion +1		
Eff.	The user's leg muscles become much more active, like that of a gazelle bouncing away from a predator. This increased reaction time gives the user a +1 bonus to Evasion checks.		


PART 3


	▶▶Cat's Eyes	Duration	30 seconds (3 r)
Sum.	Accuracy +1		
Eff.	The user's pupils stretch vertically, allowing them to watch an opponent more carefully. This increased observation gives the user a +1 bonus to Accuracy checks.		


PART 4


	▶▶Scale Leggings	Duration	1 Hour
Sum.	Free Movement Underwater		
Eff.	Pale scales sprout from the user's body, allowing underwater free movement. The user is no longer affected by movement penalties in the water, can move freely, and does not receive any penalties for being in the water. However, this technique does not allow for breathing while underwater.		


PART 5


	▶▶△Strong Blood	Duration	30 seconds (3 r)
Sum.	Fire, water/ice damage -5		
Eff.	By keeping a consistent body temperature, the user can stay cool in hot environments and vice versa. When taking any fire or water/ice-type damage, reduce the total damage taken by -5.		


	▶▶Chic Chick	Duration	1 Hour
Sum.	Jump checks +5, fall damage -20		
Eff.	A small bird's wings sprout from the user's back, aiding them in aerial movement. When making Jump checks, the user receives a +5 bonus for those checks. Additionally, reduce any fall damage the user takes by -20. This technique does not allow the user to fly.		

	▶▶Dragon Tail	Duration	3 minutes (18 r)
Sum.	Grows a Tail weapon		
Eff.	The user grows a long, thick Tail that can be used as a Wrestling weapon. If the user already has a tail, then they can use this technique to increase their Accuracy by +1 or +2 to Extra Damage. This Technique's effects are cumulative, to a total of +2 Accuracy and +4 bonus damage. This technique can be used once per round.		


	▶▶△Beetleskin	Duration	30 seconds (3 r)
Sum.	Defense +2		
Eff.	The user's skin becomes hardened like the shell of a beetle, granting a +2 bonus to Defense.		


	▶▶Bear Muscle	Duration	30 seconds (3 r)
Sum.	Strength modifier +2		
Eff.	Revitalizes the user's muscles and reinforces them, giving the user the strength of a bear. This increases the user's strength modifier by +2 but does not affect the user's strength score.		


	▶▶△Meditation	Duration	30 seconds (3 r)
Sum.	Willpower checks against psychic effects +4		
Eff.	<p>The user stabilizes their thoughts and strengthens their ego, making their mind less susceptible to ill effects.</p> <p>If the user makes a Willpower check against a Psychic-type effect, they receive a +4 bonus to that check.</p>		


	▶▶Rabbit Ears	Duration	3 minutes (18 r)
Sum.	Listen, Danger Sense +2		
Eff.	<p>The user can more accurately detect incoming danger by making their ears bigger and more flexible.</p> <p>The user gains a +2 bonus to Listen and Danger Sense checks.</p>		


5th Level Enhancer Required


	▶▶ Centaur Legs	Duration	10 seconds (1 r)
Sum.	Agility +6		
Eff.	<p>The muscles in the user's lower body stiffen and thicken, becoming incredibly powerful. The agility of the user is increased by +6.</p> <p>Fixed-value characters gain +1 to Initiative and Evasion. GM is free to make other modifications at its discretion.</p>		


	▶▶ Animal Shape	Duration	1 Hour
Sum.	Transform into common Animals		
Eff.	<p>The user transforms into an animal common in society, such as a horse, pig, cat, or dog. User cannot transform while wearing weapons, armor, or costumes.</p> <p>After the transformation, the user's ability score remains the same. The user can still speak and use skills but cannot hold items or weapons nor wear armor or clothing. And can only attack with Punch.</p> <p>This Technique does not allow the user to communicate with animals.</p>		


	▶▶ Giant Arms	Duration	10 seconds (1 r)
Sum.	Strength +12		
Eff.	<p>The user's arms swell immensely, barely able to contain the newfound power inside. The user increases their Strength score by +12.</p> <p>For fixed-value characters, instead, they gain +2 bonus damage. GM is free to make other modifications at its discretion.</p>		

	▶▶ Sphinx Knowledge	Duration	10 seconds (1 r)
Sum.	Intelligence +6		
Eff.	<p>The user becomes as intelligent as a sphinx. The user's Intelligence is increased by +6.</p> <p>Instead, fixed-value characters gain +2 to Magic Power or other value that the GM determines to be based on Intelligence.</p>		

	▶▶ Daemonfinger	Duration	10 seconds (1 r)
Sum.	Dexterity +6		
Eff.	<p>The user's hands become incredibly flexible and supple like a daemon. The user increases their Dexterity score by +6.</p> <p>For fixed-value characters, instead, their Accuracy increases by +1. GM is free to make other modifications at its discretion.</p>		

	▶▶Fire Breath		Duration		30 seconds (3 r)																								
	Sum. Major Action to breathe fire attack																												
Eff.	<p>During the effect time, it is possible to attack by spitting fire with Major Action. The same check as the Spellcasting check is performed with "Enhancer class level + Intelligence modifier" as the Standard Value. This fire has "Range/Area: 1(10m)/Shot", "Target: 1area (3m Radius)/5", "Resistance: Half", and deals "Power 10 + Enhancer class level + Intelligence modifier" fire magic damage.</p> <p>If the user has the Combat Feats [Magic Convergence] or [Magic Control], they can apply it to this technique. However, the Combat Feat [Metamagic/Area] has no effect.</p>																												
	<table border="1"> <thead> <tr> <th>Power</th> <th>③</th> <th>④</th> <th>⑤</th> <th>⑥</th> <th>⑦</th> <th>⑧</th> <th>⑨</th> <th>⑩</th> <th>⑪</th> <th>⑫</th> <th>Crit Value</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>1</td> <td>1</td> <td>2</td> <td>3</td> <td>3</td> <td>4</td> <td>5</td> <td>5</td> <td>6</td> <td>7</td> <td>⑩</td> </tr> </tbody> </table>						Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	10	1	1	2	3	3	4	5	5	6	7
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value																		
10	1	1	2	3	3	4	5	5	6	7	⑩																		

	▶▶Recovery		Duration		Instant	
	Sum. Restores HP equal to Enhancer Level					
Eff.	<p>The user can refresh themselves and recover an amount of HP equal to their Enhancer Level.</p> <p>This technique can be used once per round.</p>					

	▶▶Wide Wings		Duration		3 minutes (18 r)	
	Sum. Gains the ability to fly					
Eff.	<p>An extensive set of eagle-like wings sprouts from the user's back, allowing the user to fly. When flying, the user's movement speed is 10 meters per round.</p> <p>If the user can fly, this Technique increases the user's movement speed by 20m. This extra movement speed is accumulated up to a 30m bonus.</p> <p>This Technique can be used once per round.</p>					

Wide Wings




Illustration by Susumu Kuroi

Spellsongs and Finales Data

Spellsongs Data


How to Read Spell song Data


 Early Bird			
Singing	Not required	Pet	Bird, Frog
Effect Condition	None	Resistance	Neg
Base Rhythm	♩1	Flourish Value	13
		Extra Rhythm	♡1
Summary	Awakens subjects		
Effect	<p>This jaunty melody awakens any sleeping characters. Those asleep naturally wake up without issue, but if a character was put to sleep by some other effect, Bard's Performance check Success Value needs to exceed the effect's Success Value.</p> <p>While the Bard is playing this Spell song, characters in the Area of Effect cannot naturally fall asleep. Spells, spell songs, and other abilities that try to put characters within the Area of Effect to sleep must pass an opposed check against Bard's Performance check.</p>		


- ① The Spell song's name.
- ② Whether or not singing is required for the Spell song to have an effect.
- ③ Which type of Pet can sing the Spell song.
- ④ Whether or not Rhythm is necessary for the effect to occur, and if so, the type and amount of Rhythm.
- ⑤ Resistance. Please follow the resistance to spells. Spell song is generally either "Can't" or "Neg."
- ⑥ Type are described. With a few exceptions, the type of Spell song is psychic or psychic (weak).
- ⑦ The type and amount of Base Rhythm that is reliably produced when the Spell song is performed.
- ⑧ Flourish Value. If the Success Value of the Performance check is higher than this, Extra Rhythm will be generated.


- ⑨ The type and amount of Extra Rhythm when the Flourish Value of the Performance check is greater than or equal to the Flourish Value.
- ⑩ Summary of the effect.
- ⑪ Detailed explanation of the effect of Spellsong.


1st Level Bard Required


 Early Bird					
Singing	Not required	Pet	Bird, Frog		
Effect Condition	None	Resistance	Neg	Type	Psychic
Base Rhythm	♯1	Flourish Value	13	Extra Rhythm	♡1
Summary	Awakens subjects				
Effect	<p>This jaunty melody awakens any sleeping characters. Those asleep naturally wake up without issue, but if a character was put to sleep by some other effect, Bard's Performance check Success Value needs to exceed the effect's Success Value.</p> <p>While the Bard is playing this Spellsong, characters in the Area of Effect cannot naturally fall asleep. Spells, spellsongs, and other abilities that try to put characters within the Area of Effect to sleep must pass an opposed check against Bard's Performance check.</p>				

 Ambience					
Singing	Not required	Pet	Frog, Insect		
Effect Condition	None	Resistance	Neg	Type	Psychic
Base Rhythm	♭1	Flourish Value	13	Extra Rhythm	♭1
Summary	Accuracy -1				
Effect	<p>This slow, droning melody calms the nerves and makes one unwilling to fight. The target takes a -1 penalty on Accuracy checks.</p>				


 Summon Small Animals					
Singing	Not required	Pet	Bird, Insect		
Effect Condition	None	Resistance	Can't	Type	Psychic
Base Rhythm	♡1	Flourish Value	13	Extra Rhythm	♡1
Summary	Attracts small animals				
Effect	<p>This pleasant melody arouses the interest of nearby small animals and calls them to the Bard. Bard can only call on mammals and birds of a size that would fit with both hands cupped together. The spellsong begins to take effect immediately, but the small animals gradually come together, and the assembly is complete after 3 minutes (18 rounds).</p> <p>If these small animals are harmed, the effect ends immediately, and all of the gathered animals flee.</p>				

 Summon Fish					
Singing	Not required	Pet	Bird, Frog		
Effect Condition	None	Resistance	Can't	Type	Psychic
Base Rhythm	♡1	Flourish Value	13	Extra Rhythm	♡1
Summary	Attracts fish				
Effect	<p>This Spellsong must be used near water. It plays a melody that sounds like flowing water, attracting and calling harmless fish nearby. The song begins to take effect immediately, but the fish gradually come together, and the assembly is complete after 3 minutes (18 rounds).</p> <p>If any of these fish are harmed, the effect ends immediately, and all of the gathered fish flee.</p>				

 Cacophony					
Singing	Not required	Pet	Bird, Frog, Insect		
Effect Condition	None	Resistance	Neg	Type	Psychic
Base Rhythm	♯1	Flourish Value	13	Extra Rhythm	♯1
Summary	Spellcasting -1				
Effect	<p>This horrible racket disrupts the concentration of all within it, making it very difficult to cast any magic. Characters receive a -1 penalty for all Spellcasting checks.</p>				


 Ballad					
Singing	Not required	Pet	Frog, Insect		
Effect Condition	None	Resistance	Neg	Type	Psychic
Base Rhythm	↓1	Flourish Value	13	Extra Rhythm	↓1
Summary	Evasion -1				
Effect	This sad, melancholy song brings down the mood of all who hear it. Characters receive a -1 penalty for their Evasion.				

PART 1

 Morale					
Singing	Not required	Pet	Bird, Frog, Insect		
Effect Condition	None	Resistance	Can't	Type	Psychic
Base Rhythm	↑1	Flourish Value	13	Extra Rhythm	↑1
Summary	Accuracy +1				
Effect	A heroic tune that inspires courage in all who hear it. Characters affected by the Spellsong receive a +1 bonus to their Accuracy.				


PART 2

PART 3

 Requiem					
Singing	Not required	Pet	Bird, Frog, Insect		
Effect Condition	↓2♥1	Resistance	Neg	Type	-
Base Rhythm	↓1	Flourish Value	13	Extra Rhythm	♥1
Summary	Undead's Actions -2				
Effect	A mournful melody to remember the dead, this Spellsong only works on Undead monsters. Affected Undead receives a -2 penalty for all actions and checks.				


PART 4


PART 5


 Resistance					
Singing	Not required	Pet	Bird, Frog		
Effect Condition	None	Resistance	Can't	Type	Psychic
Base Rhythm	↓1	Flourish Value	13	Extra Rhythm	↑1
Summary	Fortitude & Willpower +1				
Effect	This repetitive sonata toughens the listener's body and mind, allowing them to shrug off ill effects. Characters affected by this Spellsong receive a +1 bonus for their Fortitude and Willpower checks.				


DATA


5th Level Bard Required


 Elements					
Singing	Not required	Pet	Bird, Frog		
Effect Condition	None	Resistance	Can't	Type	-
Base Rhythm	♡2	Flourish Value	18	Extra Rhythm	♡1
Summary	Elemental Damage +2				
Effect	This irregular rhythm calls on elemental faeries for aid. When playing this Spellsong, the Bard specifies one of the following types: Fire, Water/Ice, Earth, Wind, or Lightning. All physical and magical damage of the chosen type is increased by +2.				


 Curiosity					
Singing	Required	Pet	-		
Effect Condition	♡4	Resistance	Neg	Type	Psychic
Base Rhythm	♡2	Flourish Value	18	Extra Rhythm	♡1
Summary	Guides listeners to the Bard				
Effect	The Bard sings and plays a song that evokes strong curiosity. If the Bard is not visible to the target, the target cannot control its desire to see the Bard and tries to move to an arbitrary position (area or coordinate) where it can see the Bard. If the target cannot reach a visible place, the target moves as close as possible. If the Bard is already visible, this spell song has no effect.				


 Charming					
Singing	Required	Pet	-		
Effect Condition	♡4	Resistance	Neg	Type	Psychic (Weak)
Base Rhythm	♡2	Flourish Value	18	Extra Rhythm	♡1
Summary	Deter adverse actions against the Bard				
Effect	Target is mesmerized by Bard's singing and cannot bring themselves to harm the Bard. In Contested Checks, where the Bard is on the passive side, the Bard automatically gets a favorable result.				

	Trance				
Singing	Not required	Pet	Bird, Frog, Insect		
Effect Condition	None	Resistance	Can't	Type	Psychic
Base Rhythm	♯2	Flourish Value	18	Extra Rhythm	♯1
Summary	Spellcasting +1				
Effect	This is a clear melody that sharpens the mind of the listener. Those affected by this Spell song gain a +1 bonus modifier to Spellcasting Checks.				

	Nostalgia				
Singing	Not required	Pet	Bird, Frog, Insect		
Effect Condition	♠6♥6	Resistance	Neg	Type	Psychic (Weak)
Base Rhythm	♠2	Flourish Value	18	Extra Rhythm	♥1
Summary	Causes listeners to wish to return home				
Effect	<p>A wistful tune, this Spell song invokes feelings of days long past in the hearts of its listeners, causing them to wish to go back home. If in combat, those affected by the Spell song attempt to retreat from the battlefield and escape. This Spell song has no effect if the listener is already at home or is unable to escape.</p> <p>Once affected, listeners will be under the effects of this Spell song for 1 hour. After 1 hour, or if the listener manages to return home, Spell song's effect ends.</p>				

	Break				
Singing	Not required	Pet	Frog, Insect		
Effect Condition	None	Resistance	Neg	Type	Psychic
Base Rhythm	♠2	Flourish Value	18	Extra Rhythm	♠1
Summary	Fortitude & Willpower -1				
Effect	The melody is jarring and distracts the listener's concentration. The target receives a -1 penalty to Fortitude and Willpower Checks.				

 Love Song					
Singing	Required	Pet	-		
Effect Condition	↑6♥6	Resistance	Neg	Type	Psychic (Weak)
Base Rhythm	♥2	Flourish Value	18	Extra Rhythm	↑1
Summary	Creates strong romantic feelings				
Effect	<p>This buoyant ballad stimulates romance, causing “love to be in the air.” Affected listeners will look to be with the closest partner of their choice, with current lovers/spouses taking precedence over random people. If current partners are not nearby, the closest available partner for the listener's orientation will be subject to these magically enhanced feelings, regardless of race. If no applicable partners are within the area of effect, Spellsong has no effect.</p> <p>Those with budding romantic feelings will attempt to see if the partner reciprocates these feelings, while current partners will attempt to retire to act on these feelings.</p> <p>The effects of this Spellsong last 1 hour, even if Bard stops performing.</p>				

 Lullaby					
Singing	Required	Pet	-		
Effect Condition	↓4♥4	Resistance	Neg	Type	Psychic (Weak)
Base Rhythm	↓2	Flourish Value	18	Extra Rhythm	♥1
Summary	Produce intense drowsiness in those affected				
Effect	<p>An inviting melody that gently lulls listeners into a state of drowsiness. The subjects are dizzy and unable to move or take any active action. If forced to make an Action Check, the target takes a -4 penalty.</p> <p>The Duration of this Spellsong is 10 seconds (1 round), as usual. After that time, the drowsiness automatically disappears.</p>				

Finales Data

How to Read Finale Data

Finale: Spring Breeze ①

Rhythm Cost	②	†2	Resistance	③	Half	Type	④	Wind				
Summary	Power 10 to 1 character ⑤											
Effect	⑥ Deals "Power 10 + Bardic Power" magic damage to 1 character.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	⑩

- ① The name of the Finale.
- ② The Rhythm and the amount of Rhythm consumed when using that Finale. If more than one Rhythm is listed, both must be consumed.
- ③ Resistance is described. It can be "Optional" or "half" and is the same as Resistance to magic.
- ④ Type of Finale is described.
- ⑤ Summary of Finale's effect.
- ⑥ A detailed description of the Finale's effect. All Finale effects calculate the amount of recovery or damage based on the power of the effect, and a power table is included.

1st Level Bard Required

Finale: Spring Breeze

Rhythm Cost	♯2	Resistance	Half	Type	Wind							
Summary	Power 10 to 1 character											
Effect	Deals "Power 10 + Bardic Power" magic damage to 1 character.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	(10)

Finale: Summer Vitality

Rhythm Cost	♯1♥1	Resistance	Optional	Type	-							
Summary	Recovers 1 target's HP by Power 20											
Effect	Restores one Target's HP by "Power 20 + Bardic Power" points. The effect of [Finale: Summer Vitality] can only be received once per hour per Target. Also, Undead, Magitech, and Constructs cannot be affected by this Finale.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	None

Finale: Autumn Harvest

Rhythm Cost	♯1♥1	Resistance	Optional	Type	-							
Summary	Restore Power 0 MP to 1 target											
Effect	Restores one target's MP by "Power 0 + Bardic Power" points. The effect of [Finale: Autumn Harvest] can only be received once per target per day. Also, Undead, Magitech, and Constructs cannot be affected by this Finale.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	0	0	0	0	1	2	2	3	3	4	4	None

Finale: Winter's Chill

Rhythm Cost	♯2	Resistance	Half	Type	Water/Ice							
Summary	Power 10 damage to one target											
Effect	One Target is dealt "Power 10 + Bardic Power" magic damage.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	(10)

5th Level Bard Required

Finale: Beast's Roar

Rhythm Cost	♯4	Resistance	Half	Type	Bludgeoning							
Summary	Power 20 to 3 characters											
Effect	Up to 3 targets are dealt "Power 20 + Bardic Power" magic damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	⑩

Finale: Breath of the Meadows

Rhythm Cost	♯2♡2	Resistance	Optional	Type	-						
Summary	Recover 3 target's HP with Power 30										
Effect	It restores the HP of up to 3 Targets by "Power30 + Bardic Power" points.										
	The effect of [Finale: Breath of the Meadows] can only be received once per hour per target. Also, Undead, Magitech, and Constructs cannot be affected by this Finale.										
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
30	2	4	4	6	7	8	9	10	10	10	None

Finale: Banquet of Flowers

Rhythm Cost	♯2♡2	Resistance	Optional	Type	-						
Summary	Recover 3 target's MP with Power 10										
Effect	The MP of up to 3 Targets will be restored by "Power 10 + Bardic Power" points.										
	The effect of [Finale: Banquet of Flowers] can be received only once per target per day. Also, Undead, Magitech, and Constructs cannot be affected by this Finale.										
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
10	1	1	2	3	3	4	5	5	6	7	None

Finale: Screaming Snake-pit Symphony

Rhythm Cost	♯4	Resistance	Half	Type	Curse						
Summary	Power 20 damage to 3 targets										
Effect	Up to 3 Targets are dealt "Power 20 + Bardic Power" magic damage.										
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
20	1	2	3	4	5	6	7	8	9	10	⑩

Combat Feats Data

Note on Replacement Combat Feats

Some of the combat feat data added in this book are considered replacement combat feats. These are those with [... II] in the name, replace [... I] of the same name.

The replacement type combat feat has the following characteristics.

Replacing a Lower (lower Roman numeral) Combat Feat of the Same Name

The replacement type combat feats can only be acquired by a character that has already learned [... I] and then replaced with [... II] combat feat.

No Need for New Learning Slots

The replacement type combat feat does not require new learning slots; on the character sheet, replace the existing [... I] combat feat with [... II] as is.

Replacement Occurs when New Learning Slots are Acquired

Replacement type combat feats can only be replaced when a character acquires new combat feat learning slots, i.e. when the adventurer level is raised to an odd level.

Replacement Occurs Automatically if Conditions are Met

For replacement type combat feats, when a character meets their prerequisite, they are automatically replaced, for example, in [Cover II].

Prer.	[Cover I]/Adventurer Level 7 or higher
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This means that if you have mastered [Cover I] and are at the adventurer level 7 or above, you will replace [Cover I] with [Cover II] when you get new learning slots. If you learned [Cover I] before level 6, it would be replaced by [Cover II] as soon as you reach level 7.

No Immediate Replacement Occurs

If a new learning slot is used to acquire [... I], it will not be replaced immediately, even if it meets the prerequisites. Until the following learning slots are acquired, only [... I] will be acquired. In the above example, if you learned [Cover I] at adventurer level 7, it will acquire [Cover II] only when you reach adventurer level 9.

Declaring Lower Combat Feats

Depending on conditions and necessity, it is possible to declare [... I] active combat feat, even if you've replaced it.

For example, suppose a player who has acquired [Evasive Maneuvers II] does not perform an Evasion with the Fencer class. In that case, the effect of [Evasive Maneuvers I] will be applied, and the player will gain a +1 bonus on Evasion checks.

If [Power Strike II] is too strong against an enemy you do not want to kill, [Power Strike I] can be used instead.

Lower and Higher Combat Feats Are Considered to Have the Same Name

Lower and higher combat feats are considered to have the same name, [... I] and [... II] is considered to have the same name and is subject to the restriction that they cannot be duplicated (accumulated). A master of [Ever-Changing I] may not declare both [Power Strike I] and [Power Strike II] in a single melee attack and accumulate the effects of both.

Selectively Acquired Passive Combat Feats

Footwork

Prer.	Adventurer Level 9 or higher	Use	-
Sum.	Can move up to 10m with Limited Move		
Effect	Can move up to 10m with Limited Move. However, if the character's movement is less than 10, it is limited to movement. In Simplified Combat, a character can move one area with Limited Move.		

Guardian II

Prer.	[Guardian I]/Adventurer Level 9 or higher	Use	-
Sum.	Multiple targets can be [Cover]-ed up to a total of 5 times		
Effect	The same as in [Guardian II], but the master can declare up to 1 to 5 targets when declaring [Cover].		

Evasive Maneuvers II

Prer.	[Evasive Maneuvers II]/Fencer Level 9 or higher	Use	Fencer class
Sum.	Evasion check +2		
Effect	The master always gets a +2 bonus to Evasion checks that use the Fencer class as the standard value.		

Archer's Grace

Prer.	Marksman Level 7 or higher	Use	Marksman class
Sum.	Marksman class can be used for Evasion checks		
Effect	Master may calculate Evasion using your Marksman Class Level + Agility Modifier.		

Intense Finale

Prer.	Bard Level 3 or higher	Use	Bard class
Sum.	Finale Power + 10		
Effect	The power of damage and recovery effects of the Finale is increased by 10.		

Additional Songs I

Prer.	Bard Level 1 or higher	Use	-
Sum.	Learn one Spell song or Finale		
Effect	The mastery of this Combat Specialty will allow the mastery of +1 Spell song and Finale. In other words, they can learn up to a total of "Bard Level +1" Spell song and Finale in total.		

Additional Songs II

Prer.	[Additional Songs II]/Bard Level 7 or higher	Use	-
Sum.	Learn one Spell song or Finale (Two in total)		
Effect	The number of Spell song and Finale that can be learned is increased by an additional +1 (total +2) from [Additional Songs I]		

Throwing I

Prer.	None	Use	-
Sum.	Can use Potions as a thrown weapon and gain +1 to the Accuracy of thrown attacks		
Effect	<p>A potion can be placed in the Potion Ball (see p. 233), which can be used as a thrown weapon. The range is "1 (10m)," and the target is always hit unless there is an automatic failure on the Accuracy check.</p> <p>If the target is hit, the potion's effect is given to the target. In this case, it is considered "Resistance: Optional" (if the target does not wish to be hit, it will not be affected). Also, the master always gets a +1 bonus to Accuracy checks on any thrown attacks.</p>		

Throwing II

Prer.	[Throwing I]/Adventurer Level 5 or higher	Use	-
Sum.	Can use Potions as a thrown weapon, +1 to Accuracy check of thrown attack, range 10m, thrown attack's range extended to 20m		
Effect	In addition to the effects of [Throwing I], all thrown weapon attacks that have a "Range: 1 (10m)" (including the thrown weapon of the Potion Ball) will now have a "Range: 2 (20m)".		

Super Tenacity

Prer.	Fighter or Grappler 7 or higher, [Tenacity]	Use	-
Sum.	Maximum HP +15		
Effect	Master's Maximum HP increases by +15 (30 points in total with [Tenacity]).		

Special Instrument Proficiency

Prer.	Bard Level 1 or higher	Use	-
Sum.	Special instruments can be equipped and used.		
Effect	This feat allows the master to equip and use items classified as Special Instruments. However, equipping items that can be used as weapons or armor does not increase Extra Damage or Defense as other proficiency feats do.		

Flying Kick

Prer.	Grappler Level 9 or higher	Use	Grappler class
Sum.	Move 10m or more with Normal Move and attack with Kick		
Effect	The master may attack a target with a Kick only after performing a Normal Move and moving at least 1 area (Simplified Combat) or 10 meters (Standard Combat). This attack does not activate [Chain Attack]. The master may then perform a normal Major Action.		

Improved Throw II			
Prer.	[Improved Throw II]/Grappler Level 9 or higher	Use	Grappler class
Sum.	The power of Throw is increased by +20. Anyone can throw characters with up to 3 sections.		
Effect	<p>When the master performs a Throw, the power of the Throw is increased by +20. Throw can be used against any character with up to 3 sections, regardless of movement method or the number of legs. When attacking a character with multiple sections, an Accuracy check is performed only once. The attacked target may choose any section to complete an Evasion check. If the Evasion check fails, the target will be thrown (if a melee attack is not possible in any section due to a [Attack Obstacle] or other reason, the target cannot be affected with Throw). All sections will be thrown, and at the same time, the attacker can deal damage to each section.</p>		

Harmony			
Prer.	Bard Level 5 or higher	Use	Bard class
Sum.	Apply the effects of Pet and own Spellsonag at the same time		
Effect	<p>A Bard with the Combat Feat can start another Spellsonag while their Pet is still performing a Spellsonag, compounding its effect and causing both to occur simultaneously. In this case, the Pet's Spellsonag is also treated as having the same effect range as its owner and the same Success Value as its owner's Performance check. If the Bard does not make a Performance check, or if the Performance check is an Automatic Failure, Pet's Spellsonag will still continue, but with a Success Value of 0.</p> <p>If a Finale is used, Pet's Spellsonag will instead copy the same Success Value of the Finale.</p> <p>Pet's Spellsonag still does not generate any Rhythm.</p>		

Block			
Prer.	Adventurer Level 3 or higher	Use	-
Sum.	Master counts themselves as twice the number of characters for blocking movement or withdraw		
Effect	<p>The master treats themselves as twice as many characters (number of sections) in a situation where a movement blocking or a withdrawal from the skirmish occurs. This affects all of the following cases: when the master moves, when a friendly character passes through or leaves the skirmish, when they block the movement of a hostile character, and when a hostile character attempts to withdraw from the skirmish. In addition, a character initially placed in the frontline in Simplified Combat is treated as having twice the number of characters (number of sections) as itself, regardless they go first or second.</p>		

Mako Stones Master

Prer.	Adventurer Level 9 or higher	Use	-
Sum.	Can use up to two mako stones at the same time		
Effect	Master can use up to two mako stones simultaneously to cast a spell using their combined MP values. The number of MP consumed from either stone can be allocated freely, and it is possible to use a combination of both stones and one's own MP.		

Marionette

Prer.	Adventurer Level 5 or higher	Use	-
Sum.	Make independent golems, fairies, etc.		
Effect	<p>If you are controlling/using a golem, fairy, etc., you can make them act independently. In the next round, after using [Marionette], those characters can act before your next turn.</p> <p>When the master gives "Obey Command" to a golem, undead, or fairy, its turn is not fixed immediately after the master's turn but can be any turn within the allies' turn. The limitation of one "Obey Command" per turn for golem and undead and one for fairy remains unchanged.</p> <p>For example, if a player orders a fairy to act before their turn and then summons another fairy, the newly summoned fairy cannot be given a command and act in the same round.</p>		

Powerful Magic I

Prer.	2 Wizard-type Classes Level 6 or higher	Use	-
Sum.	All Magic Power +1		
Effect	The master gains +1 to the Magic Power of any magic system they have mastered.		

Pinpoint Attack I

Prer.	Adventurer Level 7 or higher	Use	-
Sum.	Accuracy +1		
Effect	Increase master's Accuracy checks by +1.		

Muscle Mystery

Prer.	Enhancer Level 5 or higher	Use	Enhancer class
Sum.	Triple the duration of all Techniques		
Effect	It triples the duration of all Techniques. This does not work on Techniques whose duration is "Instant."		

Selectively Acquired Active Combat Feats

Inflight II			
Prer.	[Inflight II]/Grappler Level 9 or higher	Use	Grappler class
Appl.	Lasts 10 seconds (1 round)	Risk	Evasion check -2
Sum.	Only specific target can be attacked, Accuracy check +2, Damage +4		
Effect	Same as [Inflight I] (see CR I, p. 255), but it not only gains a +2 bonus to Accuracy checks, but it also gains +4 damage points on a hit.		

Decoy Attack II			
Prer.	[Decoy Attack II]/Adventure Level 9 or higher	Use	-
Appl.	1 melee attack	Risk	None
Sum.	Accuracy check -2, damage +8, enemy Evasion check -2 when evaded		
Effect	Same as [Decoy Attack I] (see CR I, p. 255), but the damage on a hit is +8. In addition, the penalty to Evasion check given when the declared attack is evaded is -2, and it accumulates up to -8.		

Rhythm Conversion			
Prer.	Bard Level 3 or higher	Use	-
Appl.	Instant	Risk	None
Sum.	Change one of the generated Rhythms		
Effect	<p>This particular move can be declared at any time during the turn.</p> <p>When declaring this feat, one Rhythm that has already accumulated "1" or higher is chosen, and its accumulation is reduced by -1. At the same time, it can also increase the accumulation of any other Rhythm by +1.</p> <p>Whether or not Spellson with effect generation conditions generates an effect depends on the timing of the Performance check. Even if the Rhythm is changed after the check and the condition is satisfied, the effect will not be generated. Conversely, if the effect is generated and converted with this technique and the condition is not met, the effect will not disappear.</p>		

Mirage Arrow

Prer.	Marksman Level 9 or higher	Use	Marksman class
Appl.	1 ranged attack	Risk	None
Sum.	Make two thrown or bow attacks and take the better result		
Effect	<p>The attack is declared to be made with a thrown weapon or bow and is valid for one attack of that category.</p> <p>The attack declared with this feat will use the same two thrown weapons or ammunition for shooting at the same time. The weapon is treated as if the two can be thrown together without needing to change weapons, except in the case of a thrown weapon.</p> <p>Accuracy checks may be made twice, taking the better of the two rolls. Only one attack will hit the target.</p>		

△Cover II

Prer.	[Cover II]/Adventurer Level 7 or higher	Use	-
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	Defend and receive attacks instead of an ally, and this feat can be activated one time per round separately from other active combat feats		
Effect	<p>The effect of this combat feat is exactly the same as [Cover I] (see CR I, p. 256).</p> <p>This feat is not a declaration and doesn't count toward several active combat feats per turn. In other words, other active combat feat declarations can be made even if this is used. If a character can have multiple declarations, it can be declared separately from this feat that number of times.</p> <p>The feat itself may only be declared once per round. The same is true for a character with multiple declarations.</p>		

Nerve Strike

Prer.	Grappler Level 9 and higher	Use	Grappler class
Appl.	1 melee attack	Risk	None
Sum.	Physical damage of the target decreases by -8		
Effect	<p>Declared at the time of a melee attack, it is valid for that single attack. It cannot be declared when attacking multiple targets at the same time. If that attack hits, for the next 10 seconds (1 round), the target's physical damage caused by the enemy (section) will be reduced by -8 damage.</p>		

Repeated Strike II

Prer.	[Repeated Strike I]/Fencer or Fighter Level 7 and higher	Use	Fighter class or Fencer class, 2H weapon
Appl.	1 melee attack	Risk	None
Sum.	If an attack is evaded, an additional attack is made; a hit on the first attempt deals +4 damage		
Effect	<p>Same as [Repeated Strike I] (see CR I, p. 257), except that if the declared attack hits on the first Accuracy check, the damage is increased by +4 points.</p> <p>If multiple attacks are made simultaneously, another Accuracy check can be performed on all targets that evaded them. The player may choose any one of the characters hit by the first attack to increase damage by +4 points (the choice should be made before the damage is determined).</p>		

Critical Cast I

Prer.	Adventurer Level 7 or higher	Use	Wizard-Type Class
Appl.	1 spell cast	Risk	None
Sum.	Critical Threshold of the spell -1		
Effect	<p>Declared when the spell is cast and is valid for one cast.</p> <p>If the spell uses the Power Table to determine damage, the Critical Threshold is reduced by -1 (minimum 8).</p>		

Aimed Attack II

Prer.	[Aimed Attack I]/Adventurer Level 7 or higher	Use	-
Appl.	1 weapon attack	Risk	None
Sum.	Accuracy +2		
Effect	Same as [Aimed Attack I] (see CR I, p. 257), except the bonus to the Accuracy check is +2, and there is no increase (or decrease) of the Critical Threshold.		

Confident Performer

Prer.	Bard Level 3 or higher	Use	Bard class
Appl.	1 finale performance	Risk	None
Sum.	Change a Finale "Resistance: Half" to "Resistance: Can't," and it cannot be critical		
Effect	<p>This combat feat can be declared using Finale, which has "Resistance: Half."</p> <p>If the declaration is made, the Finale is treated as "Resistance: Can't," but at the same time Critical Threshold is changed to "None."</p> <p>Only a change in the type of resistance and type of immunities can negate Finale's effect.</p>		

Skillful Play

Prer.	Bard Level 7 or higher	Use	Bard class
Appl.	1 spellsong or finale performance	Risk	None
Sum.	Make two Performance checks, and keep one result.		
Effect	<p>This Combat Feat is declared when using Spellsong or Finale.</p> <p>In the use of a Spellsong or Finale where the declaration has been made, the Performance check is made twice, and either result can be used. If a comparison of Success Values is required, the player performs this process first, and then the passive side rolls the result only once.</p>		

Power Strike II

Prer.	[Power Strike I]/Fighter or Grappler Level 9 or higher	Use	Fighter class or Grappler class
Appl.	1 melee attack	Risk	Evasion check -2
Sum.	Melee Attack damage +12		
Effect	Same as [Power Strike I] (see CR I, p. 257), but the damage is increased by +12 on hit.		

Double Cast

Prer.	Wizard-type Class Level 9 or higher	Use	Wizard-type Class
Appl.	1 spell cast	Risk	None
Sum.	Cast additional spell with Magic Power -10		
Effect	<p>This feat can be declared with a spell cast with Major Action.</p> <p>After the spell is exercised with the Major Action while declaring this feat, an additional spell may be cast one more time immediately afterward. The spell that can be exercised additionally is limited to "1/2 of the maximum level or rank (rounded up) second spell's magic system." Its Magic Power will be reduced by -10 (minimum 0).</p>		

Taunting Strike II

Prer.	[Taunting Strike I]/Fencer Level 7 or higher	Use	Fencer class
Appl.	1 weapon attack	Risk	None
Sum.	Taunt an enemy attack		
Effect	<p>The same as [Taunting Strike I] (see CR I, p. 258), but with limited effect on characters with the intellect of 18 or more and monsters with "Intellect: High." They are not forced to attack the character who performed [Taunting Strike II] but will be given a -2 penalty to their success value in Accuracy checks, Spellcasting checks, and other unique skill checks.</p> <p>The effect of [Taunting Strike] is applied for 10 seconds (1 round) after the attack hits.</p>		

Tail Swing I			
Prer.	Adventure Level 3 or higher	Use	Tail
Appl.	1 melee attack	Risk	None
Sum.	Attack with tail up to 3 targets, Accuracy check -1		
Effect	<p>This feat can only be declared when a melee attack is made with the wrestling weapon Tail and works for one attack.</p> <p>With a Tail attack, the attacker attacks up to 3 characters who share the same coordinates or are within the skirmish. The attacker's Accuracy check is made only once, with a -1 penalty. The damage should be determined individually if the attacker hits more than one character.</p>		

Tail Swing II			
Prer.	[Tail Swing II]/Adventure Level 9 or higher	Use	Tail
Appl.	1 melee attack	Risk	None
Sum.	Attack with tail up to 5 targets		
Effect	The same as [Tail Swing I], but up to 5 characters can be attacked with the Tail, and there is no penalty to the Accuracy check.		

Cleave II			
Prer.	[Cleave II]/Fighter Level 9 or higher	Use	Fighter class, 2H melee weapon
Appl.	1 melee attack	Risk	None
Sum.	Attack up to 5 targets		
Effect	Same as [Cleave I] (see CR I, p. 259), but the user can make a melee attack on up to 5 characters, and there is no reduction in damage.		

Lethal Strike II			
Prer.	[Lethal Strike II]/Adventure Level 7 or higher	Use	-
Appl.	1 melee attack	Risk	Evasion check -1
Sum.	Power table roll for melee attack +1		
Effect	Same as [Lethal Strike I] (see CR I, p. 259), but with a reduced penalty modifier of -1 to the Evasion check risk.		

Armor Piercer II

Prer.	[Armor Piercer II]/Grappler Level 9 or higher	Use	Grappler class
Appl.	1 melee attack	Risk	None
Sum.	Treats the attack target's Defense as half or 0 on a critical hit. Critical Threshold +1		
Effect	Same as [Armor Piercer II] (see CR I, p. 263), when a critical hit occurs in the damage decision, the attack target's Defense is treated as "0".		

PART 1

Automatically Acquired Passive Combat Feats

Toughness

Gain	Fighter Level 7	Use	-
Sum.	Maximum HP +15		
Effect	Master's maximum HP increases by +15 points.		

PART 2

Counter

Gain	Grappler Level 7	Use	Grappler class
Sum.	Attack with a melee attack instead of evading		
Effect	<p>When hit by a melee attack, the player can try to avoid the enemy's attack while attempting to hit with their own attack. The decision to do this can be made after checking the success value of the enemy's Accuracy check.</p> <p>In this case, instead of an Evasion check, an Accuracy check is made with any weapon equipped by the player, and the success values are compared with each other. In this case, contrary to a normal Evasion check, the side attempting the [Counter] is the active side, and the side that attempted a melee attack first is the passive side.</p> <p>If the active side is favored, the passive side's melee attack is canceled, and at the same time, the damage and effects associated with the attack are processed as if the passive side had been hit by the weapon used by the active side.</p> <p>If the passive side is favored, its melee attack will hit. Still, the roll of 2d for power table reference and damage determination will be considered "12" in determining the total damage. The second and subsequent rounds should be handled as normal if a critical hit occurs.</p> <p>[Counter] may only be attempted once per round, regardless of its success or failure.</p>		

PART 3

PART 4

PART 5

DATA

Fast Action

Gain	Scout Level 7	Use	-
Sum.	Master has one major action on their first round		
Effect	In the Initiative check, if the player's success value is greater than the maximum value of the enemy's success value (or greater than or equal to the Initiative monster data), the player can take one additional Major Action in the first round.		

Shadow Sneak

Gain	Scout Level 9	Use	-
Sum.	Can leave the melee without movement blocking and without the need to Prepare to Withdraw.		
Effect	The master's movement cannot be blocked. They may also leave the skirmish by moving at will without preparing to withdraw from the melee.		

Indomitable

Gain	Ranger Level 7	Use	-
Sum.	Do not fall unconscious even if you fall below 0 HP		
Effect	If the master succeeds in making a Death Check, even if their HP is 0 or less, they will not be unconscious and can continue to perform actions; if they fail the Death Check, they die.		

△Potion Master

Gain	Ranger Level 9	Use	-
Sum.	The potion can be used during Combat Preparation and with Minor Action		
Effect	The master may use an item classified as a Potion during Combat Preparation or with Minor Action only when used on themselves. This feat is limited to one potion during Combat Preparation or one Minor Action per round.		

Weakness Exploit

Gain	Sage Level 7	Use	-
Sum.	Doubles the effectiveness of hitting weak points.		
Effect	<p>If the master performs a Monster Knowledge check with the Sage class and obtains a success value greater than or equal to the monster's weakness, the bonus generated by the weak point and the increment of damage is doubled for the master. For example, if the weak point is "Accuracy +1", the bonus to the Accuracy will become +2, and if the weak point is "Fire damage +3 points", the damage will be increased by +6.</p> <p>This effect only applies to the master; other allied characters will only benefit from the normal effect of the weak point.</p>		

Mana Save

Gain	Sage Level 9	Use	-
Sum.	All MP costs -1		
Effect	<p>When using MP for any reason, reduce the MP spent by -1. This cannot reduce an MP cost lower than 1 (at least 1 point is consumed).</p> <p>When the MP consumption is doubled by [Metamagic/* *], the reduction is calculated first and then doubled. [Mana Save] has no effects that damage MP or reduce MP instead of consuming MP as regular spells do.</p>		



Note on Combat Feats to be Declared in Conjunction with Major Action

Some active combat feats, such as [Multi-Action] (see CR I, p. 263) and [Double Cast] (see p. 207), are said to be "declared with one Major Action."

The declaration of such active combat feats is limited to every Major Action. They cannot be declared in conjunction with action that makes increases the number of attacks, such as [Dual Wielding] (see CR I, p. 254) or [Chain Attack] (see CR I, p. 265). When a character who has mastered [Dual Wielding] declares [Multi-Action], it is either "declared at the time of the first melee attack, and only one spell is used after two attacks" or "declared at the time of spell cast, and two melee attacks are made after one spell is cast. Either one. Even if characters have mastered [Ever-Changing I] (see CR I, p. 253), they cannot declare [Dual Wielding] for both of the two attacks.

Suppose the number of Major Actions increases, as in the case of [Fast Action] (see p. 210). In that case, it is possible to make a declaration for each Major Action if the character can make multiple declarations.

Item Data

Note on Renowned Item

In these lists, items with "+X reputation" are appended to the Price. They are renowned items (see p. 112) and require reputation to be paid or a higher adventurer rank to purchase.

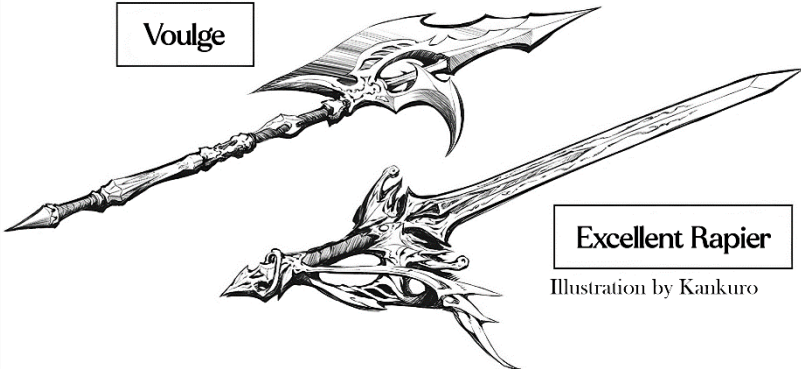
Comprehensive List of Weapons

Swords

S-Rank Swords

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Piercer✂	1H*	4	-	14	1	2	3	4	4	4	5	6	7	8	⑨	-	2,150
Excellent Rapier✂	1H	10	-	20	1	2	3	4	5	6	7	8	9	10	⑩	-	4,580
Mithril Sword ✂ Silvered	1H	15	-	25	2	3	4	5	6	7	8	8	9	10	⑩	-	7,500
Slasher✂	1H	21	-	31	2	4	5	6	7	8	9	10	10	11	⑩	-	5,750
Claymore✂	1H†	26	-	36	3	5	5	7	8	9	10	11	11	12	⑩	-	8,000
	2H	26	-	46	4	6	7	9	10	10	12	13	13	14	⑩	-	
Sentinel✂	2H	35	-	55	5	7	10	10	11	12	13	14	16	16	⑩	-	14,000

Voulge



Excellent Rapier

Illustration by Kankuro

Axes

S-Rank Axes

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Hatchet	1H*	9	-	24	2	3	4	5	6	7	7	8	9	10	⑩	-	2,300
Mithril Axe	1H†	18	-	33	3	4	5	6	8	8	10	10	10	11	⑩	-	8,000
Silvered	2H	18	-	43	4	6	7	8	9	10	11	12	13	14	⑩	-	
Couse	2He	26	-	51	5	7	8	10	10	12	12	13	15	15	⑩	-	10,500
	2Hp	26	-	46	4	6	7	9	10	10	12	13	13	14	⑩	-	
Voultge	2H	34	-	59	5	9	10	11	12	12	14	15	16	17	⑩	-	13,400

Spears

S-Rank Spears

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Partisan	1H	7	-1	22	1	2	3	5	6	6	7	8	9	10	⑩	-	1,990
Mithril Spear	1H†	18	-1	33	3	4	5	6	8	8	10	10	10	11	⑩	-	7,930
Silvered	2H	18	-1	43	4	6	7	8	9	10	11	12	13	14	⑩	-	
Corsesca	1H†	30	-1	45	4	6	7	9	10	10	11	12	13	14	⑩	-	12,800
	2H	30	-1	55	5	7	10	10	11	12	13	14	16	16	⑩	-	

Maces

A-Rank Maces

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Pallas's Maraca ※1	1H	9	+1	19	1	2	3	4	5	6	7	7	8	9	⑫	-	1,360

※1: Details p. 229

S-Rank Maces

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Bludgeon	1H	5	+2	15	1	2	3	4	4	5	5	6	7	8	⑫	-	1,360
Mithril Mace Silvered	1H	15	+2	25	2	3	4	5	6	7	8	8	9	10	⑫	-	7,200
Troll Buster	2H	30	+2	50	4	6	8	10	10	12	12	13	15	15	⑫	-	10,800

Staves

A-Rank Staves

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Fistulosum ※1	1H	5	+2	10	1	1	2	3	3	4	5	5	6	7	⑫	+1	16,100

※1: Details p. 227

S-Rank Staves

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Sorcerer's Staff ※1	2H	10	+1	20	1	2	3	4	5	6	7	8	9	10	⑫	-	22,500
Black Rod ※2	2H	10	+1	20	1	2	3	4	5	6	7	8	9	10	⑫	-	22,500

※1: Details p. 227 ※2: Details p. 227

Flails

A-Rank Flails

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Percussion Flail ※1	1H	9	-1	19	1	2	3	4	5	6	7	7	8	9	⑩	-	1,380

※1: Details p. 229

S-Rank Flails

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Double Ecl	1H	12	-1	22	1	2	3	5	6	6	7	8	9	10	⑨	-	3,300
Jail Impact	1H	19	-1	29	2	3	4	6	7	8	9	9	10	10	⑨	-	5,100
Titan Flail	2H	32	-1	52	5	7	8	10	11	12	12	13	15	15	⑨	-	12,500

Warhammers

S-Rank Warhammers

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Chekan	1H	9	-1	24	2	3	4	5	6	7	7	8	9	10	⑩	-	2,600
Bec-De-Faucon	1H+	22	-1	37	3	5	6	7	8	9	10	11	12	12	⑩	-	10,300
	2H	22	-22	52	5	7	8	10	11	12	12	13	15	15	⑩	-	
Heavy Anchor	2H	31	-2	61	5	9	10	11	12	13	14	16	17	18	⑩	-	12,000

Wrestling

B-Rank Wrestling

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Tail	2H#	1	+1	11	1	2	2	3	3	4	5	6	6	7	⑫	-	

※1: Tail Required

A-Rank Wrestling

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Easy Grips	2H	1	+1	10	1	1	2	3	3	4	5	5	6	7	⑫	-	360

※1: Grappler Only ※2: Enhances Throw

S-Rank Wrestling

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Tonfa※ 1, ※2	1H	5	+1	20	1	2	3	4	5	6	7	8	9	10	⑫	-	2,600
Mithril Fingers ※1, ※2 Silvered	1HW	5	+1	15	1	2	3	4	4	5	5	6	7	8	⑪	-	3,120
Accel Brogue ※1, ※3	1H#	5	-	20	1	2	3	4	5	6	7	8	9	10	⑪	-	3,980
Sharp Arms※ 1, ※2	1H	10	+1	20	1	2	3	4	5	6	7	8	9	10	⑪	-	4,440
Mithril Shoes※ 1, ※3 Silvered	1H#	10	-1	30	2	4	4	6	7	8	9	10	10	10	⑪	-	7,000
Gilded Sabaton ※1, ※3	1H#	15	-1	35	3	4	5	7	8	9	10	10	11	12	⑪	-	10,600

※1: Grappler only ※2: Improves Punches ※3: Improves Kicks

Thrown Weapons

S-Rank Thrown Weapons

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Piercer	1H*	4	-	14	1	2	3	4	4	4	5	6	7	8	⑨	-	2,150
Mithril Dirk Silvered	1H*	4	-	14	1	2	3	4	4	4	5	6	7	8	⑩	-	5,000
Hatchet	1H*	9	-	24	2	3	4	5	6	7	7	8	9	10	⑪	-	2,300
Assegai	1H*	13	-1	28	2	3	4	6	6	8	9	9	10	10	⑩	-	3,800
Francisca	1H*	20	-	35	3	4	5	7	8	9	10	10	11	12	⑪	-	5,500

※: Every weapon range is 2(20m)

Bows

S-Rank Bows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Sniper✘	2H	10	-	25	2	3	4	5	6	7	8	8	9	10	⑨	-	5,100
Composite Bow✘	2H	23	-	43	4	6	7	8	9	10	11	12	13	14	⑩	-	9,800

Crossbows

A-Rank Crossbows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
String Bow✘ ※1, ※2	2H	13	-	33	3	4	5	6	8	8	10	10	10	11	⑩	+2	1,880

※1: 2 (20m) range, ※2: Details p. 229

S-Rank Crossbows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Goat's Foot✘	2H	7	-	32	3	4	5	6	7	8	10	10	10	11	⑩	+1	3,950
Scorpion✘	2H	13	-	38	3	5	6	7	8	10	10	11	12	13	⑩	+2	4,970
Despair✘	2H	19	-	44	4	6	7	8	10	10	11	12	13	14	⑩	+3	6,260
Ballista✘	2H	25	-1	50	4	6	8	10	10	12	12	13	15	15	⑩	+5	9,200

※: Every weapon range is 2(50m)

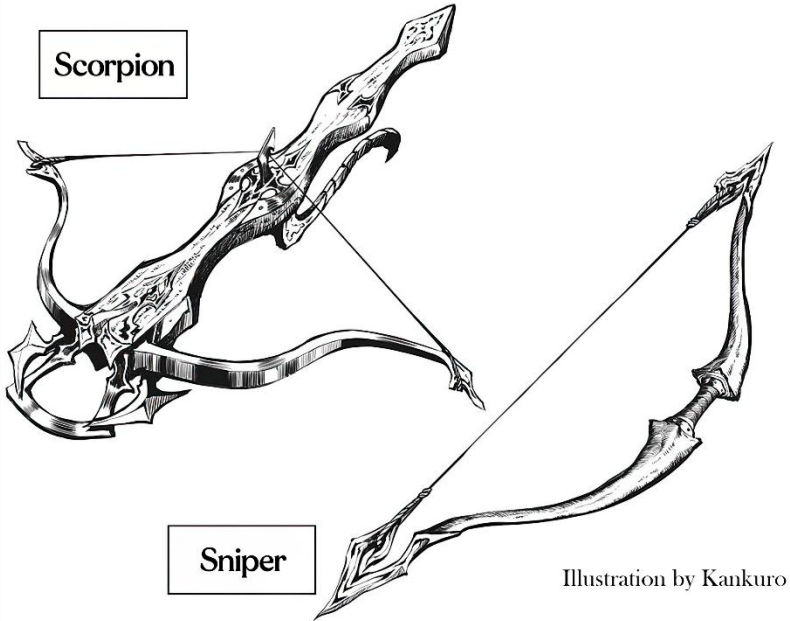
Guns

S-Rank Guns

Name	Stance	Min STR	Max Magazine	Accuracy	Crit Value	Add'l Dmg	Range	Price
Bullet Shower	1H	5	4	+1	⑩	-	1(10m)	8,000
Lancaster	2H	10	2	+1	⑩	+2	2(60m)	14,500
Carnage	2H	15	4	-	⑪	+4	2(40m)	17,000

Ammunition

Name	Weapon	Price	Notes
Elven Arrow/Quarrel	Bow, Crossbow	920	Can be shot underwater, always retrievable (Details p. 227)
☠ Magic Arrow/Quarrel	Bow, Crossbow	1,400	Deals magic damage, recoverable on miss (Details p. 227)
Green Bullet(12)	Gun	160	HP recovery power is increased by +10. 16G for 1 Bullet (Details p. 227)
Underwater Bullet	Gun	210	Gun can shoot these bullets underwater (Details p. 227)



Comprehensive List of Armor

Nonmetallic Armor

S-Rank Nonmetallic Armor

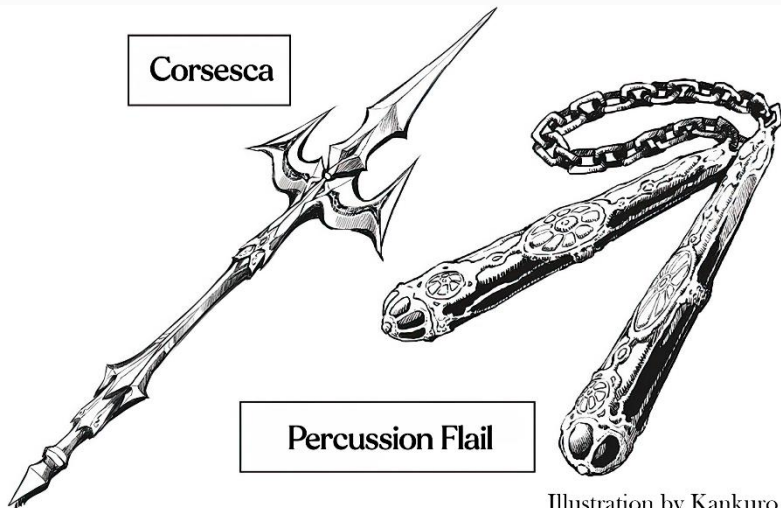
Name	Min STR	Evasion	Defense	Price	Notes
Fine Leather	6	+1	4	2,440	
Lynx Vest	8	+2	3	2,750	Grappler only
Tiger Band	10	+1	5	3,600	
Dragon Scale	14	+1	6	4,500	

Metal Armor

S-Rank Metal Armor

Name	Min STR	Evasion	Defense	Price	Notes
Mithril Chain	10	-	7	6,000	Silvered
Full-Metal Armor	17	-1	9	11,000	
Mithril Plate	24	-2	11	23,000	Silvered

Corsesca



Percussion Flail

Illustration by Kankuro

Shields

A-Rank Shields

Name	Stance	Min STR	Evasion	Defense	Price	Notes
Mirror Shield	1H	5	+1	0	870	Details p. 228
Cymbal Shield	1H	8	+1	1	1,020	Details p. 229

S-Rank Shields

Name	Stance	Min STR	Evasion	Defense	Price	Notes
Mithril Shield	1H	8	+1	2	4,700	Silvered
Hoplite Shield	1H	15	-	4	2,900	
Blade Killer	1H	22	-	4/2	7,300	It can be used as a weapon

Shields Usable as Weapons

If a shield that can be used as a weapon is used in an attack, the wearer gets the second Y Defense value listed (X/Y). In other cases, use the X value. Their data is as follows.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg
Blade Killer	2H	22	+1	42	4	6	7	7	9	10	11	12	13	13	⑫	-

General Equipment and Supplies

Camping Equipment

Name	Stance	Price	Notes
Easy-to-use Cooking Set	2H	50 + 5 reputation	Gives +1 for cooking-related Skill Checks

Lighting Equipment

Name	Stance	Price	Notes
Flammable Tinderbox	2H	20 + 5 reputation	Ignites in 5 minutes
Quick-Light Hu Lamp	1H	100 + 20 reputation	Starts in 30 seconds
Sturdy Lantern	1H	40 + 10 reputation	Can withstand falls of 3m

Adventurer's Tools

Name	Stance	Price	Notes
Good Quality Small Hammer	1H	10 + 5 reputation	A small hammer that can be used as a weapon (Mace/thrown weapon), same as a B-rank weapon Mallet, when the need arises.
Razor-Sharp Knife	1H	20 + 5 reputation	Can be used as a weapon: B-Rank Sword, Min STR 1, Power 1
Flat Hand Mirror	1H	50 + 20 reputation	Gives +1 bonus to the wielder's Disguise check (see CR I, p. 103)

Clothing

Name	Stance	Price	Notes
Swimsuit	-	20 + 10 reputation	Swimming checks +1
Fluffy Snowsuit	-	80 + 15 reputation	Water/Ice damage -1, Agility -6

Luxury Goods

Name	Stance	Price	Notes
Iron Smoking Pipe	1H	225 + 20 reputation	A sturdy iron smoking pipe that can be used as a weapon (Mace/Thrown weapon) in case of emergency, the same as a B-rank weapon (Mallet)

Miscellaneous

Name	Stance	Price	Notes
Light Quill Pen	1H	50 + 10 reputation	Writing speed +10%
Light Paintbrush	1H	50 + 10 reputation	Gives +1 bonus to the Skill Check when painting

Chemicals/Herbs

Potions

Name	Stance	Price	Notes
Antidote Potion II	-	2,000	Removes all effects of poison type with a success value of 20 or less
Cure Stone Potion	-	500	Sprinkling on a petrified character will remove any petrification effects success value of 15 or less. ※Can be sprinkled

Cure Stone Potion II	-	2,000	Sprinkling on a petrified character will remove any petrification effects success value of 20 or less. ※Can be sprinkled
Dexterity Potion	-	2,000	Gains +2 bonus to Accuracy checks for 30 seconds (3 rounds)
Speed Potion	-	2,000	Movement is +5 for 6 rounds
Anti-Magic Potion	-	3,000	For 6 rounds, all magic damage received is reduced by -3 points

Class-Specific Items

Class-Specific Items

Name	Stance	Price	Notes
✦ Enchanted...	-	50+	Various different golem materials (Details p. 87)
✦ Strongly Enchanted...	-	100+	Various reusable golem materials (Details p. 87)
✦ Golem Enhancing Items	-	100+	Various items used to strengthen the golems (Details p. 92, 412)
✦ Magical Bones	-	500	Skeletal undead material (Details p. 87)
✦ Command Stone	-	100	Changes the given command of a Golem or undead (Details p. 90)
✦ Purifying Holy Symbol	Any	13,800	Allows ignoring the increase of MP cost (see p. 93) due to different continents and regions (Details p. 229)
Fairy Tamer's Gem	Any	50+	Used to cast Fairy Magic
Gem Case	Any	100+	The leather case holds up to 4 Fairy Tamer's Gems. Gems sold separately
Ornate Jewelry	Any	200 + 20 reputation	Requires Level 3 Fairy Tamer. Jewelry made with 6 Fairy Tamer's Gem.
Musical Instrument	2H	100+	Used to play spellsongs and finales
Akane's Flute	2H	200	Flourish Value -1 with this instrument (Details p. 229)
Pet	-	100+	Pets can help sing spellsongs. (Details p. 107)

Special Instruments

A character who has acquired the combat feat [Special Instrument Proficiency] can equip and use instruments belonging to this category. If they are also weapons or armor they can be equipped and used by a character who also has acquired [Weapon Proficiency X/**] or [Armor Proficiency X/**] of the corresponding category.

Name	Stance	Price	Weapon/Armor Category	Notes
Cymbal Shield	1H	1,020	Shield A	Generates Rhythm when used as a shield (Details p. 229).
Pallas's Maraca	1H	1,360	Mace A	Generates Rhythm when used as a weapon (Details p. 229).
Percussion Flail	1H	1,380	Flail A	Generates Rhythm when used as a weapon (Details p. 229).
String Bow	2H	1,880	Crossbow A	Generates Rhythm when used as a weapon (Details p. 229).
♣ Fabled Lute	2H	9,200	-	Reduce Rhythm by one from Spell song and Finale consumption (Details p. 229).
♣ Fistulosum	1H	16,100	Staff A	Increase Spell song targets when used as an instrument (Details p. 229).
♣ Horn of the Muse	2H	16,900	-	Generates additional Rhythm (Details p. 229).

Akane's Flute







Skanda Boots





Illustration by Usui Rina

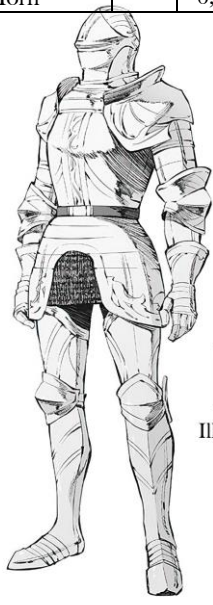
Adventure Tools

Adventure Tools

Name	Stance	Price	Notes
 Mystic Ink	-	800	Writing disappears. It can be read with Keen-Flash Glasses (Details p. 232).
 Smoke Grapher	1H	1,700	Reproduce short-duration images with smoke (Details p. 232).
 Daemon's Crystallized Blood Plate	1H	3,200	Determines the threat level of the Shallow Abyss (Details p. 232).
 Immovable Rod	1H	19,000	Fixes in place with a password (Details p. 232).

Adventure Tools (Consumables)

Name	Stance	Price	Notes
Potion Ball	1H	20	Allows throwing potion as a thrown weapon. Requires [Throwing I] combat feat (Details p. 233).
 Jack Beans	-	100	Can grow a sturdy vine (Details p. 233).
 Unicorn Horn	1H	Uses x 6,000	Cures poison, disease, or deals damage to undead on touch (Details p. 233).



Mithril Plate

Illustration by Usui Rina



Tongues Earpiece

Illustration by Usui Rina

Accessories

Accessory: Head

Name	Price	Notes
Headband of Concentration	200 + 10 reputation	Knowledge check package can be retried in half the time. Requires Level 3 Sage (Details p. 234).
☠ Reckless Headband	2,000	Allows using [Reckless Counter] (Details p. 234).
☠ Crown of the Saint	10,000	When using the power table for healing magic, even double 1s will recover the Magic Power of HP (Details p. 234).

Accessory: Face

Name	Price	Notes
☠ Taste Piercing	2,000	Sensitize taste buds, +2 to Herbology check (Details p. 235).
☠ Mask of the Fearless	4,520	When recovering from 0 HP or less to 1 or more, an additional 10 points of HP are recovered (Details p. 235).

Accessory: Ear

Name	Price	Notes
Earplugs	20	Block out sounds.
☠ Golden Earplugs	2,000	Resistance +2 vs. Spellsongs and Finales (Details p. 235).
☠ Tongues Earpiece	5,000+	Understand a specific spoken language, even if not fluent (Details p. 235).
☠ Linkpearls	20,000	Talk to another even over long distances, set pricing (Details p. 235).

Accessory: Neck

Name	Price	Notes
☠ Amulet Of Light	3,000	+1 Fortitude, Willpower, and Evasion vs. Undead attacks (Details p. 236).
☠ Bear Claws	6,000	Increase the effect of [Bear Muscle] by +1 (Details p. 236).

Accessory: Back

Name	Price	Notes
Weapon Holder	1,000	A weapon or shield can be held on the back (Details p. 237).
Rangers' Cloak	1,000 + 20 reputation	Requires Level 3 Ranger. Allows one Accessory to be equipped in the Back slot (Details p. 237).
Modified Weapon Holder	5,000	It can hold up to two weapons or shields on its back (Details p. 237).
Hero's Mantle	10,000	Breath attacks damage -2 (Details p. 237).

Accessory: Hand

Name	Price	Notes
Rainbow Ring	5,000	Emits light of various colors to illuminate surroundings (Details p. 238).
Mana Ring	10,000	Magic damage +1. Counts as Magic Implement (Details p. 238).

Accessory: Waist

Name	Price	Notes
Utility Belt	1,000 + 20 reputation	Requires Level 3 Scout. Allows one Accessory to be equipped in the "Waist" slot (Details p. 239).
Coward Belt	1,500	Propels the wearer 20m (Details p. 239).
Missile Trapper	1,660	Protects the equipped person from flying attacks as well as [Missile Protection] (Details p. 239).
Unbending Buckle	12,300	Allows rolling Willpower against Guns (Details p. 239).
True Black Belt	20,000 + 80 reputation	Requires Level 3 Grappler. Defense +2 (Details p. 239).

Accessory: Foot

Name	Price	Notes
Skanda Boots	2,000	Movement +5 (Details p. 240).
Lucky Feathers	10,080	Makes it easier to dodge the Line effects (Details p. 240).

Detailed Data

Staves

 Sorcerer's Staff

Base Price: 22,500

Pop.	0	App.	This 2m long staff has a large jewel inlaid into one end	Category (Rank)	Staff S
Sum.	Spellcasting check +2			Era	Current
Effect	The wielder gains a +2 bonus to Spellcasting checks when casting a spell.				

 Black Rod

Base Price: 22,500

Pop.	0	App.	About 2m long, it can easily be identified by its blackened wood	Category (Rank)	Staff S
Sum.	MP cost of spells -1			Era	Current
Effect	The spell cast by the wielder of this rod has their MP cost reduced by -1. The cost MP will never be less than 0 because of this effect. When the cost MP is doubled by [Metamagic/**], the MP is first reduced by this effect and then doubled.				

Ammunition

Elven Arrow/Quarrel

Base Price: 920

Pop.	0	App.	This arrow/quarrel has the teeth of a sea serpent on its end	Category	Ammunition
Sum.	It can be shot underwater			Era	Current
Effect	Ammunitions that can be shot with a Bow or Crossbow. This arrow or quarrel can be used in water as well as on the ground, but with a -2 penalty to the Accuracy check. Even if used for shooting, it can be recovered and reused.				

Magic Arrow/Quarrel

Base Price: 1,400

Pop.	0	App.	It can be an arrow or quarrel	Category	Ammunition
Sum.	Deals magic damage can be retrieved if not hit			Era	Current
Effect	<p>Ammunition that can be shot with a Bow or Crossbow. Attacks with this arrow or quarrel are treated as if they are done with a Magic Weapon, and they dealing is magic damage.</p> <p>The arrow or quarrel loses power if it hits its target. The arrow or quarrel can be retrieved and reused if it does not hit the target.</p> <p>This arrow or quarrel damage can be reduced by Bulletproof Armor (see p. 244) and Unbending Buckle (see p. 240).</p>				

Green Bullet (12)

Base Price: 160

Pop.	8	App.	Green Bullets	Category	Ammunition
Sum.	Bullet that increases [Healing Bullet] efficiency. 16G to buy 1 bullet			Era	Magitech Civilization
Effect	It is ammunition that can be shot with a Gun. When this bullet is used to fire [Healing Bullet] or [Treat Bullet], its Power will be increased by 10. It can also be used as normal ammunition, but it will not affect the Power of the spells.				

Underwater Bullet

Base Price: 210

Pop.	8	App.	Bullets with a piece of a pearl on the top	Category	Ammunition
Sum.	It can be shot underwater			Era	Magitech Civilization
Effect	Ammunitions that can be shot with a Gun. This bullet can be used in water as well as on the ground.				

Shields

Mirror Shield

Base Price: 870

Pop.	0	App.	Small circular shield with polished surface	Category (Rank)	Shield A
Sum.	It can be used as a mirror			Era	Ancient Magic Civilization
Effect	The surface of this shield is polished enough to be used as a mirror. If a character equips or holds this shield, they are considered to be holding a mirror in their hand during combat.				

Class-Specific Items

☯ Purifying Holy Symbol

Base Price: 13,800

Pop.	11	App.	Large holy symbol	Item Class	Class-Specific Items
Sum.	Allows ignoring the increase of MP cost (see p. 93) due to different continents and regions			Era	Ancient Magic Civilization
Effect	When Divine Magic is cast using this holy symbol, it allows ignoring the increase of MP cost due to different continents and regions (see p. 93).				

Akane's Flute

Base Price: 200

Pop.	0	App.	Flute	Item Class	Instrument
Sum.	Flourish Value -1			Era	Current
Effect	When playing Spellsong with this flute, the generation of Extra Rhythm can be checked as if the Flourish Value were 1 lower.				

Special Instruments

Cymbal Shield

Base Price: 1,020

Pop.	0	App.	Cymbal, metal disk	Category (Rank)	Special Instrument/ Shield A
Sum.	Generates "Rhythm: ♯ or ♮" when used as Shield			Era	Current
Effect	<p>This item can be used as a percussion instrument while equipped as a shield. However, it is unsuitable for playing the melody and takes a -4 penalty on Performance checks.</p> <p>If it succeeds on an Evasion Check while equipped, it produces 1 ♯ Rhythm. Also, if the wielder takes any physical damage while equipped with this (including cases where the applied damage is "0"), they generate 1 ♮ Rhythm.</p>				

Pallas's Maraca

Base Price: 1,360

Pop.	0	App.	Short-handled bludgeoning weapon	Category (Rank)	Special Instrument/ Mace A
Sum.	Generates "Rhythm: ♯ or ♮" when used as a Weapon			Era	Current
Effect	<p>This item can be used as a mace weapon or as a body-sounding instrument that can be shaken to produce sound. However, it is unsuitable for playing melodies and takes a -4 penalty on Performance checks.</p> <p>When used as a weapon, it generates 1 ♯ Rhythm for each successful Accuracy Check. On the other hand, it generates 1 ♮ Rhythm for each failed Accuracy Check.</p>				

Percussion Flail

Base Price: 1,380

Pop.	0	App.	Two short rods strung together by a string	Category (Rank)	Special Instrument/ Flail A
Sum.	Generates "Rhythm: ♯ or ♭" when used as a Weapon			Era	Current
Effect	<p>This item can be used as a flail weapon or percussion instrument for hitting sticks together. However, it is unsuitable for playing the melody and takes a -4 penalty on Performance checks.</p> <p>When used as a weapon, it generates a "Rhythm: ♯" point for each successful Accuracy Check. On the other hand, it generates 1 ♭ Rhythm for each failed Accuracy Check.</p>				

String Bow

Base Price: 1,880

Pop.	0	App.	Crossbow with attached "bow (violin)" that plays sound	Category (Rank)	Special Instrument/ Crossbow A
Sum.	Generates "Rhythm: ♥" when used as a weapon			Era	Current
Effect	<p>This item can be used as a crossbow weapon or as a string instrument. The bow, which is required to play as an Instrument, can be attached to the instrument's body when not in use.</p> <p>When used as a weapon, each time an Accuracy Check is made, a "Rhythm: ♥" is generated regardless of whether the Accuracy Check is successful or not.</p>				

Fabled Lute

Base Price: 9,200

Pop.	10	App.	String instrument consisting of an almond-shaped resonating body and a long neck	Category (Rank)	Special Instrument
Sum.	Reduce Rhythm by 1 from Spellson's Conditions or Finale's Rhythm Cost			Era	Magitech Civilization
Effect	<p>There are three types of this Instrument, each of which can reduce Spellson's Effect Condition or Finale's Rhythm Cost by one specific type of Rhythm.</p> <p>Lute of Passion: Painted in a red tone. Reduces the ♯Rhythm Cost by one Rhythm.</p> <p>Lute of Peace: Painted in blue. Reduces ♭.</p> <p>Lute of Elegance: Painted in yellow. It reduces ♥.</p>				

	For example, if you use Lute of Peace, you can generate the effect of [Requiem] if "♠1♥1" is satisfied. The effect can be generated with "♠2" with Lute of Elegance. Similarly, [Finale: Summer Fortitude] can be used with only "♥1" for Lute of Passion and "♠1" Rhythm Cost for Lute of Elegance.
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♣Fistulosum

Base Price: 16,100

Pop.	14	App.	Green wand with a two-way split at the tip	Category (Rank)	Special Instrument/ Staff A
Sum.	Increase Spellson's Target when used as an Instrument			Era	Magitech Civilization
Effect	<p>This magical short staff is a replica of the pneumatic instrument used by a female bard who was extremely popular during the Magitech Civilization Period. It can be used as a staff weapon and as a musical instrument with "Stance: 1H", as it is equipped with a mechanism that captures air and makes a sound by waving it.</p> <p>If Spellson is used with this as an Instrument, it can apply to a magitech character, even if it is of psychic or psychic (weak) types.</p> <p>This item is not a magical implement, but it can be modified for 100G to become a magical implement like other non-staves weapons.</p>				

♣Horn of the Muse

Base Price: 16,900

Pop.	12	App.	A brass instrument with a wide open tip	Category (Rank)	Special Instrument
Sum.	Generate Extra Rhythm on a Flourish			Era	Ancient Magic Civilization
Effect	<p>It is a large brass instrument that is believed to be aided by sound fairies flying around when blown. When Spellson is played using this instrument, and a Performance check is performed, if the Success Value is greater than or equal to the Flourish Value, Rhythm is generated in addition to the original Extra Rhythm.</p> <p>Only one Rhythm can be selected from the Base Rhythm or Extra Rhythm. The selected Rhythm will be generated in addition to one extra Rhythm.</p>				

Adventure Tools

Mystic Ink

Base Price: 800

Pop.	12	App.	Ink in an inkwell	Item Class	Adventure Tools
Sum.	Writing disappears. It can be read with Keen-Flash Glasses			Era	Magitech Civilization
Effect	Letters written with this ink quickly fade away and become invisible. Keen-Flash Glasses can read them (see CR I, p. 306).				

Smoke Grapher

Base Price: 1,700

Pop.	10	App.	Thick-skinned pipe	Item Class	Adventure Tools
Sum.	Reproduce short-duration images with smoke			Era	Magitech Civilization
Effect	<p>The pipe allows the smoker to create the image they envision with the exhaled smoke. The images are not accompanied by color or sound, and the images that can be reproduced are limited to a repetition of about one minute, about the size of a small room. It is also evident that it is made of smoke and cannot be used to deceive others.</p> <p>This smoke-induced image will persist indefinitely if nothing disturbs the air, but it is easily possible if the user wants to intentionally blow it away. It can be broken by anything more than a gentle breeze.</p>				

Daemon's Crystallized Blood Plate

Base Price: 3,200

Pop.	10	App.	Red and black disks decorated with magic characters	Item Class	Adventure Tools
Sum.	Determines the threat level of the Shallow Abyss			Era	Ancient Magic Civilization
Effect	It works the same way as Daemon's Blood Plate (see CR I, p. 304), but it is effective until the threat level of the Shallow Abyss is 13 or less. If the threat level is 14 or higher, it crumbles away, rendering it unusable.				

Immovable Rod

Base Price: 19,000

Pop.	14	App.	Rod less than one meter long with a small rune engraved on the end	Item Class	Adventure Tools
Sum.	Fixes in place with a password			Era	Ancient Magic Civilization
Effect	This rod can be fixed in space by holding it in hand and chanting the password. Though it is normally a simple rod, it becomes extraordinarily strong after it is fixed in place. It can withstand the weight of nearly one ton and can be used as a ladder by attaching a rope or using several rods. A password is needed to release the rod from its space.				

Adventure Tools (Consumables)

Potion Ball

Base Price: 20

Pop.	10	App.	Soft ball the size of a palm	Item Class	Adventure Tools (Consumables)
Sum.	Allows throwing potion as a thrown weapon. Requires [Throwing I] combat feat			Era	Current
Effect	<p>This is a ball that can have potions inside. To use this item, the user must have acquired the combat feat [Throwing] (see p. 201).</p> <p>The ball is fragile, and when it hits something, it bursts to give the effect of the potion or potion-like substance it contains. This allows the effects of potions such as Healing Potions and Awake Potions to be applied to a remote character.</p> <p>Throwing this item is treated as a thrown weapon attack, and the potion's effect inside is treated as "Resistance: Any."</p> <p>The item will not break only by carrying it. Filling a ball with a potion can be done with Major Action.</p>				

Jack Beans

Base Price: 100

Pop.	15	App.	Green beans the size of a fingertip	Item Class	Adventure Tools (Consumables)
Sum.	Can grow a sturdy vine			Era	Ancient Magic Civilization
Effect	<p>This magical seed, no larger than the tip of a pinky finger, can be used with a Major Action and requires the user to give it 1 MP. When used, it grows a sturdy vine at the user's will. This vine can grow independently, up to 10cm in thickness (diameter) and 20m in length.</p> <p>The vine extending from this bean can support a weight of up to 300 kg, and it is possible to climb up and down through it.</p> <p>Vine takes 10 seconds (1 round) to grow 1 meter and withers after 24 hours. After dying, the vine cannot stand on its own and collapses, but it can still be used as a simple rope.</p>				

Unicorn Horn

Base Price: Remaining Uses x 6,000

Pop.	12	App.	Conical horn about 50 cm long	Item Class	Adventure Tools
Sum.	Cures poison, disease, or deals damage to undead on touch			Era	Various
Effect	<p>A horn poached from a Unicorn (see p. 391). Acts as a panacea for illnesses and injuries.</p> <p>The item restores 50 HP to the target it touches and completely cures poison, disease, curse, petrification, etc., effects with success a success value of 17 or less. However, this effect does not work on Undead, Constructs, and Magitech characters.</p>				

Undead touched by the horn must make a Fortitude check against a value of 17. If it fails, the target immediately takes 50 magic damage.

If sold on the open market, anywhere from 1-8 uses may remain. After it is used that number of times, it will shatter and become unusable. There is no way to recover the number of uses.

Accessory: Head

Headband of Concentration **Base Price:** 200 + 10 reputation

Pop.	8	App.	Elongated white cloth headband	Item Class	Accessory: Head
Sum.	Knowledge check package can be retried in half the time. Requires Level 3 Sage		Era	Magitech Civilization	
Effect	A character equipped with this headband can reroll Skill Checks from the Knowledge Check Package (see p. 43) in half the time required for rerolling. The time required for the first check remains the same; the third and subsequent attempts are also halved for their respective times. For example, if the first check takes 10 minutes (60 rounds), the second attempt can be made in 30 minutes, and the third attempt in 3 hours				

 **Reckless Headband** **Base Price:** 2,000

Pop.	14	App.	White band cloth wrapped around the head	Item Class	Accessory: Head
Sum.	Allows using [Reckless Counter]		Era	Magitech Civilization	
Effect	<p>Those who acquire this feat and wear it can use the combat feat [Reckless Counter]. The [Reckless Counter], like the [Counter] feat (see p. 209), can be used in response to a melee attack.</p> <p>Unlike [Counter], [Reckless Counter] user doesn't need to make an Accuracy check. The character's attack automatically hits the user of [Reckless Counter]. However, at the same time, the attack from the opponent is also automatically hit. As in the case of a failure of [Counter], the Power Table result is treated as a roll of 12 (resolve any criticals as normal).</p> <p>[Reckless Counter] can be used only once per round and not in the same round in which [Counter] is used. The same goes for the other way around: user cannot use [Counter] in the round in which they used [Reckless Counter].</p> <p>[Reckless Counter] can be used by any Warrior-Type Classes, not only the Grappler class.</p> <p>This item will be destroyed once the [Reckless Counter] was performed.</p>				

Crown of the Saint

Base Price: 10,000

Pop.	14	App.	Majestic crown	Item Class	Accessory: Head
Sum.	When using the power table for healing magic, even double 1s will recover the Magic Power of HP			Era	Ancient Magic Civilization
Effect	The wearer of this crown can recover Magic Power points (plus any additional modifiers) when they apply an HP recovery spell, even if the roll resulting from the power table is double 1s'. In this case, no experience points (50 points) are awarded for automatic failure.				



Taste Piercing

Base Price: 2,000

Pop.	11	App.	Round and small tongue piercing	Item Class	Accessory: Face
Sum.	Sensitizes taste buds, +2 to Herbology check			Era	Magitech Civilization
Effect	It sharpens the wearer's sense of taste and allows them to enjoy flavors more deeply. At the same time, they gain a +2 bonus to Herbology checks that are made by tasting (licking, sipping).				

Mask of the Fearless

Base Price: 4,520

Pop.	11	App.	Mask of the mythical beast with a prominent golden mane	Item Class	Accessory: Face
Sum.	When recovering from 0 HP or less to 1 or more, an additional 10 points of HP are recovered			Era	Ancient Magic Civilization
Effect	Those equipped with this will recover an additional 10 points of HP as soon as their HP recovers from 0 or less to 1 or more. This also includes the case of recovery with the [Awaken] spell (see CR I, p. 232).				



Golden Earplugs

Base Price: 2,000

Pop.	12	App.	Gold earplugs	Item Class	Accessory: Ear
Sum.	Resistance +2 vs. Spellsongs and Finales			Era	Magitech Civilization
Effect	The wearer gains a +2 bonus to Willpower against Spellsongs and Finales. The wearer can still hear other sounds normally.				

Tongues Earpiece

Base Price: 5,000+

Pop.	14	App.	White ring-shaped earrings	Item Class	Accessory: Ear
Sum.	Able to understand a specific language			Era	Ancient Magic Civilization
Effect	<p>The wearer of these earrings will be able to listen to and understand up to five different spoken languages. If the earring has not already chosen five languages, the wearer can choose which languages should be translated.</p> <p>Once a language is chosen, it cannot be removed. The wearer does not gain the ability to read or write any of the chosen languages through the magic of these earrings.</p> <p>The base price for this earring is 5,000G with five preselected languages. For every language that has not been set, the price increases by 5,000G.</p>				

Linkpearls

Base Price: 20,000

Pop.	14	App.	Black drop earrings (set pricing)	Item Class	Accessory: Ear
Sum.	Wearers can talk to each other			Era	Magitech Civilization
Effect	<p>When each pair of earrings are worn, the wearer of one can talk to the wearer of the other and speak freely once per day, up to a maximum of 10 minutes. This magic functions regardless of the distance between the two wearers.</p> <p>However, a person cannot wear two complete sets using another slot (thus having four earrings total) and talk between both pairs.</p>				

Accessory: Neck

Amulet of Light

Base Price: 3,000

Pop.	10	App.	Low-hanging necklace with white jewels	Item Class	Accessory: Neck
Sum.	+1 Fortitude, Willpower, and Evasion vs. Undead attacks			Era	Magitech Civilization
Effect	When attacked by Undead monsters, the wearer receives a +1 bonus to Evasion, Fortitude, and Willpower.				

Bear Claws

Base Price: 3,000

Pop.	10	App.	Bear-claw necklace decorated with patterns	Item Class	Accessory: Neck
Sum.	Increase the effect of [Bear Muscle] by +1			Era	Ancient Magic Civilization
Effect	While worn, the effect of the Enhancer Technique [Bear Muscle] (see p. 184) is increased by +1 (so the user's Strength Bonus is increased by +3 instead of +2).				

Accessory: Back

Weapon Holder/Modified Weapon Holder

Base Price: 1,000/5,000

Pop.	6	App.	Backpack with hooked projections	Item Class	Accessory: Back
Sum.	Can hold weapons and shields on the back		Era	Current	
Effect	<p>This is a backpack-like accessory to be worn on the back. The backpack has a hook-shaped protrusion to hold a weapon, shield, hand-held item, or musical instrument.</p> <p>Any kind of weapon or shield can be attached to or removed from the back during Combat Preparation or with a Minor Action in combat. However, this action is treated as an equipment change and must be done before performing a Major Action (see CR I, p. 151).</p> <p>The wearer can attach up to one weapon with Weapon Holder and up to two weapons with a Modified Weapon Holder at the same time.</p> <p>Weapon Holder and Modified Weapon Holder can be used simultaneously if they are both equipped. Therefore, the number of weapons, shields, and/or items that can be attached should be added up. For example, if a character equips two Modified Weapon Holders, they can attach up to four weapons, shields, and/or items in total.</p>				



How to Use the Weapon Holder

The significance of equipping a Weapon Holder/Modified Weapon Holder is that the weapon, shield, or item can be stored in it with Minor Action. This function is equivalent to a sword scabbard or holster for 1H guns and makes it easy to change weapons, shields, and items.

In order to store items, the "slot" of the Weapon Holder must be empty. If all the slots are full, it is impossible to attach a weapon, shield, or item in the character's hand to a Weapon Holder.

Rangers' Cloak

Base Price: 1,000 + 20 reputation

Pop.	0	App.	Cloak (various)	Item Class	Accessory: Back
Sum.	Requires Level 3 Ranger. Allows one Accessory to be equipped in the Back slot		Era	Various	
Effect	<p>A cloak modification that allows the wearer to equip an additional non-cloak Accessory in the Back Slot. A cloak with this modification will have a new name, such as "Rangers' Thermal Mantle".</p> <p>This item requires an extra 1,000G and 20 reputation on top of the normal market price of the cloak to be modified.</p>				

Hero's Mantle

Base Price: 10,000

Pop.	12	App.	Long cloak	Item Class	Accessory: Back
Sum.	Breath attacks damage -2			Era	Magitech Civilization
Effect	<p>This is a replica of the cloak used by the famous Dragon Slayer, an ancient hero. It is available in a variety of colors and types.</p> <p>The wearer receives reduced by -2 damage from attacks whose name ends with "[... Breath]" (e.g. [► Fire Breath], [► Energy Breath]).</p>				



Rainbow Ring

Base Price: 5,000

Pop.	10	App.	Metal ring with iridescent reflections on its surface	Item Class	Accessory: Hand
Sum.	Emits light of various colors to illuminate the surroundings			Era	Magitech Civilization
Effect	<p>This ring emits light when the person equipped with the ring chants the command word with a Minor Action, illuminating 2-3 areas (10m radius) around the ring. By using different words, the ring can emit light of various colors. If it is illuminates with white light, it is considered to be the same as a [Light] spell (see CR I, p. 219).</p> <p>However, this effect only works while the ring is worn. If removed, the ring stops shedding light. The light cannot be turned off by any action other than removing the ring.</p>				

Mana Ring

Base Price: 10,000

Pop.	14	App.	Silver bangle engraved with Arcana words	Item Class	Accessory: Hand
Sum.	Magic damage +1. Counts as Magic Implement			Era	Ancient Magic Civilization
Effect	<p>A facsimile of bracelets worn by old court magicians, this ring still holds significant magical power inside.</p> <p>The wearer increases any magic damage they deal by +1 point. This effect is limited to spells that directly deal damage to the target. For example, the ring will not increase the damage of [Enchant Weapon] (see CR I, p. 225) or [Solid Bullet] (see CR I, p. 242).</p> <p>The ring can also be treated as a Magical Implement.</p>				

Accessory: Waist

Utility Belt

Base Price: 1,000 + 20 reputation

Pop.	0	App. Belt (Various)	Item Class	Accessory: Waist
Sum.	Requires Level 3 Scout. Allows one Accessory to be equipped in the "Waist" slot		Era	Various
Effect	<p>A belt modification that allows the wearer to equip an additional non-belt Accessory in the Waist Slot. A belt with this modification will have a new name, such as "Utility Gun Belt".</p> <p>This item requires an extra 1,000G and 20 reputation on top of the normal market price of the belt to be modified.</p>			

Coward Belt

Base Price: 1,500

Pop.	12	App. White belt with red trim	Item Class	Accessory: Waist
Sum.	Propels the wearer 20m		Era	Magitech Civilization
Effect	<p>The person equipped with this belt can propel themselves a distance of 20 meters by saying a password with a Major Action. However, a safe landing is not guaranteed, and the belt wearer must suffer a 20 points fall damage if they use this function.</p> <p>The wearer also automatically withdraws from the skirmish when being propelled by this belt.</p> <p>In Simplified Combat, the wearer can only propel backward, and the destination is always their own rear area; in Standard Combat, the wearer can propel themselves in any direction, but the distance is not adjustable.</p>			

Missile Trapper

Base Price: 1,660

Pop.	10	App. Closed umbrella	Item Class	Accessory: Waist
Sum.	Protects the equipped person from flying attacks as well as [Missile Protection]		Era	Current
Effect	<p>When attacked by a ranged weapon attack, the umbrella can be deployed before the Evasion check is made. If deployed, attacks from ranged weapons and similar attacks are handled in the same way as the [Missile Protection] spell (see p. 174).</p> <p>Roll 1d. On a 1-3, the umbrella fails to take effect but can be used again after closing it with a Major Action. On a 4-6, the player automatically avoids the attack, and this equipment is destroyed.</p>			

Unbending Buckle

Base Price: 12,300

Pop.	16	App.	Stern buckle	Item Class	Accessory: Waist
Sum.	Allows rolling Willpower against Guns			Era	Magitech Civilization
Effect	When the wearer of this buckle is attacked by a Gun or with a Magic Arrow/Quarrel (see p. 218) as ammunition, they may choose to roll Willpower instead of Evasion to avoid the attack. If Willpower succeeds, they can halve the calculated damage (if they have [Mana Interference] racial ability, they will not suffer any damage). If a check fails, it will take the same damage as before.				

True Black Belt

Base Price: 20,000 + 80 reputation

Pop.	8	App.	A black belt worn around the waist	Item Class	Accessory: Waist
Sum.	Requires Level 3 Grappler. Defense +2			Era	Magitech Civilization
Effect	The wearer of this belt gains +2 to Defense. This item does not stack with the Black Belt.				

Accessory: Foot

Skanda Boots

Base Price: 2,000

Pop.	10	App.	Boots made of blue and white leather straps	Item Class	Accessory: Foot
Sum.	Movement +5			Era	Magitech Civilization
Effect	<p>These boots have wind magic woven into them. The wearer will be able to walk more lightly than usual.</p> <p>The wearer of this item gains +5 in movement (see p. 53). That is, the distance of Full Move is increased by +15m, and that of Normal Move by +5m.</p> <p>In Simplified Combat, this item will not change the rule for moving between areas.</p>				

Lucky Feathers

Base Price: 10,080

Pop.	12	App.	Short boots with feathered cuffs	Item Class	Accessory: Foot
Sum.	Makes it easier to dodge the Line effects			Era	Ancient Magic Civilization
Effect	When deciding whether or not a wearer is involved in an effect with "Area: Line," only on 1-2 wearer will be affected (instead of 1-3).				

Improvements and Enhancements to Weapons and Armor

PCs can enhance their weapons and armor with special modifications or improve them to suit their needs.

In this section, we will describe the special enhancements for weapons and armor.

Improvements and Enhancements to Weapons

Custom-Forged Weapons

When purchasing weapons, the option exists to have weapons custom-forged for the wielder in a weapon shop or at the blacksmith. These weapons have their Minimum Strength requirement adjusted, making it easier to wield a particular weapon. This custom forging can either be assumed to have taken place before the weapon was purchased or may be done at any time after purchase by a qualified weaponsmith.

With these custom-forged weapons, the Minimum Strength requirement can be raised or lowered by up to 3 points from the listed value, and the Power is adjusted accordingly using Power Tables (see p. 417). For example, a custom-forged weapon that requires an extra +3 Minimum Strength also gets +3 Power. However, Guns cannot be custom-forged, as that would disrupt their inner workings. Also, Minimal Strength cannot be less than 1 (minimum 1).

The cost is determined by the following formula and is added to the purchase price. Alternatively, the character can pay this amount to modify a weapon they already own. The modification requires one week.

B-Rank: +300G for each +1 or -1 modifier

A-Rank: +1,000G for each +1 or -1 modifier

S-Rank: +3,000G for each +1 or -1 modifier

GMs and PCs are free to name their custom-made weapons as they wish. Alternatively, the name may be prefixed or suffixed with "Custom-Forged" (e.g. "Custom-Forged Bastard Sword").

Silvered Weapons

Some weapons are silvered, and silvered weapons can deal damage, ignoring the [○Normal Weapon Immunity] unique skill of some monsters, and there are monsters with silvered weapons as their weak points.

Silvered weapons can be purchased by paying the following amount to regular weapons.

B-Rank: +1,000G

A-Rank: +2,000G

S-Rank: +4,000G

Silvered weapons have more elaborate designs and beautiful ornaments, such as sheaths than ordinary weapons.

The character cannot have a weapon they already own re-forged into a silvered weapon. Weapons already annotated with "※Silvered" are already silvered from the beginning and cannot be silvered again; this quality cannot be removed from them.

For silvered weapons, you can add "Silvered" to the beginning of the name (e.g., "Silvered Bastard Sword").

Magic Weapon +1

The Institute Of Magitechnology has a technology that has been passed down to the next generation of magicians to enhance the accuracy and damage of their weapons. The character can purchase a Magic Weapon that gives them a +1 bonus to Accuracy check and +1 Extra Damage by paying the following additional amount (Translator's Note: weapon still deals physical damage).

B-Rank: +5,000G

A-Rank: +10,000G

S-Rank: +20,000G

The character can apply this enhancement to a weapon they already have, but it will require a month.

However, items that are already Magic Weapons cannot be purchased with this enhancement or enhanced if the character owns them.

Weapons with this enhancement will have "+1" appended to the end of their name (e.g., "Bastard Sword +1").

Fairy Weapon

The Institute Of Magitechology offers an enhancement that adds type to weapons' damage. Weapons with this enhancement are treated as Magic Weapons (Translator's Note: weapon still deals physical damage with a type).

Fairy Weapon can be purchased by paying the following amount to the regular weapons.

B-Rank: +1,500G

A-Rank: +3,000G

S-Rank: +6,000G

Weapons with this enhancement will have the type added to the damage when the wielder says password with Minor Action. The type given can be earth, water/ice, fire, wind, or lightning and is determined at the time of purchase or when requesting the enhancement. This effect lasts until another password is cast, which is set to be released. Even if the wielder does not specify the type, it is still a Magic Weapon and can be used to damage a character with the [○Normal Weapon Immunity] unique skill.

This enhancement can be applied to the same weapon multiple times, increasing the number of types given by one. The password is different for each type, and if the character already has a type and uses a password that gives another type, it will be changed to the new type (i.e., only one type can be given at a time).

This enhancement requires a one-month processing time for one enhancement.

Weapons with this enhancement will have the word "Fairy (given type, if there is more than one)" added to the beginning of the name. For example, "Fairy (Fire, Water/Ice) Bastard Sword."

Improvements and Enhancements to Armor

Magic Armor +1

The Institute Of Magitechology also offers armor enhancements that increase Defense by applying spells to the armor. Characters can purchase armor with Defense +1 for the following additional cost. Note that this armor

is only available for nonmetallic armor or metal armor (so shields cannot be enhanced with this enhancement).

Items already magical cannot be purchased with this enhancement or enhanced if the character owns them.

B-Rank: +5,000G

A-Rank: +10,000G

S-Rank: +20,000G

To have this enhancement applied to the armor character already has, they will need to ask the Institute Of Magitechnology and wait for a month.

Armor with this enhancement will have "+1" appended to the end of its name (e.g., "Chainmail +1").

Bulletproof Armor

Armor (non-metallic or metal armor) can be enhanced to protect against Shooting Attacks that deal magic damage (for example, Guns).

Bulletproof Armor can be purchased by paying the following amount to the regular armor.

B-Rank: +1,500G

A-Rank: +3,000G

S-Rank: +6,000G

If the wearer of this enhanced armor is hit by a Shooting Attack with a Gun weapon or with a Magic Arrow/Quarrel (see p. 218) as ammunition, the attack damage will be reduced by the armor's Defense. The damage reduction is limited to the armor's Defense and does not include any bonus from the combat feat [Armor Proficiency X/**] or any temporary increase in Defense.

The armor can be used up to 6 times to reduce damage. The owner of the armor can also ask the Institute Of Magitechnology to repair the armor that has been used. In this case, the owner must pay 250(B rank)/500(A rank)/1,000(S rank)G for the number of times they want to recover the armor. It takes a day to complete the repair for each use. It takes one week for a new enhancement.

Armor with this enhancement will have "Bulletproofed" prefixed to the name (e.g., "Bulletproofed Chainmail").

Abyss Enhancement

Weapons, shields, and armor can be enhanced in various ways to improve their performance. The Abyss Enhancement performed by the Magician's Guild is one such enhancement, in which the power of the Abyss Shards is applied to the armor to make it stronger. While considered cheap and useful, Abyss Shards have an Abyss Curse that can give unwanted effects, and their overuse is considered dangerous.

Abyss Enhancement Procedure

① Select the Armament to be Strengthened by Abyss

First, select a piece of equipment (weapon or armor) that you own or plan to purchase.

There is no limit to the number of weapons you can choose from. You can further enhance your Magic Weapon +1, Fairy Weapon, and Bulletproof armaments with Abyss Enhancement.

After applying Abyss Enhanced Weapon is treated as Magic Weapon, and the Abyss Enhanced Armor is treated as Magic Armor.

Abyss Enhancement Limitations

Abyss Enhancement performed on a single armament. The same enhancement cannot be applied twice to a single armament.

An armor that has already undergone two Abyss Enhancements cannot be further enhanced, nor can the enhancements be changed. But can "Redetermine Abyss Curse" (see p. 257) as described below.

② Select the Abyss Enhancement

After selecting armaments, choose one type of enhancement for that armament. The enhancements can be different for each armament.

③ Consume the Necessary Gem and Abyss Shards to Enhance

Abyss Enhancement requires the use of Abyss Shards as an enhancement material. In addition, you must pay a processing fee for the enhancement. See "Abyss Enhancement Details" and "Paying with Abyss Shards" (see p. 251).

④ Determine "Abyss Curse"

An armor that has undergone an Abyss Enhancement will simultaneously suffer an adverse effect called an Abyss Curse at the cost of the enhancement. The Abyss Curse will be put on the armament. Some curses will be only active while the item is equipped, while others are affected simply by being in one's possession without being equipped.

Once an Abyss Enhancement is made, determine the corresponding Abyss Curse and record it along with the content of the enhancement.

If the Abyss Curse has the same roll as the effect that the PC is already received from one of their Abyss Enhanced Armaments, it must be re-rolled.

⑤ Completion of Abyss Enhancement

Once you have decided what to enhance, paid the cost of the enhancement, Abyss Shards needed and determined the Abyss Curse, the Abyss Enhancement is complete.

Abyss Enhancement takes one-day in-game time to be completed.

Abyss Enhancement Details

You can select desired Abyss Enhancement to enhance armament permanently.

A single armor can have up to two Abyss Enhancements, but they cannot be the same.

Also, an enhancement fee is required each time the item is enhanced. The second enhancement does not change the cost but requires more Abyss Shards.

Abyss Enhancement of Weapons

Choose from the following enhancements if you want to do an Abyss Enhancement on a weapon.

Accuracy +1

The Accuracy check of the weapon is increased by +1.

Extra Damage +1

Extra Damage of the weapon is increased by +1.

Minimal Strength -2

Lowers the weapon's minimal strength by -2 points. This enhancement does not reduce the minimal strength to less than 1 (minimum 1).

Critical Threshold -1

Lowers the Critical Threshold of the weapon by -1 point. This effect does not lower the Critical Threshold below 8 (minimum 8).

Extra Damage +2 to a Specific Category of Monsters

Extra Damage is increased by +2 points if the weapon deals physical or magical damage to a specific class of monsters, such as Humanoid or Barbarous. The classification should be chosen from the "Classification Table" (see p. 256), except for the "Any" item.

Extra Damage +1 by a Specific Type

If the weapon deals a specified type of physical or magical damage, the Extra Damage is increased by +1 point. The type should be selected from the "Type Determination Table" (see p. 256).

This enhancement does not give the weapon a type (it must deal typed damage before the enhancement).

Spellcasting check Success Value +1

Suppose the weapon can be used as a magical implement. In that case, it gains a +1 bonus to the success value of any Truespeech Magic or Spiritualism Magic Spellcasting checks made with that implement.

Spell Damage +1


Suppose the weapon can be used as a magical implement. In that case, when the implement is used to cast Truespeech Magic or Spiritualism Magic and deals physical or magical damage, its damage is increased by +1 point.

The increase in damage caused by this effect is only effective for spells with "Duration: Instant."

Spell Restoration +1

If you cast a spell to recover HP while holding or equipping that weapon, the amount of HP recovered is increased by +1 point. This enhancement works for all magic systems.

The increase in restoration caused by this effect is only effective for spells with "Duration: Instant."

**Abyss Enhancement of Armor**

When you want to do an Abyss Enhancement on your armor, choose from the following options. You can do any of these enhancements to nonmetallic or metal armor.

Defense +1

Armor's Defense increased by +1.

Minimal Strength -2

Lowers the armor's minimal strength by -2 points. This enhancement does not reduce the minimal strength to less than 1 (minimum 1).

Magic Damage -1

If the wearer of this armor is subject to magic damage, it is reduced by -1 point.

Defense +2 against a Specific Category of Monsters

Defense is increased by +2 points against a specific class of monsters, such as Humanoid or Barbarous. The classification should be chosen from the "Classification Table" (see p. 256), except for the "Any" item.

Physical Damage and Magic Damage from a Specific Type are Reduced by -2

If the wearer suffers physical or magical damage of a specified type, it is reduced by -2 points. The type should be selected from the "Type Determination Table" (see p. 256).

Check Package Enhancement

When equipped with armor, the wearer gains a +1 bonus to the success value of any one check package (see CR I, p. 114).



Abbyss Enhancement of Shields

To use Abyss Enhancement on a shield, choose from the following items. All shields can be enhanced with these.

A shield treated as a weapon will benefit from the enhancement, whether handled as a weapon or not.

Defense +1

Shield's Defense increased by +1. This is also effective for shields with a Defense of 0.

Evasion +1

When equipped with a shield, the wielder gains a +1 bonus to Evasion checks.

Minimal Strength -2

Lowers the shield's minimal strength by -2 points. This enhancement does not reduce the minimal strength to less than 1 (minimum 1).

Magic Damage -1

If the shield is equipped and the wilder is subjected to magic damage, it is reduced by -1.

Defense +2 against a Specific Category of Monsters

Defense is increased by +2 points against a specific class of monsters, such as Humanoid or Barbarous. The classification should be chosen from the "Classification Table" (see p. 256), except for the "Any" item.

Physical Damage and Magic Damage from a Specific Type are Reduced by -2

If the wielder suffers physical damage or magical damage of a specified type, it is reduced by -2 points. The type should be selected from the "Type Determination Table" (see p. 256).

Price of Abyss Enhanced Armament

When an Abyss Enhancement is performed, the cost of the enhancement varies depending on the rank of the armor. If you are doing two Abyss Enhancements, you must pay separately for the first and the second.

Rank of Armor to be Enhancement	Price (Gamel)
B Rank	2,000
A Rank	4,000
S Rank	8,000

Base Price of Abyss Enhanced Armament

The base price of armament with Abyss Enhancement is handled as follows.

“Original Base Price” + “Abyss Enhancement Cost Paid”

When buying or selling an armament already enhanced with Abyss Enhancement, use described price as its base price.

In the case of armament that has been enhanced twice, the cost of the two enhancements should be added to the base price.

The base price of an enhanced armament is not affected by the Abyss Shards spent to enhance it or to redetermine the Abyss Curse

Paying with Abyss Shards

Abyss Shards are required for Abyss Enhancement.

The first time you perform an Abyss Enhancement on an armament, you will need 3 Abyss Shards. If you have already done an Abyss Enhancement and are doing an Abyss Enhancement for the second time, you will need 6 Abyss Shards.

Both are paid simultaneously as the enhancement fee when Abyss Enhancement is performed. Used Abyss Shards will be lost.

Abyss Curse

An Abyss Curse is an effect given to an Abyss Enhancement armament in exchange for its strength. The effect may appear when the armament is used, or it may be an effect that is received even if it is carried around.

Whenever an Abyss Enhancement is made, the Abyss Curse Table should determine the Abyss Curse corresponding to that enhancement.

The Abyss Curse must be selected at random from the Abyss Curse Table. Once determined, the contents of the Abyss Curse cannot be changed except by "Redetermine Abyss Curse" (see p. 257).

If the PC has the same Abyss Curse on the armament that they already have, they must reroll to determine the new result.

How to Use Abyss Curse Table

Roll 1d twice to determine the Abyss Curse, and the corresponding entry in the Abyss Curse Table should be used.

Abyss Curse Table Item Description

Roll

When determining the contents of Abyss Curse, 1d is rolled twice, with the first roll corresponding to the left side of the column and the second roll corresponding to the right side.

Abyss Curse Name

This is the name of the effect of the Abyss Curse. Abyss armament will gain this name as an addition. For example, "Long Sword of Self-Harm" or "Plate Mail of Lamentation."

Since two types of Abyss Curse can be given to an armor that has undergone Abyss Enhancement twice, the names should be written together so they can be connected. The name would be something like "Buckler of Kindness and Discrimination."

Effect Condition

It notes when the Abyss Curse takes effect.

If it says "When carried," it is always in effect by carrying it around, even if you do not have that armament equipped.

If it says "When equipped," the armament must be actually equipped, and the situation described in the summary must occur for it to have any effect or influence. If you are holding it or carrying it, you will not be affected at all.

Effect

The effect of the Abyss Curse.



Illustration by Kankuro

Abyss Curse Table

Roll	Abyss Curse Name	Effect Condition	Effect
1 - 1	"Of Self-Harm"	When equipped	When a critical hit is made by the wearer while wearing this armament, the wearer's HP is reduced by 5 points.
1 - 2	"Of Lamentation"	When equipped	If there is an enemy nearby or a long period of tension, the wearer will start to cry. If in combat, the wearer cannot select targets by any effect other than "Range: Caster" and "Range: Touch."
1 - 3	"Of Kindness"	When equipped	The wearer feels sorry for the enemy. If the target is a hostile character, the wearer suffers a -2 penalty to Accuracy checks and Spellcasting checks if the target's HP is already reduced by 1 point or more.
1 - 4	"Of Discrimination"	When equipped	Dealt physical and magical damage to a particular monster classification is reduced by -2 points. Classification is randomly determined using the "Classification Table."
1 - 5	"Vulnerable"	When equipped	Whenever the wearer receives magic damage, the damage is increased by +1 point.
1 - 6	"Reckless"	When equipped	Defense is reduced by -2 points (minimum 0).
2 - 1	"Heavy"	When equipped	The minimal strength of the enhanced armament is increased by +2 points. Power, Defense, etc., remain unchanged.
2 - 2	"Difficult"	When equipped	When using any power table, the number in column ③-④ becomes "0" regardless of the power (not automatic failure, and Extra Damage still can be added).
2 - 3	"Wimp"	When equipped	Willpower receives a -1 penalty.
2 - 4	"Weak"	When equipped	Fortitude receives a -1 penalty.
2 - 5	"Sensitive"	When equipped	Physical and magic damage from a specific type is increased by +2 points. Type should be randomly determined by the "Type Determination Table."
2 - 6	"Hilarious"	When equipped	Whenever the Willpower check fails, the wearer can't stop laughing. The player receives a -1 penalty to action checks until the end of the next turn. This effect is cumulative.
3 - 1	"Stuttering"	When equipped	The wearer is likelier to choke or mispronounce words and receives a penalty modifier of -1 on Spellcasting checks.
3 - 2	"Proxy"	When equipped	Armament speaks instead of the wearer in arcana. The wearer cannot speak in any language other than Arcana and cannot cast Fairy Magic or Magitech.

3 - 3	"No Charities"	When equipped	If, during combat, the wearer accepts the effect of "Resistance: Optional," they receive a -2 penalty of Fortitude, Willpower until the beginning of their next turn.
3 - 4	"Near Death"	When carried	Death Check always receives a penalty modifier equal to the Adventurer Level.
3 - 5	"Stylish"	When carried	It is always tempting to decorate the armament strikingly. For every income earned, at least 10% of it must be spent on decorating this armament (the effects, etc., remain unchanged).
3 - 6	"Mana Draining"	When carried	When using effects that consume MP at will, such as spells and techniques, all MP consumption is increased by +1 point.
4 - 1	"Slow"	When carried	Movement is halved (rounded up).
4 - 2	"Undefined"	When carried	Roll 1d at the start of his turn in combat, and if the roll is "1", treat him as not having mastered "Targeting" and the combat feat it assumes.
4 - 3	"Of Confusion"	When carried	Roll 1d at the beginning of the owner's turn in combat. If the roll is 1, when using the effect on the target of "Range: Touch," including Melee Attack, the target should be selected randomly from all characters (including enemies and allies) at the same position (area, coordinates) instead of by the player.
4 - 4	"Foot Tangling"	When carried	Roll 1d at the beginning of the owner's turn in combat, and if the roll is 1, they fall prone immediately. The owner cannot get up during that turn.
4 - 5	"Slippery"	When carried	Roll 1d at the beginning of the owner's turn in combat, and if the roll is 1, everything equipped or held in their hand is dropped on the spot (it can be picked up by Major Action on their turn).
4 - 6	"Stinking"	When carried	Armament has a pungent stench. Possessing this item causes discomfort to other characters and gives a -2 penalty on Hide checks to an owner. In addition, the owner's Adventurer Rank (see p. 114) is treated as being one rank lower.
5 - 1	"Disgusting"	When carried	The armor looks terrible and unattractive. When sold, it sells for a quarter of the base price. In addition, the owner's Adventurer Rank (see p. 114) is treated as being one rank lower.
5 - 2	"Buzzing"	When carried	The armor constantly emits a buzzing sound like insects flying about, and the owner suffers a -4 penalty on Hide checks and Danger Sense checks.
5 - 3	"Soggy"	When carried	The texture of the armament becomes soggy. Its Extra Damage is reduced by -1 (for weapons) and Defense by -1 (for armor and shields). As Disease type, Fortitude and Willpower are reduced by -4.

5 - 4	“Of Old Wounds”	When carried	If an effect that restores HP (including restoration by rest) is received, recovery is reduced by -1.
5 - 5	“Dazzling”	When carried	It shines strongly against the light. The owner always receives a -1 penalty due to poor visibility.
5 - 6	“Fameless”	When carried	When automatic success is achieved in an action check, it is not treated as an automatic success, but the 2d roll is resumed, and the subsequent rolls are followed. This effect can occur only once a day.
6 - 1	“Honest”	When carried	Lying and cheating are quickly exposed. If the target is a target of a Detect check, the owner gains a -4 penalty against it.
6 - 2	“Motion Sick”	When carried	Become vulnerable to motion. After traveling by means other than their own feet for more than 10 minutes, the owner gains a -1 penalty to action checks for 1 hour.
6 - 3	“Hater of Nature”	When carried	Becomes unsettled in the natural environment. In a natural environment (see CR I, p. 101), the action checks receive a -1 penalty.
6 - 4	“Can’t Wait”	When carried	Each time a day begins during a session, the player must spend “Adventurer Level x 10” gamels on hobbies and personal items. If the environment is such that hobbies and tastes cannot be sated, the maximum HP and MP are reduced by Adventurer Level points until the next day morning.
6 - 5	“Clinging”	When carried	This armament clings noticeably around the owner. The owner takes a -4 penalty to Accuracy checks (for weapons), Spellcasting checks (for weapons), and Evasion checks (for armor and shields).
6 - 6	“Gullible”	When carried	The owner always skips Combat Preparation.



Illustration by Kankuro

Classification Table

The following table determines the monsters' classification for Abyss Enhancement or Abyss Curse.

Roll	Classification
1 - 1	Barbarous
1 - 2	Animal
1 - 3	Plant
1 - 4	Undead
1 - 5	Construct
1 - 6	Any Barbarous, Animal, Plant, Undead, or Construct
2 - 1	Magitech
2 - 2	Mythical Beast
2 - 3	Fairy
2 - 4	Daemon
2 - 5	Humanoid
2 - 6	Any Magitech, Mythical Beast, Fairy, Daemon, or Humanoid

Type Determination Table

The following table determines the specific type of Abyss Enhancement or Abyss Curse.

Roll	Type
1 - 1	Earth
1 - 2	Water/Ice
1 - 3	Fire
1 - 4	Wind
1 - 5	Lightning
1 - 6	Energy
2 - 1	Slashing
2 - 2	Bludgeoning
2 - 3	Poison
2 - 4	Disease
2 - 5	Curse
2 - 6	Psychic

Redetermine Abyss Curse

If the Abyss Enhancement is performed and the Abyss Curse is not what you want, you can re-determine it. It is also possible to purchase a weapon that has already undergone an Abyss Enhancement and redetermine the Abyss Curse.

If you want to redetermine the Abyss Curse, you will need to spend 3 Abyss Shards to redetermine the Abyss Curse for one Abyss Enhanced Armament. The Abyss Curse Table is used to redetermine the contents of the Abyss Curse.

In the case of an Abyss Enhanced Armament with two types of Abyss Enhancement, one of the two Abyss Curses can be redetermined, but the number of Abyss Shards required will be 6 (or 12 to redetermine two at the same time).

As long as the necessary number of Abyss Shards are available, Abyss Curse can be redetermined anytime, but this requires one day of work.



The Flexibility of Abyss Shards

Abyss Shards cannot be bought, and there are only a few ways to obtain them, such as by going into a Shallow Abyss or defeating a monster that drops them as loot.

If multiple PCs participate in a session, Abyss Shards are treated as shared property. If you want to enhance your PC's armor, it is better to divide the number of Abyss Shards by the number of people in the session and determine the number each PC can use.

Of course, flexibility between PCs is allowed as long as each PC agrees.



Lucky or Unlucky Abyss Curses

Abyss Curse can range from having little to no detrimental effect on a character's role or even making a character's best part impossible, depending on the character's role and what the character is good at. Such adverse effects are inevitable.



Abyss Enhanced Armament is Already in Circulation

Abyss Enhanced Armaments may be sold on the market with the enhancements, and Abyss Curse determined. The advantage to the PC is that they can acquire the Abyss Enhanced Armament without spending Abyss Shards.

However, suppose the opportunity to obtain Abyss Enhanced Armaments is unlimited. In that case, the randomness of the contents of the Abyss Curse will lose its meaning and will no longer function as a detrimental effect. It would be better to treat already enhanced Abyss Enhanced Armaments as one-time bargains and limit the opportunities to find them, such as once per session.



Part 4 World

Here is a more detailed description of the world of Raxia, the setting of Sword World 2.5, and the continent of Alrame.

Please use it as a reference for creating scenarios and roleplaying characters.

Illustration by Konno Takashi

Gods, Race, Geography

Gods Known on the Continent of Alframe

Ancient Gods

Asteria, Goddess of Fairies

Asteria is an ancient Goddess who teaches living in harmony with nature. She is said to have gained divinity by being touched by the First Sword, Lumiere.

She has many followers in the eastern part of the Alframe continent, and as the Goddess who created Elves, she is revered mainly by Elves but also by Lykans, Meria, and others. It is believed that the Goddess was the first to come to Alframe during the Divine Civilization Period, making her very popular there.

Known as the Goddess of song, art, and beauty, Asteria is also considered the personification of a lady. On the other hand, she is also said to represent the duality of the spirit and to be also the Goddess of jealousy and passion.

Grendal, “Blazing Emperor”

The God of the cycle of destruction and rebirth is often represented through the power of fire. It is said that he became a God by being touched by the first sword, Lumiere.

As the God of blacksmithing, Grendal is revered as the guardian of railroads and as a symbol of explorers, especially in the Kingslay Republic of Iron and Steel, a large country in the north-western part of Alframe that is seeking to restore its former railroad network.

His doctrine of hard work, ingenuity, and constant discipline is widely practiced by Dwarves and Humans throughout the continent, especially in the northwest.

Grendal, much like the fire he represents, has a very aggressive nature, so he is also the God of battle and warriors and encourages effort and ingenuity to win. He also honors those who regularly work with fire, such as blacksmiths, bakers, potters, and other artisans.

Major Gods

Dalion, the God of Trees

In the richly forested Alframe continent, Dalion is the widely worshipped God of trees and nature.

He is worshipped by hunters, loggers, and herders, and statues of Dalion are often carved into forest entrances and road signs.

He is the God of nature's bounty and abundance but also the God of deception and darkness. He does not like conflict, and his dogma is one of calmness, coolness, and deep thoughtfulness.

Dalion has few worshippers in the cities, and his temples are small and plain. However, there are many Meria, Elf, and Human devotees.

Miritsa, Goddess of Love and Vengeance

A Major Goddess of healing and compassion, Miritsa is considered the patroness of the weak and of women.

Legend holds that she was initially one of the Barbarous, but amid war, she awakened to compassion while raising her children. Under the guidance of Lyphos, she attained the status of a deity. Her temples have orphanages and children's schools dedicated to protecting poor women and their children.

Curiously, only women can hear the Goddess's voice and become priestesses. As a result, the temple of Miritsa is not a place for grown men.

Perhaps, for this reason, she affirms fighting to protect women and children; moreover, she is a Goddess of vengeance. In particular, the paladins of Miritsa, who have sworn a vow of vengeance, are known for their dogged persistence and their fighting prowess.

Minor Gods

Strasford, God of Railroads (Dorden Region)

Strasford is a Minor God worshipped in the Dorden region in the northwestern part of the continent, primarily around the Kingslay Republic of Iron and Steel. Originally a Dwarf tinkerer who lived during the Magitech Civilization Period, he is also the creator of the magic trains.

He devoted his life to spreading his revolutionary technology and the concept of magic trains and railroads across the continent. Indeed, he promoted it with such extraordinary zeal, that he was elevated to the status of a God by the Blazing Emperor Grendal, who saw the merit of his aims.

Strasford's doctrine revolves around "making a way between the unknown and the known," and he urges ingenuity in doing so. For Strasford's followers, "railroading" is used allegorically as a concept to connect people to people, people to places, people to things... as well as real railroad tracks.

His name has been heard outside the Dorden region in recent years as the railroad network has been redeveloped. However, few people outside the Kingslay area understand the name's true meaning, and he tends to be understood simply as a God symbolizing the expansion of the railroad network.

Residents of Raxia

Carved into existence by the Swords of Genesis, Raxia is home to many different races. The following section details the sentient races, those who have intelligence, culture, and power.

Humans (Humanoids)

The most common race in Raxia, it is said that all Humanoids were originally Human.

Humans are of average ability, but they exhibit some variation in appearance depending on their region. As a general trend, people in the northern part of the Alframe Continent tend to be fair-skinned, tall, blond-haired and have green or blue eyes. In the south, people with darker skin, hair, eye pigmentation, and relatively slighter stature are more common.

Often, Human communities are large, defensive settlements with fortified walls. They actively worship Tidan, the God of the Sun, followed in popularity by the Divine Ancestor Lyphos, Sien, the Goddess of the Moon, and Shield Against the Abyss Eve.

Elves (Humanoids)

A race born of the Goddess Asteria during the age of mythology, Elves lack the numbers of Humans but are still one of the more common races in Raxia. They are more likely to be seen in the eastern part of the continent than in the west.

Compared to Humans, Elves are tall and willowy, averaging about 180 cm for males and 170 cm for females. Typical hair colors range from blonde to silver to brown, while only those Elves who live near the seashore have any color to their ordinarily pale skin.

The Elves live by rivers or lakes, where trees are abundant, and they build elegant wooden houses. Because they prefer to live in harmony with nature, their settlements are sometimes entirely integrated into the forest landscape.

Elves dislike seawater very much, but a few build settlements by the sea. Elves living by the sea, especially in the southern part of the country, tend to have brownish skin and a cheerful disposition. Because they live by the water, they are hostile to the aquatic Barbarous. In particular, Tanno (see p. 344) and Elves are bitter enemies, and if they are in the same area, combat is inevitable.

The Elves of the Alframe continent are and were very reclusive, especially so during the Magitech Civilization Period, and they have all but ceased to communicate with Humans. Therefore, they have little interest in magitech, and their knowledge of the Magitech Civilization is limited. However, they are eager to learn, have a long life expectancy, and are generally well-informed. They also have a special aptitude for the arts, such as music, painting, and craftsmanship, and have a talent for wizardry.

Elves have a long lifespan, and perhaps because of this, they tend to be laid-back and loose with time, but they are also very curious and often travel at whim. Elves are intelligent and physically capable, making them excellent hunters, scouts, warriors, and archers. They have all the skills to survive dangerous journeys.

Mostly they worship the fairy goddess Asteria, but a few follow the God of the Sun, Tidan, the God of Wisdom, Kilhia, and the God of Trees, Dalion.

Dwarves (Humanoids)

It is believed that the Dwarven race was given Sword's Grace by the Blazing Emperor Grendal and that they arose during the age of mythology.

They are slightly shorter than Humans, averaging 150 cm for males and 140 cm for females. Their skin tends to be shades of russet or dark brown, and their hair is red, silver, or sometimes green or pink. Although they are short, they are very muscular for their frame, giving them incredible toughness.

Dwarves enjoy forging anything and everything, prefer poverty and choose harsh environments to build their settlements. They also like to forge weapons

and other metal items, so their settlements are often found in mountainous areas having rich mineral deposits.

Dwarven settlements consist of underground cities made of stone or are found in abandoned mines, but few people except artisans live in them. Dwarven warriors are welcomed everywhere on the Wall of the Abyss, and female warriors guard in the name Goddess of Love and Vengeance, Miritsa.

For this reason, Dwarves are commonly seen in Human neighborhoods, often working as smiths. Dwarven cuisine is also popular among Humans and is famous for its boldness, using high-fired ovens (they are rivals with the Kobold chefs (see CR I, p. 395), who use elaborate sauces). They are also known as heavy drinkers and become cheerful when drunk.

Dwarves are generally loyal, punctual, and not greedy. On the other hand, they are also known for their stubbornness and unbending opinions and are sometimes considered challenging to deal with. In fact, given their penchant for the timeliness, Dwarves often have issues when dealing with the lazy nature of Elves.

Dwarves are not only warriors but also artificers and priests. However, they are not interested in other kinds of magic.

They mainly follow the Blazing Emperor Grendal, but there are also many devotees of Shield Against the Abyss, Eve, and, among the women, of Miritsa.

Tabbits (Humanoids)

Tabbits are a mysterious race whose origins are completely unknown. They themselves often claim to be reincarnated forms of Gods who died in battle and were cursed, but the truth is unknown. They are not numerous, but many are found traveling around Human cities, especially in academic cities.

Their height is about 1 meter to the top of the head. They are about 120cm tall, including their ears. Their arms and legs are short, and they have a somewhat comical walk. Their entire body is covered with fluffy fur, which varies in color from white to brown or black. They are omnivores, eating anything but preferring vegetables to meat.

Tabbits tend to be wanderers and do not have their own settlements. They sometimes stay in a city with a university or a Magician's Guild for a long time, but most leave for the next city when they finish their research.

When children are old enough to make their own decisions (5 to 6 years old), they are either thrown out of the house or treated as parental assistants. They have high intellect and deep knowledge but are still somewhat childish their whole life and are self-centered, even though many are weak-willed.

Tabbits have a great talent for magic, but they cannot hear the voice of the Gods and cannot use Divine Magic. On this basis, they believe they are "descendants of cursed Gods" and that their magic is divine (although many among the Tabbits themselves dispute this).

They understand they are clumsy, weak, and slow, and they travel with Humans and Dwarves because of that. Although they are cooperative, they tend to become distracted when confronted with things that interest them.

Many have an overwhelming curiosity regarding the Abyss and can be seen traveling the Alframe continent, especially in the northern countries, in search of Shallow Abysses.

Runefolk (Humanoids)

Runefolk are artificial humans created during the Magitech Civilization Period. They were once numerous, but their population was significantly reduced after many battles during the Diabolic Triumph.

Runefolk build settlements around the Generators that gave them birth and set out in search of others to serve. On the continent of Alframe, many Generators are still functioning, and there are many cases where Runefolk were born in Human cities and continue to live there.

Although often misunderstood, they are not hard and cold like magitechs but flesh and blood like Humans, have a body temperature, and eat and sleep. The only major difference is that they do not physically grow or age and their bodies do not decompose after death.

They cannot hear the voice of the Gods and cannot see fairies. For this reason, it has long been argued that Runefolk do not have souls. However, there is still no answer to this question. Most Runefolk do not care much about it. However, some pretend to be philosophers.

Runefolk used to be utterly submissive to Humans. After the Diabolic Triumph, however, many of them have begun to develop independence and a sense of self-esteem and are more willing to do their own bidding. Some of them, though very rarely, appear to serve the Barbarous.

During the Magitech Civilization Period, they were treated as sub-human, but now they are acknowledged as equals in the fight against the Barbarous.

Because of their origins, they are very loyal and rarely betray their masters. While many are often quiet or rarely speak to others, that is not always the case, for there are many different kinds of Runefolk out in the world.

Nightmares (Humanoids)

It is said that Nightmares are born when a fetus is inhabited by a scarred soul and they are sometimes avoided, thought to be abominable children. They are very scarce and rarely seen. However, it is believed that they are so rarely found because they are abandoned shortly after birth. Also, because they can seriously injure, if not kill, their mother in childbirth due to their horns, rural communities with less access to healing treatments and magics are more likely to abandon Nightmare children after birth.

However, Nightmares born from Lldraken are more common than any other because Lldraken hatch from eggs. In this case, the Nightmare horns work exceedingly well to crack the egg from the inside, and they are far less likely to be abandoned as there is no chance that they will harm the mother. Such Nightmares are often seen as strange but are otherwise welcome in Lldraken communities.

Regardless of their parentage, Nightmares all look the same. Slightly taller than a Human, they stand about equal to Elves, though their skin, hair, and eyes are all somewhat pale and will often lack pigment entirely.

Because of their small population, Nightmares don't really have settlements of their own and often dwell on the outskirts of anywhere willing to take them in in the first place. As such, there isn't really a "Nightmare culture," as they simply pick up the cultural norms and mores of their environment.

While many are twisted and evil because of their unfortunate upbringing, some seek salvation in faith. Many become priests of Eve, Shield Against the Abyss, and Nightmares are often seen among the guardians of the Wall of the Abyss.

They also have an incredible magical aptitude, and because of their talents, many Nightmares find not only success but wealth and fame (or infamy) in the adventuring world's meritocracy.

Lykans (Humanoids)

Lykans are indigenous to the continent of Alframe. They have large, hairy ears and magnificent tails. They can transform their heads into the shape of carnivorous animals and, in addition, possess superhuman strength.

The shape of their transformed animal head varies from person to person, and while most are large, some are feline, like tigers and lions. This appearance is usually similar among tribes and siblings, but nowadays, because of the mixing of bloodlines, it is possible for siblings to all have different head shapes.

Males tend to be large in stature (average about 180 cm tall), while females tend to be smaller (averaging about 160 cm). In beast form, their head becomes beast-like, but their body from the neck down does not change significantly. Depending on the individual, a part of or the whole body may become hairy.

In the age of mythology, they coexisted with humans and lived peacefully. However, after the War of the Gods, during the Magic Civilization Period, they were treated like slaves because of their lack of magical aptitude. During the early Magitech Civilization Period, they experienced a tragic history of being driven out of their homes by settlers from other continents. In confusion following the Diabolic Triumph, they were mistaken for Barbarous and persecuted.

However, most Lykans are agnostic about the past and do not seem to harbor deep resentments. Many of them are cheerful by nature, positive, and proactive. Traditionally, clans established their own villages, actively interacting with other races. They are often seen in Humanoid towns. However, they are sometimes feared by other races because Lykant sounds like a mere roar to them.

They have been active in the fight against the Barbarous since ancient times, especially hating lycanthropes, which they are commonly mistaken for. They are also wary of the Abyss as something unnatural and aid in the battle against it.

They are not good at magic, but some worship Dalion, the God of Trees, and learn Fairy Magic. A legend says that they invented Techniques and they are known as excellent warriors.

Lldrakens (Humanoids)

Although dragons existed as forces of Nature long before humanity, their limbs were not designed to hold a sword, and thus they could not grasp any of the Swords of Genesis.

However, as humans spread throughout Raxia, being a tool-using race, they could wield the Swords of Genesis and create various tools and cultures. Eventually, one of the humans found the dragons and uplifted them using the power of Lumiere into the race they are now.

While small compared to dragons, Lldrakens will stand at least 2m tall, if not taller, due to their long tail and large wings. There is little that is obviously different between the genders, and other races will often confuse men for women and vice versa. Their whole body is covered in fine scales, usually of

cool colors such as blues and greens, with purples and reds being much rarer. Some even have scales fine enough to look akin to hair or a mane.

Lildraken have been building their nations and interacting with other races since the days of the Magic Civilization. Led by their brightest and wisest kings, they travel around the world, with trading one of their highest priorities.

Contrary to their harsh exterior, Lildrakens are happy, cheerful folk, welcoming of most other races and cultures. Many of them have become warriors, taking advantage of their superior physiques, and it is common to see them serving as guards for merchants. Many Lildraken cities and towns have buildings developed and constructed by humans and dwarves and decorated with textiles from the Elves and others.

Lildrakens are oviparous, laying one egg at a time and several eggs during their lifetime. Parent-child relationships are tenuous, and eggs are often raised in specialized incubation facilities. Children born at the same time are raised as siblings, and those born in the same village or town are considered to be of the same family.

They are carnivores and can digest raw meat but eat anything without preference. Although they like to drink, they often fall asleep when they indulge too much.

They revere the Divine Ancestor Lyphos, who honors interaction, and Guiding Star Harula, who suggests the journey's destination. Some of them follow Divine Hand Mirtabar to gain insight, and some of them become paladins of the Shield Against the Abyss Eve.

Grassrunners (Humanoids)

A race that has recently started to be seen around Raxia, the origins of the Grassrunners is incredibly mysterious, with no records of any of them recorded prior to the early Ancient Magic Civilization period. Even today, they are few, but they can be found here and there because of their wanderlust.

A short-statured race, Grassrunners only stand around 1 m tall and are often confused with Human children. But you can distinguish them by their slightly pointed ears. Most of them have black or brown hair and dark skin, but some have pale hair and skin.

Constantly wandering, Grassrunners do not have any settlements of their own and will often roam due to strong instincts to stay on the move, only stopping for a significant period to bear and raise children. Perhaps because of this, they have a somewhat lax sense of ethics regarding possessions and are known for taking things they see without permission.

By nature, they are optimistic and rarely worry or regret their past. Since they do not have the custom of keeping records, they do not know much about their history (nor do they seem interested in it).

A peculiar quirk of Grassrunners is their difficulty in collecting and using mana. There are very few spellcasters among the Grassrunners, though this quirk lends them significant resilience against magical effects.

They are often seen with daemons in Labyrinths, ancient ruins, and Shallow Abysses. Some scholars are looking into these coincidences to see if there is any causal relationship between the two, but nothing has been confirmed.

They become excellent Scouts and Rangers using their dexterity and quickness, but very few learn magic.

Meria (Humanoids)

The Meria are a rare case of a plant-turned-humanoid race in Raxia.

They are said to have arisen on the Alframe continent, where plants are abundant and are especially common in the east, a region with many forests.

In appearance, Meria looks very much like Humans. They have soft skin and hair, and their physical characteristics are almost the same as those of Humans. There is a gender difference between males and females; in most cases, they are beautiful men and women. They have a regular diet and can eat anything, including meat and vegetables, although they have individual preferences.

Their skin color is like that of Humans, but some have a greenish tint or are even completely green. The most distinctive feature is that they have one or several flowers somewhere on their bodies that symbolize themselves.

Flowers (of various kinds) are often located on prominent parts of the body, such as the head, shoulders, and wrists, and bloom beautifully or wilt, depending on a Meria's mental or physical state. Therefore, it is said that it is easy to read Meria's mood even if they appear expressionless.

Perhaps because of their plant ancestry, Meria are generally full of vigor and do not suffer from minor injuries or fatigue. Another major characteristic of Meria is that they do not need to sleep (they can sleep if they want to, but they do not recover because of it).

What is unique is that they produce their offspring in the form of seeds (one or several at a time), and there are two types of offspring: a short-lived species reminiscent of plants and flowers and a long-lived species like trees.

While there is no difference in ability or appearance, there is a large gap in their lifespan, with the short-lived species emerging from the ground as an infant about a week after the seed is buried in the soil and becoming an adult within six months or so. The short-lived species are beautiful throughout their lives, with a lifespan of about 10 years, and begin to wilt rapidly and die a few days before the end of their lives.

Conversely, the long-lived species appear as infants about a year after the seed is buried and take 20 years to reach adulthood; after the age of 200 years, their skin becomes hard like that of a tree, and they gradually develop deep wrinkles like an ancient tree; at about 300 years, they reach the end of their soul life, and their remaining body becomes a tree.

Meria have red blood, skeletons, and internal organs. However, perhaps because of their plant origin, their blood is viscous, and when they die, their bones return to the soil as quickly as their flesh and blood (no bones were found when a long-lived Meria, which had become a very small tree, was dismembered). The structure of their internal organs is simple; because of this, they are highly resilient to injuries and are thought to be resistant to diseases.

Both short-lived and long-lived Meria are poor parents and tend to leave their children alone. However, they have a sense of kinship, and if a young Meria is in trouble, they will do as much as helping and feeding them.

It is not possible for short-lived and long-lived species to interbreed, nor is it possible for them to mate with other races. However, they often show affection and love to other races.

Perhaps due to their longevity, the short-lived species are more cheerful, active, and full of passion, while the long-lived species are more thoughtful, expressionless, and calm.

All Meria have souls, and they can become Undead. Some of them become priests of Dalion, the God of Trees, or Asteria, the Fairy Goddess, and have a strong aversion to the Undead. They are good friends with fairies and have the potential to become excellent fairy tamers.

Preferring to live in nature, Meria often dwell alone or with a few others in a simple house in the woods. However, due to the history of wars since the time of the Ancient Magic Civilization, there also exist Meria states, complete with kings and nobles. Where they govern and defend themselves.

Meria are also an intellectually curious race, traveling in search of a mate and sometimes appearing in Humanoid cities to broaden their horizons. Many of them have a caring nature and are known for their devotion to those whom they recognize as their friends. Therefore, they are highly regarded as adventurers.

Youma (Barbarous)

This is a collective term for Barbarous whose main language is Youma, and includes Kobolds, Goblins, and Bolgs.

They are the most numerous and common of the Barbarous. They are generally of low intellect, belligerent and brutal, but many flee as soon as they are outnumbered.

Left to their own devices, Youma are often form unruly mobs, undisciplined and rowdy, but pose little threat to strong adventurers. However, their sheer numbers become a problem when they are controlled by a strong leader. Because they tend to follow the strong, they often work for Drakes, Diablos, or Basilisks.

While they are fairly low in power, some unique individuals occasionally rise to prominence as dangerous leaders. This is especially true of the Bolgs, and such can threaten even the most seasoned adventurers. Although Youma have low intellect and are considered stupid, they can also be cunning and shrewd and should never be underestimated.

Most Youma are short-lived and are treated as adults within five years of birth; those who live longer than 30 years are rare – most die in battle at a much younger age.

Trolls (Barbarous)

One of the most physically striking races among the Barbarous, the Trolls are incredibly powerful and skilled fighters, always eager to get into a fight. However, even they are not cruel and dislike wonton slaughter for the sake of it.

Trolls abide by the Barbarous' basic social strictures in that the strong rule over the weak. Because they are incredibly strong, they don't often feel the desire to go out and flaunt it among the weaker races. Instead, a Troll is far more likely to be active and engage in combat should they find an opponent whom they feel is strong enough to test their mettle. In fact, a troll would rather die in combat against a powerful foe than grow old while lording it over weaker races.

Most trolls are enthusiastic followers of Dalkhrem and are always looking for the next strongest opponent to test themselves against. They have an ancient alliance with the various drakes of the Barbarous, and if summoned, a troll will go to their aid.

Unless cut down in combat before its prime, a troll will hit its physical peak around 200 years old. They have been known to live for around 300 years.

Drakes (Barbarous)

Among the Barbarous, Drakes are known as particularly powerful, cunning, and dangerous enemies, a Barbarous elite. Their strong charisma is matched only by their sheer power, often with an army to back them. Drakes have a strong ambition to rule the world and often conspire against the Humanoid realms.

Astonishingly intelligent, Drakes often exude a sense of calm fury, as though they were a snake poised to strike at any moment. Extremely long-lived, often 1,000 years or more, a Drake will only become stronger and wiser as they age. There have been tales of young Drakes collaborating with adventurers for mutual benefit, often resulting in stories of incredible wealth being heaped upon the adventuring party.

Many Drakes were killed during the Diabolic Triumph. Those that remain are sharpening their fangs, patiently awaiting the next chance to make their move. While Drakes are proud and will not often work with one another, rumors of a "King of Drakes" who can bring them all to heel persist even now, and the mere thought of such a being is enough to cause fear for the future of Raxia.

Diablos (Barbarous)

At the end of the Ancient Magic Civilization period, a horrifying experiment was conducted to fuse the Barbarous and Daemons. Diablos were the result.

Which of the Barbarous was used initially is no longer known, and legend has it that a Humanoid wizard-king was the experimenter. He repeatedly tried to create perfect soldiers, eventually losing control when his test subjects rebelled.

Diablos have smooth, dark-blue skin that is flexible yet tough, and their shoulders, elbows, and fingertips are sometimes sharply pointed. Their facial features are like those of Humans and Elves, and they have large horns atop their heads. Black jewels containing condensed mana are embedded in various parts of their body from birth. These are the source of Diablo's strong magic power.

In the merit-based society of the Barbarous, Diablos reign as elites alongside Drakes. Although their magical abilities are inferior to those of Drakes and Basilisks, they have unique skills that appear to be magical, and possess remarkable physical abilities, such as the capability to pull protrusions from their body and use them as weapons.

Perhaps powered by their black jewels, they can float even without wings. They can lead an army of Barbarous that rivals a Drake's, using their superior intelligence and charisma. Like Drakes, Diablos also possess the ability to shapeshift and can transform into a gigantic figure resembling a daemon.

Like exceptionally powerful Drakes (sometimes known as "Barbarous Kings"), uncommonly strong Diablos are sometimes called "Daemon Kings". Such supreme leaders are intense rivals and try to keep their distance as much as possible. They may make war on one another or form alliances, depending on the situation.

Diablos are typically born to a male and a female. They are considered adults at around 20 years old and have a life-expectancy of approximately 800 years. They are raised to become generals who will lead the Barbarous Armies and are given names such as cadet, lieutenant, captain, major, brigade commander, general, etc., according to their abilities and level of upbringing.

Basilisks (Barbarous)

Along with Drakes and Diablos, Basilisks are one of the most powerful Upper Barbarous species. Hidden in their eyes is the power of petrification,

while their blood is poisonous to most living creatures. Their demeanor is brutal, warlike, and cunning.

Unlike Drakes, Basilisks have little ambition to rule, though they do take delight in invasions, slaughters, and looting. They rarely take part in such matters themselves, though, often directing their underlings to do so in their name.

Seeing themselves as "aristocrats of the Barbarous," Basilisks will collect treasure, often sculptures and other works of art, and often have weaker Barbarous to do their bidding. However, they also have a predilection for beautiful Humanoids, whom they petrify and add to their collection of statues in their houses.

While nearly equal in power, Basilisks and Drakes often disagree. Basilisks see Drakes as threats to their seat of power and the control of their armies, whilst Drakes view Basilisks as foolish and sloppy, not willing to put any effort into rulership. These differences are enough to make a Drake-Basilisk alliance incredibly rare, though if such an alliance did form, it would be one of the greatest threats to arise in recent memory. On the other hand, Basilisks consider Diablos warlike idiots that, for some reason, are deemed to be UpperBarbarous.

As with the Drakes, Basilisks can transform into a more monstrous form. However, Basilisks become less intelligent and almost feral when altered, unlike Drakes, who retain their intelligence. This has led to a theory that Basilisks were, in fact, Mythical Beasts that somehow gained the ability to shapeshift into a form fit for the Barbarous.

Basilisks are considered a long-lived species, with a lifespan of over 500 years.

Nosferatu (Barbarous)

The most mysterious of the Barbarous, Nosferatu are immortal monsters with powerful regeneration capabilities and other unique skills. Their combat power is said to exceed that of other Upper Barbarous.

However, their incredible powers come at a cost, and the Nosferatu are beset by several weaknesses, the most well-known of which is the constant need to drink the blood of others. This has led to the Nosferatu earning the moniker "vampire." Other weaknesses include a strong aversion to the sun's rays, which limits a Nosferatu's activity to the hours of darkness.

Slim to the point of being nearly paper-thin, a Nosferatu is often created when one's soul is scarred almost to the limit, leaving it as an Undead. Unable

to have a child through reproductive methods, Nosferatu will create their own families using a "Blood Kiss."

While not actively involved with the other Barbarous, some Nosferatu did join in the carnage and revelry of the Diabolic Triumph. While many other Barbarous hate the Undead, Nosferatu have no issue working alongside them and may even lead an army of the Undead.

Nosferatu prefer beautiful people of the opposite sex as their prey. They will often lurk in the shadows of abandoned buildings, but their hubris may lead them to hide in plain sight in the middle of major cities. Due to their scarred souls, they also hate the various Swords of Protection and will often try and manipulate others into destroying them.

About Fairies

It is said that fairies are the embodiment of mana merged with natural phenomena such as wind and water. Therefore, they can be encountered everywhere (mainly in nature).

The appearance of fairies varies, but most are small humanoid creatures that fly by flapping the glowing wings on their backs (there are many exceptions). Most of them have simple powers such as fire or water Fairy Magic. They like precious stones, and fairy tamers take advantage of this and use gems as a gateway to summon them.

They are intelligent and speak their own language. However, their memory is very poor, and their vocabulary is limited, so they can only engage in simple conversations. Especially problematic is the fact that they have no concept of time, and "now," "a while ago," "a long time ago," and "a long time ago" are usually the same for them, making them useless for information gathering. They are also extremely forgetful; even if they set out to do what you ask of them, they may forget what they need to do a few seconds later.

Runefolk cannot see fairies, perhaps because they are artificially created life forms. Also, since fairies are averse to soulscars, they do not like to approach Nightmares (although this does not penalize their use of Fairy Magic).

About Half-Breeds

Only Humans can have children of different races (most commonly, Elves and Dwarves). Some scholars consider this to be evidence of the derivation of most races, such as Elves and Dwarves, being from Human stock.

A new-born child will have the same appearance and abilities as one of their parents (i.e. if a Human and an Elf have children, they will be born Human or Elf). Nightmares can arise from time to time as well but will still follow the same rules (i.e., if the Elf in the previous example was an Elf-born Nightmare, the child will still only be either Human or Elf, with normal chances for Nightmares). The only exception is Lldraken-born Nightmares, as they cannot have children with other races. There is currently no record of a child being born of a Human and a Grassrunner or a Human and a Tabbbit.

Very rarely, two humans can give birth to an Elf or Dwarf, though this can only happen if both parents have mixed blood sometime in the past. Again, Nightmares can occur as per the usual chances.

It should be noted that, though very rare, Humans or Nightmares can have children with Barbarous races. Minotaurs, among others, are said to be the result of such crossbreeding, though nothing has been confirmed.

Summary of the Alframe Continent

Alframe, known as "the Land of Curses and Blessings," is a continent of wonders where monsters and miracles coexist.

Above all, the biggest threat to Alframe is the Abyss, a massive hole in the other world in the northern part of the continent. Although sealed and protected by the Wall of the Abyss, Shallow Abysses still appear in various parts of the land, threatening people's lives.

However, as the name "Land of Blessings" hints, the above does not mean that there are only bad things there.

The Alframe continent is known for its abundance of forests and water. Although the Magitech Civilization period resulted in considerable deforestation, the last 300 years since the Diabolic Triumph has seen a significant regeneration of the woodlands (ruined cities swallowed by the forests are a common sight). The regions in the east are particularly lush and green.

There are abundant underground resources, and the number of mako stones and quantity of manatite ore mined is awe-inspiring. The manatite veins are large in scale. The sight of floating rocks and islands caused by the great earthquake that struck during the Diabolic Triumph can only be experienced on the Alframe continent.

The western side of the continent is rich in mako (mako stone) deposits, and magitech and railroads were highly developed there. Conversely, on the continent's eastern side, many people and races have chosen to live in harmony with nature and fairies and have not embraced magitech.

At the same time, the Barbarous are numerous and active. Abandoned magitechs are frequently seen running amok, making it a continent where adventurers are always needed and in action.

"The Land of No Return" Keldion

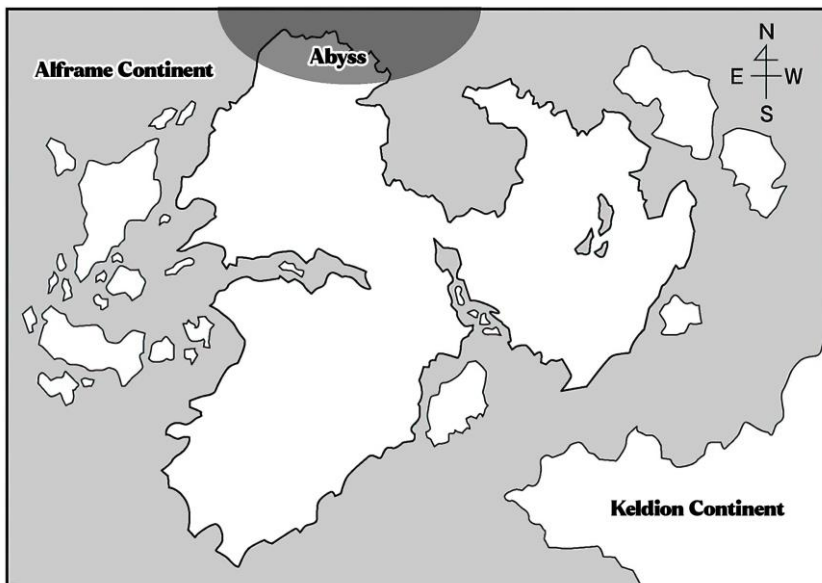
Keldion is a continent that exists to the southeast of the Alframe continent.

The Chaos Sea separates it from Alframe, and due to its strange ocean currents, it is believed that once you are swept away to Keldion, there is no return.

Before the Diabolic Triumph, the region was connected to the continent of Alframe, and various nations existed there. Then communications were lost, and it is unclear what the current situation is. It is rumored that there is a teleporter or airship route back to Alframe from Keldion, but no one has confirmed this.

The Keldion continent is intended as a place for each GM or playgroup to create their own settings, and there are no plans to add more details other than those listed above. Feel free to draw and add to the areas outside the map's borders.

Of course, TRPG worlds can be modified as desired by the GM and players, but if you are concerned about deviations or discrepancies from the official setting, please use the Keldion Continent to create a unique venue for your own adventures.



Burlight Region

Here you can find some additional information about the Burlight region, initially described on page 343 of Core Rulebook I.

Places in the Southern Burlight Region

Dikehorn, "The Silver Spear"

On the high rock face of the Diggad Mountains, there is a depression (basin) created by the Abyss. The tiny city-state of Dikehorn, with a population of about 300, lies in this basin.

Due to its geography, most of the land is covered with snow throughout the year, and although the beauty of the landscape in the Burlight region is renowned, life for the people living in this freezing area can be harsh.

Although the country has water from its snowmelt reserves, food is limited to the small number of mammals available through hunting, and crops are often in short supply throughout the year. The country's poverty is also compounded by the fact that travel on the trade route between the Diggad Mountains and the city of Harves is unpredictable due to the high occurrence of Shallow Abysses.

Therefore, from an early age, the people of Dikehorn are taught that they must protect themselves with their own hands and be able to find their own food. This is condensed in the national saying, *"Take up your spear, and you will survive the winter."*

In other words, the people of this country, young and old, male and female, have a certain amount of strength, spirit, and wisdom, and if they travel abroad, they are welcomed as competent soldiers and adventurers. Although they tend to pursue individual strength, they also have a natural ability to cooperate with others and manage a group to survive the winter, making them valuable as commanders.

But for some reason, many of them also love their hometown for one reason or another, and they wish to be buried under the snow in Dikehorn when they die.

Large Church of the Abyss

At the time of the Diabolic Triumph, Humanoids had suffered tremendous carnage at the hands of the Barbarous, and one of the reasons they survived was the invasion of Daemons from the Abyss. While the Daemons

and Barbarous were fighting each other, Humanoids regrouped and regained some strength. The Abyssal Church expands on this, believing that Daemons are messengers of the Gods, that the Abyss is a viewport through which the Gods watch over Man, and that any calamity that emerges from it is a test from the Gods themselves. This is an odd creed that elicits a wry smile from most people, and the Abyssal Church is widely recognized as a vicious cult. Nevertheless, there are still a certain number of believers in each city (especially in areas where Shallow Abysses are close at hand). However, they hide their aberrant beliefs in everyday life, and only reveal their true identities to others who share the same ideology, or to potential recruits.

The black structure standing alone near the coast in the southern part of the region is the Burlight branch of the Abyssal Church. The headquarters of the church is said to be located in the northern part of Alframe, close to the central part of the Abyss itself.

Since only devout believers are allowed to even enter the interior, much of the structure is shrouded in mystery. Still, adventurers and merchants who have passed by the church generally report that they have heard what sounds like a baby crying all the time.

Chikatro, Square Garden Labyrinth

As one moves from the south to the western part of the Burlight region, the prehistoric Chikatro Labyrinth can be spotted beside the road.

As its name implies, it is one of the smaller of the many labyrinths scattered throughout Alframe (the name "Chikatro" also means "toy box" in one of the regional dialects). From the outside, it appears to be only about 400 to 500 square meters in size.

However, the labyrinth seems to be built on an Abyss Core, and once inside, it looks as if it extends thousands of kilometers in all directions. The dense concentration of mana throughout the maze makes it challenging to form a complete picture, as mana-sensing devices and spells are not as effective as they should be.

To escape, survivors say, you must capture one of the 12 labyrinthine familiars, known as the Twelve. However, this seems to require either prodigious adventuring skills or great luck.

What's more, Chikatro's magic power draws even those who do not wish to conquer it and entices them inside the maze itself. It is rumored that such unfortunates hear a bell approaching from somewhere, and feel that if they wait for too long, it might be too late...

Farveld Plains, “The Yellow Rug”

Many travelers moving eastward from southern Burlight, will pass through the Farveld Plains, a yellow plain where the *pamana* (a rapeseed flower) blooms year-round.

This vast plain is home to various monsters, from insects to plants, animals, mythical beasts, and fairies. The most conspicuous species is the Basher Bird, a black ostrich-like avian. Basher Birds are migratory, and flocks of several hundred of them move briskly from south to north in late Spring and from north to south in late Fall. The sight of the rapeseed flowers soaring high into the sky, as the massed birds sweep by, is held to be a beautiful, though dangerous, sight to behold.

Places in the Eastern Burlight Region

Kewpie Marsh

Viewed from above, this marshland is dotted with small pools and marshes in a beehive-like pattern.

Each pool is isolated, creating a slightly different ecosystem with a wide variety of reptiles, amphibians, and fish: freshwater fish near the mountains, saltwater fish near the coast; and even aquatic Barbarous living in their own habitats.

In addition, some pools and marshes with similar ecosystems seem to be connected through underground streams, providing a vast playground for aquatic organisms.

The march was once called "Dragon's Footprints" because it is speculated that the terrain was initially created by a gigantic dragon that walked on it.

Grove of the Firm Sword

This is a large pit named after the legend that during the Divine Civilization Period and the War of the Gods, the God of the First Sword withstood an onslaught from the God of the Second Sword by thrusting his blade into the earth at this place and standing firm.

On the other hand, some of the Barbarous maintain that the hole was excavated as a sign that the God of the Second Sword once ruled this land (of course, most Humanoids refute this).

The deepest part of the hole is connected to the center of the world of Raxia, and it is said to hold a treasure that would take a lifetime to bring to the surface, so it is not uncommon for Humanoids and Barbarous to clash inside.

Some of the more committed believers in the legend live in holes in the cliff, where they spend their days. The way the inhabitants appear to fly over each other, skilfully using wire hooks and gliders, is a scene unique to this area.

Places in the Western Burlight Region

Western Pirate Fleet

Farther northwest in the Burlight region, the abundant seafood can only be harvested from a small group of islands and the tidal currents they create. Naturally, local fishermen seek out a catch there, and not a few trading vessels also pass through the area. The Western Pirate Fleet attacks them.

Before the Fleet, independent Humanoid pirate vessels operated in the area, some of the crews, including Barbarous members. Although initially, there was no teamwork because each crew acted only in self-interest, they naturally began to gather together. The more densely packed they were, the less chance they had of their ships being damaged or sunk by the navy or other forces.

Recently, however, there have been rumors that a group of pirates possessing efficient magic boats equipped with magic cannons are beginning to unite this disparate group of pirates into a Fleet, and neighboring nations are becoming concerned.

Mirage Republic

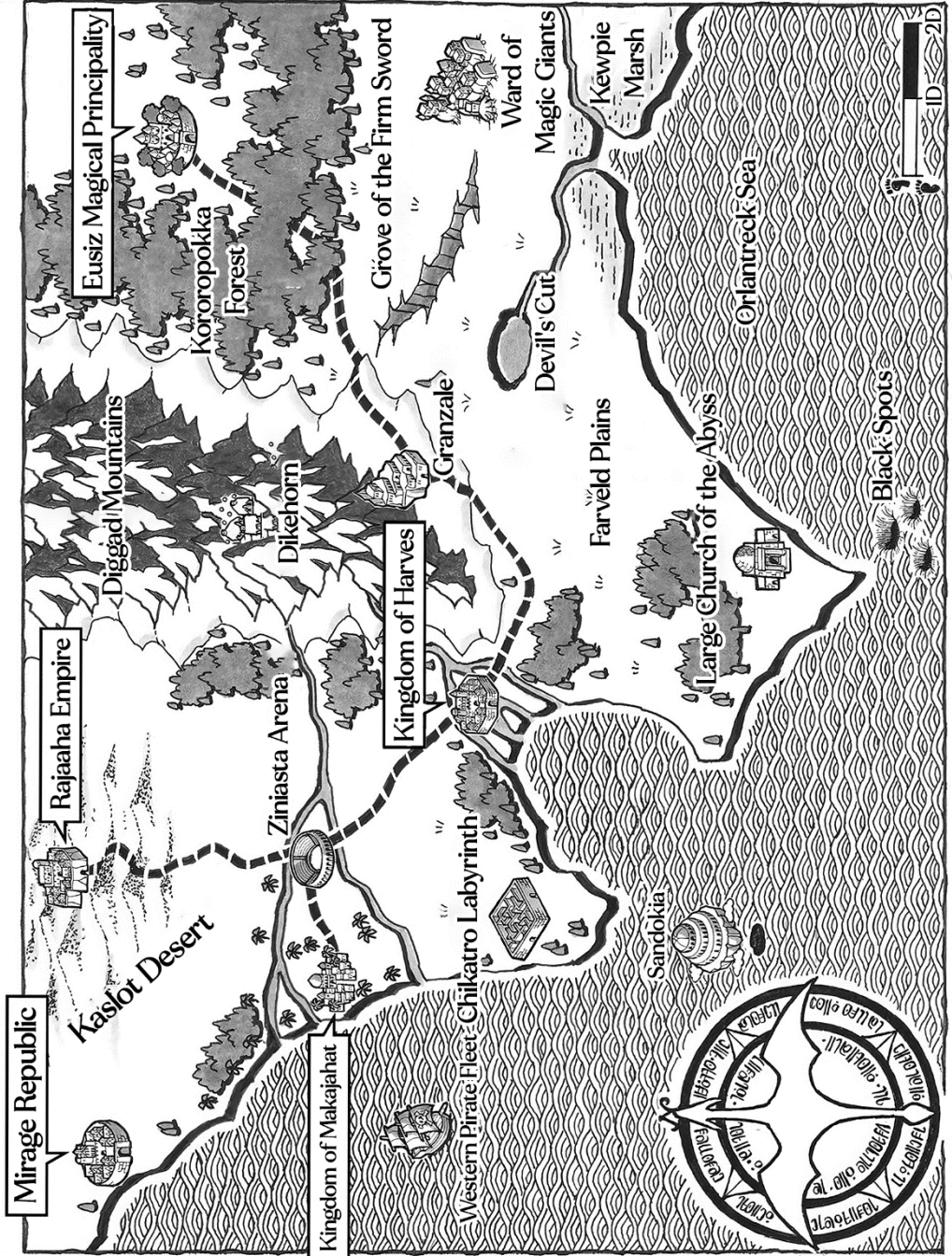
This land has a population of 30,000. Although it is still young, being founded only a dozen years ago, it is an emerging nation growing in strength at a remarkable rate.

The political system is a republic, with 13 members elected from 13 autonomous city-states. In effect, however, they are led by a Chancellor who is the head of the republic. The current Chancellor is Leonard Haiza (Human/Male/Age unknown).

Auroras are frequently observed in the sky of this country. Auroras are a precursor to Shallow Abysses, which means that the Mirage Republic is constantly in a state of terror. The people, however, are not so pessimistic. They believe Chancellor Leonard to be "King of the Sheaths."

"King of the Sheaths" means "the King who holds all the Swords" or "the King who Rules Raxia as a Whole." It is said that he is called this because he possesses a mighty magic sword...

Burlight Region Map



Dorden Region

The region is in the northwest of the Alframe continent.

Dorden's climate is divided into continental, mountainous, and maritime areas, and is generally warm, with some differences between the north-western and south-eastern parts.

The climate is temperate throughout the year, rarely too cold or too hot, and abundant in sunshine and precipitation. The northern and western areas are cooler and wetter, while the southern and eastern areas are hotter and drier. The central plains are located between two climatic zones and are known for their mild and pleasant weather throughout the year. Because of these characteristics, agriculture and cattle raising are flourishing in the central and south-eastern areas.

Dorden is characterized by a plethora of small hills in the central and south-eastern parts of the country, with deep forests and steepening peaks occurring as one moves northward. This area receives more snowfall than other parts of the region, and during the Magitech Civilization Period, it was celebrated as a winter recreation area. Unfortunately, many of the mountains are now inhabited by the Barbarous and are dangerous. However, there are still a few Humanoid settlements, including Lykant villages.

The most distinctive feature of the region is the presence of a railroad network that connects Dorden to other countries in and beyond the region. This is thanks to the railroad reconstruction and expansion project of the Kingslay Republic of Iron and Steel, the largest state in the area. This network is being used to promote trade both within and outside the region.

Kingslay Republic of Iron and Steel

Located on the western coast of the Dorden region, this is the largest state in the area. It is heavily involved in the technological revival of the Magitech Civilization, with particular emphasis on reconstructing magic trains and the railroad network. As a result, it has now extended its rail network to the Wall of the Abyss in the north and to the south near the Burlight region and is proud to contribute to the continent's economic development through trade.

Kingslay has the largest hub station on the rail network and is the most influential member of the "Alliance of Steel Nations," a group of nations connected by rail. However, the balance of power is not one-sided, as the country relies on imports for much of its food and other necessities.

The Kingslay Republic of Iron and Steel's national motto is "Connect the continent by a network of railroads and make everyone prosper through trade."

It is more concerned (at least ostensibly) with restoring the glory of the former Magitech Civilization Period by establishing mutually beneficial relationships among nations rather than controlling the railroads (and thus trade) and dominating the continent.

Therefore, they focus on finding, connecting to Kingslay, and maintaining the rail lines that once crisscrossed the continent. To accomplish this, they often utilize adventurers.

In addition to trade by rail, Kingslay's primary industries are mineral and ore extraction and export, iron and steel manufacture, and the restoration of the legacy of the Magitech Civilization Period.

The major cities include the capital city of Kingsfall, the only city on the continent with an accessible rail network and the most prominent hub station. The Second City of Hisdalia, located at the foot of the Floating Rocks of Hisdalia, a mountain range that was torn into a series of huge floating rocks shot through by veins of precious metals; and the Third City of Grantin, located at the foot of the Grantin Great Railroad Bridge, which connects Arshoni Island to the mainland.

Grand Terminal Station

Located in the center of Kingsfall, this huge station was extended and expanded by building on ruins from the Magitech Civilization Period. All railroad lines lead to this station.

The station building is also long and narrow, with department stores and entertainment facilities inside, and the top floor is the Parliament building. It is the center of Kingslay in both name and substance.

Former Hithdur Great Breach

This is a site of the Diabolic Triumph, when the peaks of the Hithdur Mountains were torn away from the earth to form the Floating Range, which has been carved into a deep fissure in the ground. Although not as large as the Floating Range, there are still various valuable minerals that can be mined from this area.

However, the Barbarous have settled here, and the area is basically off-limits. To prevent those resident Barbarous from attacking, Hisdalia regularly hires adventurers to reduce their numbers.

Queen State of Arshonia, “Of the Fierce Woman”

The country is located on the island of Arshonia in the Sikh Sea and is connected to the Kingslay Republic of Iron and Steel by the Grantin Great Railroad Bridge. It is a country with a long history, where women have traditionally held strong authority, politics is considered women's work, and men are mainly responsible for manual labor.

The "Order of the Red Fang Women," composed entirely of women, is well known.

The state frequently interacts with Kingslay and has a good relationship with them, but internally, questions have been raised about the fact that the head of Kingslay, the supreme chairman, is male.

Magnoa Steppe Country, “Lords of Prairie”

This is a nation centered on a fortified city located slightly northeast of the vast Finoan Prairie in the mid-eastern part of the Dorden region. Surrounding the citadel is a vast expanse of farmland, where most people are engaged in agricultural work. It is famous for its delicious milk and beef, and in addition to wheat and barley, it also grows buckwheat and is well known for its cuisine using buckwheat flour and noodles, such as galette.

The Finoan Prairie is dotted with many pastoral and agricultural villages and towns, which traditionally pay taxes to Magnoa. The goods thus obtained are exported to the region and beyond, making Magnoa the second most prosperous country in the region, after the Kingslay Republic of Iron and Steel.

Fresian Forest Country, “Forest of Silence and Stagnation”

This state is located in a large forest in north-eastern Dorden. It is an unusual country where Meria and Elves make up most of the population, and Meria are revered as a noble species. However, the Meria do not get involved in politics, and the Elves primarily run the state. The country exports timber, crafts, and fruits, but not in large quantities. As a result, timber and fruits from Fresia (partly due to their high quality) fetch a high premium in other countries.

This is a country where time passes leisurely, and people do not much like to get caught up in the fast-paced world outside the forests. However, a certain number of short-lived Meria can't stand it and leave the country.

Orpheus Lake Country, "Pearl of the Lake"

This is a fortified city built on Orpheus Island in the center of Great Luana Lake, a vast expanse of water located in the southern part of the region. With its beautiful marble towers that look like white porcelain and the lake's sparkling waters, it is said to be the most beautiful place in Dorden.

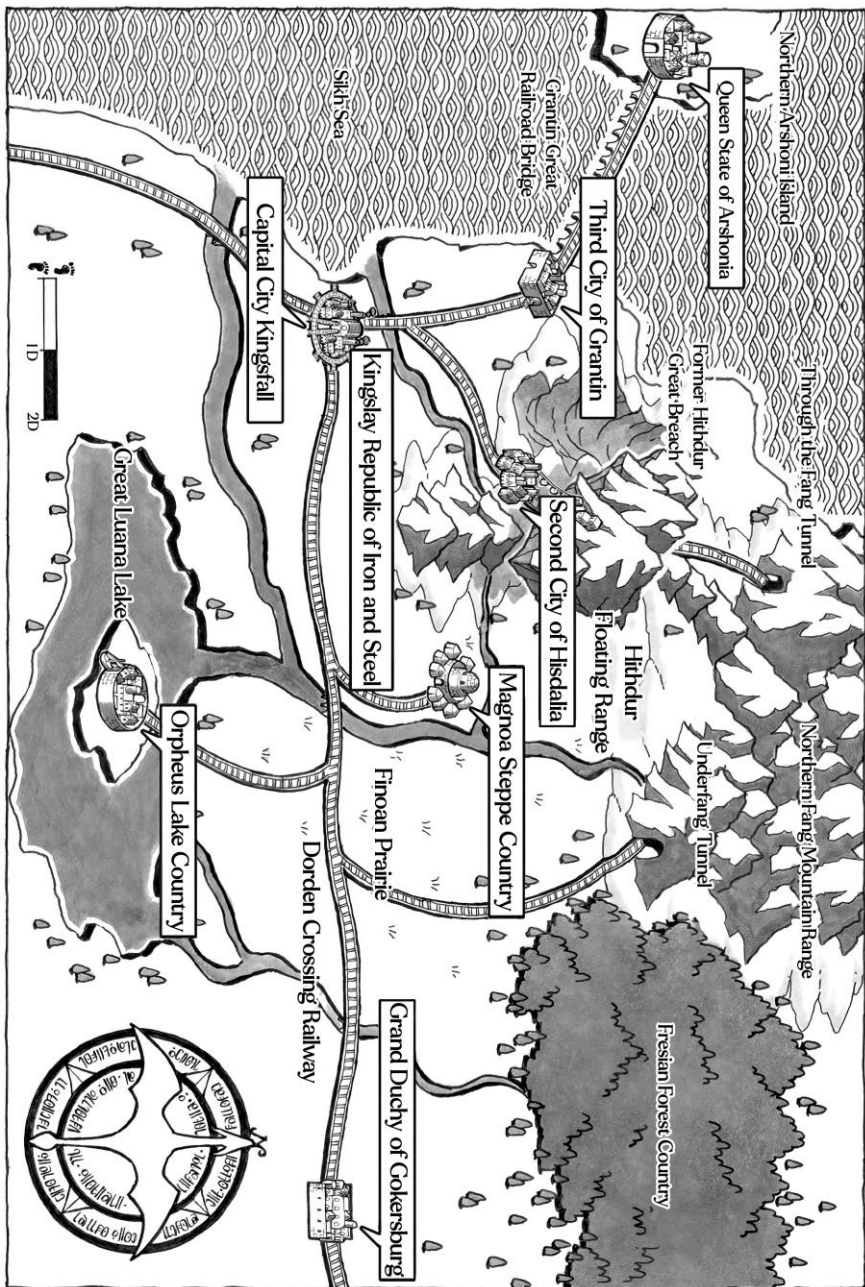
It is highly popular as a summer resort for the rich, with a strong focus on tourism by rail.

Grand Duchy of Gokersburg, "The Iron Defenders"

A fortified city on the eastern edge of the region, Gokersburg is a hub station for the railroad that leads to the western part of the Alframe continent, a region with a relatively high concentration of Shallow Abysses and a history of being a shield country to protect Humanoids from the effects of such places.

The country is a foothold on the western part of the continent and is home to many Adventurer Guilds due to the abundance of Shallow Abysses.

Dorden Region Map



Famous People of the Western Alframe Continent

Here are some notable NPCs throughout the Alframe continent's western region. Bring these NPCs to life to enhance your scenario and help your players get a feel for the world.

These NPCs may appear as clients or be treated as leaders, masterminds, or leaders of rival organizations. GMs are free to make use of them as they see fit.

Famous People of the Burlight Region

Weiss Harves, "Guiding King" (Human/Male/25 years old)

"I've got my money on you. The rest is up to you."

Weiss is the young king of the Kingdom of Harves. Perhaps because he has a Human father and a Lykant mother, he dreams of a land where people of all races and ranks can live happily together.

He has few friends in court, but perhaps because of his childhood mischievousness, he has a unique network of contacts for a royal. Because of his cleverness, he manages to get around somehow and is currently evading the clutches of court intrigue and scheming.

He appears reckless and bold enough to laughingly place his life in the hands of someone he trusts. In particular, he trusts his half-sister, Princess Iris, to the extent that he is rumored to be using her as his eyes and ears in the city, but the truth is unknown.



Iris Harves, "Bridging Princess" (Human/Female/14 years old)

"I think it would be a good job for you, though, wouldn't it?"

She is the daughter of Velvet, the concubine of the previous king, and the half-sister of Weiss.

Although she has a modest position within the court, she is not discouraged and exudes a somewhat stoic and dignified demeanor.

She has been Weiss' go-to person for most things since before he became king, and she is still working under the radar as his collaborator. She is rumored to occasionally contact promising adventurers for missions unknown.



Vandelken Magnus, "Great Magnus" (Elf/Female/330 years old)

"I am already aware of that matter."

The head of the Eusiz Magical Principality in the eastern part of the region, Vandelken is a mysterious and beautiful woman known as "The Witch" or "The Witch of the East."

Since she is said to have survived the Diabolic Triumph, there is no shortage of requests for an audience with her for her knowledge, but it is rare for adventurers to meet her in person.

However, since she has been seen in many places in the country simultaneously, it is said that she may be using some kind of magic to create an alter ego to conduct inspections. This phenomenon is feared by the public as "The Eye of the Magnus" and is one of the reasons for the low crime rate in the Eusiz Magical Principality, which has many powerful magicians.



Donon IV, "Donon Cannon" (Dwarf/Male/120 years old)

"The power that is never wielded is the most powerful."

Donon is the emperor of the Rajaaha Empire in the western part of the region.

He has silver hair and eyes, and his dull gray skin gives him a metallic appearance. He is also known as the "Donon Cannon" because of his aggressive style of diplomacy, which includes flashing weapons while negotiating.

He is famous for his meritocracy, symbolized by the "Sand Eagles," a corps directly under his command. Donon sought out and trained many of the soulscarred who had been persecuted in the past, those who lost their relatives in wars, and others who bore emotional scars. Many of them had lost a part of their body, such as an eye or an arm, before joining the group. Their loyalty to the King and his painstaking efforts have made them feared experts in their respective fighting skills.



Yecula, Former "Harlot Queen," now known as "Queen of Fools" (Nightmare/Female/22 years old)

"<laughs> I hope you had a good time in town."

Also known as "The Witch of the West," Yecula is the Queen of the Kingdom of Makajahat.

Although many consider her the best diplomat in the region, she was crowned after the sudden death of the previous king, and many suspect that his death to have been the result of her scheming.

However, the truth remains a mystery, as she and the previous king were known to be a close couple, despite their significant age difference.



Famous People of the Dorden Region

Gautier Gilbert Fier, "Supreme Chairman of Steel" (Human/Male/59 years old)

"I have a dream! A world connected by rail, where all peoples are equal, beyond the boundaries of nation and race!"

Gautier is the head of state of the Kingslay Republic of Iron and Steel.

Composed of a Senate of 13 "Steel Senators" and a Chamber of Deputies of 400 "Iron Deputies," he is the focal point of the Republic's Parliament.

A second-generation immigrant from a northern minority, Gautier is known as a devout Strasford devotee. His passionate talk of grandiose ideals, free of underhand ambitions, has earned him the immense trust of his people.



Kirke Lancaster, "Manatite Witch" (Human/Female/49 years old)

"Hmmm. How adorable."

Kirke is the head of the Lancaster family, one of the "Railroad Barons" that have been running the railways for centuries. As one of the 13 "Steel Senators," she is also a member of Kingslay's parliament.

The family made its fortune through the exploitation of manatite mining rights and the railroads that carried the ore. They had a wide influence even prior to the Diabolic Triumph. Kirke is known as the "Manatite Witch" because of her beauty, which has remained almost unchanged for over 20 years.

She often hires adventurers to seek out commodities to maintain her good looks.



Dougllock Sunbeard, "Mad Iron" (Dwarf/Male/171 years old)

"Behold! Steam fluttering in the air! Doesn't that excite you?"

Dougllock is the Director of the "Sunbeard's Trains", the largest of the Kingslay Republic of Iron and Steel's magic train development companies. He has now retired from the front line as a Director, leaving research and development to his apprentices. The title of the Director is almost an honorary one, and he is in fact, retired.

But Dougllock, a train enthusiast extraordinaire, visits the station every day to watch the trains come and go and get inspiration for his own ideas.



Luuna Arshonia, "Red Lioness" (Lykant/Female/19 years old)

"Hunting is a woman's true calling. Men are better suited to stay at home and do the housework."

A fiery, redheaded Lion Lykant, Luuna is the first queen of the Queen State of Arshonia.

As the future queen, she was raised under the traditional values of Arshonia, where warfare and politics are considered a woman's remit, and has learned the Grappler arts of the Goryu School from an early age. As a result, she has grown up to be quite quarrelsome and adventurous, and frequently escapes from the castle, much to the annoyance of the handmaidens who take care of her.



Farfa Esa Fresia, "All-Seeing Flower" (Meria Long-Lived Species/Female/14 years old)

"I will convey to you the will of the forest."

In the Fresian Forest Country, Farfa is a priestess who can communicate with those long-lived Meria who have become trees.

Surrounded by her caretakers, the Elven handmaidens, Farfa spends her days meditating in the Grove of the Ancestors and communing with the Elder Tree, a tree transformed by the elders of old. Whenever a problem arises, the Elven elders, who run the forest country, come to her, and ask her about the will of the Elder Tree.

Other than that, she rarely meets with outsiders.



Demian, "Bad Road Daemon" (Diablo/Male/32 years old)

"Hahahaha! My elites from the daemon world run rampant!"

Demian is leader of one of the "Barbarous Train Raiders" that ravage the Dorden region.

He is known for his Barbarous subordinates and his ability to use Daemons to attack trains. Although he is powerful, Demian prefers to use his overwhelming superiority over his enemies rather than his individual prowess. A large bounty is being offered by the Humanoids, and his head could provide a living for the rest of the life of the adventurer who obtains it.

He is also known to give his subordinate Barbarous a Daemon to use as a familiar. If, while walking the region, you see a Barbarous with a daemon, Demian will be connected to them.



Amed Touban, “Can’t Ride a Horse” (Human/Male/49 years old)

“You can’t ride a horse? Then ride an elephant.”

He is a large man, weighing nearly 400 kg, and is known as "Can't Ride a Horse" because he cannot ride a horse due to his size and weight. He loves food more than anything else, uses the railroad to gather various delicacies from abroad, employs many famous chefs, and regularly organizes cooking contests.

His subordinates are concerned about his health, but he is preoccupied with writing a cookbook of rare dishes and Magnoa's traditional cuisine.

Albrecht Ashenshield, “Ashen Shield” (Dwarf/Male/99 years old)

“There are so many problems...”

Albrecht is the Grand Duke of the city-state of Gokersburg. He also owns the state-run Adventurers Guild Branch “Ashen Shield Pavilion of the Great Duke.”

Trade friction with the eastern continent, frequent outbreaks of Shallow Abysses, and the troubles caused by adventurers who flocked to him in search of work have caused him headaches, and the tremendous stress caused his head to go bald at the young age of almost 100.

Having once been an adventurer who hid his identity, he is highly trusted by the people as a grand duke who understands the situation and can make correct decisions.

Miiniel, “The Mistress of the White Porcelain Tower” (Elf/Female/224 years old)

“Welcome to Orpheus. I hope you have a great time.”

Miiniel is the head of state of Orpheus Lake Country. Although she is called "Mistress," her official title is Grand Duchess.

It has taken nearly 200 years to create the image of Orpheus as a tourist destination and to promote its scenic beauty, with few resources other than the fish in its lakes.

The image of a *"mysterious mistress living in a sparkling white porcelain tower"* was consciously created by her. Still she is a very pragmatic and calculating woman of talent. Her true nature is known only to a limited circle of close associates and a few heads of state.

Vii Gared, “Snow-Covered Fang” (Lykant/Male/62 years old)

“This is the land of our fathers. Do you wish to pass or trade?”

Vii is the chief of the White Bear Clan, one of the Lykant clans that inhabit the Northern Fang Mountain Range in the northern part of the Dorden region.

The White Bear Clan lives near the entrance to the Underfang Tunnel, one of the rail tunnels through the mountains, and manages it, thriving on transit fees from the trains passing through and trading in crafts and other goods. However, the Clan has been criticized for making a tourist spectacle of their traditional way of life.

Garnet, “Train Window Painter” (Lldraken/Female/34 years old)

“Oh my, what a view. It really stirs the imagination.”

Garnet is a Lldraken artist who travels by magic train throughout the Dorden region and paints the scenery as seen from the train's windows.

She has been at the forefront of several railway line expansions and sometimes asks adventurers to escort her when she goes into dangerous areas. Some say she is too rich for an artist, and it is rumored that she has a noble patron connected with the railroads.

Remnants of Magitech Civilization

In the three hundred years since the Diabolic Triumph, the knowledge and technology of the Magitech Civilization Period have been recovered and rebuilt, as adventurers have excavated ruins and recaptured cities previously lost to the Barbarous.

Today, the benefits of the Magitech Civilization can be seen in everyday life, and they have shaped the landscape of the Alframe continent.

Daily Presence of the Magitech Civilization

The Alframe continent retains a relatively large amount of Magitech Civilization Period technology.

The style of the buildings still retains the atmosphere of the Magitech Civilization Period, and some of the infrastructure, such as water and sewage systems, have been restored to their original state.

The most common type of city or town lighting is the magitech streetlight. Depending on the country or city, officials or neighbors patrol the streets in the evening, pouring their mana into the street lamps and lighting them. This is the only way to keep the city lit until dawn.

You may also see large food warehouses equipped with huge, reconstructed refrigerators, and manabikes used to deliver packages. Generators that produce Runefolk are often located in towns.

In addition, the Magitech Civilization Period revival has seen considerable growth in the form of magic trains running on railroads and magic ships flying in the sky, providing a means of traveling to and from distant cities. The Swords of Protection that protect people's lives are also a boon from the Magitech Civilization Period.

Magic Trains and Railroads

Magic Trains and Railroads

Magic trains and railroads were developed during the Magitech Civilization Period and are now being restored on the Allframe continent.

The magic train is a gigantic version of the manabike, a vehicle that runs on iron tracks (railroad) with wheels turned by the power of mana.

This huge vehicle was created using refined manatite ores, which have the property of repelling gravity and thus floating. These ores also have the property that they repel each other.

Artificers and artisans succeeded in generating a large propulsive force by arranging two (or more) manatite steel plates in such a way that they repel each other and can rotate an axle. With the invention of this motor, it was possible to create first the manabike, and, eventually, a magic boat or even a large magic train that could pull more than 100 freight cars.

However, this repulsive action required a great deal of mana to maintain, and the amount of crew Mana Points, or mako stones, required was enormous (basically, a huge number of mako stones fragments containing less than one MP each were used).

Eventually, Mako Charge Crystals, huge red gems that automatically absorb mana from the atmosphere and accumulate it, were developed. Although small, personal, portable mako crystals have existed for a long time, huge mako crystals weighing from 500 kg to several tons for use in magic trains were first produced in the late Magitech Civilization Period. The technology for their production has now been lost.

As a result, magic trains spread dramatically, and the railroad network extended throughout the land, especially in the north-western part of the continent. Most of the railroads were destroyed by the Diabolic Triumph, but the western part of the continent is said to have many of them still surviving.

Compared to the cores of magic ships (airships), the number of trains discovered is large and they are relatively easy to rebuild. The railroad network is expanding, especially in the Kingslay Republic of Iron and Steel (some types of trains there use a large amount of scrap mako stones). The white steam emitted by the vaporizing water used to cool the Crystals has become the symbolic scenery of the north-western continent and is an integral part of the region.

Magic Ships (Airships)

Airships are the most important and among the most valuable magical objects in Raxia.

At the end of the Magitech Civilization Period, the countries of the world were connected by the routes of magic ships, and people could come and go freely. At its peak, there were many of them, and they were a means of transportation that ordinary people could afford.

However, the technique of making cores for airships has been lost, and nowadays, magic ships are built using materials handed down from the Magitech Civilization Period or from excavated materials.

The shape can vary, but in most cases, an ordinary ship is used and modified with a core attached. The core is not expensive if it is only used for floating, but it needs mana for every movement, such as up, down, forward, and backward, and uses mako stone for fuel or MP from the crew. Therefore, using an air sac (a balloon-like hull filled with gas) to supplement buoyancy, and sails for propulsion to reduce mana consumption, is common.

In the past, huge Mako Charge Crystals, weighing more than 500 kg, were used to control the magic ships at will, but nowadays, it is rare to find a vessel that has both the core and this huge crystal. However, a ship equipped with both is a small but powerful vessel, having a large payload and the ability to reach considerable speeds.

A medium-sized magic ship, which is relatively common, can carry about 50 human passengers. Smaller vessels can carry up to 10 people, while larger vessels can carry more than 100. Therefore, a nation with many magic vessels will prosper in trade, and at the same time, threaten its neighbors.

Even today, some countries use magic ships for trade and exchange with other countries, and it is possible to board a ship if you pay a high fare. The minimum is 500G, with a usual fee of 5,000G or more for a passenger cabin.

Swords of Protection

Although many Swords of Protection were created during the Magitech Civilization Period, most of them were destroyed, and their numbers remain insufficient to protect against the Barbarous. Moreover, they require sword shards to maintain them.

Rituals of Ward-Keeping

The Swords of Protection found in Alframe keep out those who bear soulscars for as little as a week and as long as several months. But to maintain them, regular rituals are required.

Swords of Protection are housed in a special facility called a shrine, built, or reconstructed, during the Magitech Civilization Period. The shrine can amplify the effects of Swords of Protection, and rituals are usually held there.

Rituals are performed in temples or in the Institute of Magitechnology, last at least one hour, and can take up to a day. During the ritual, finely crushed sword shards are carefully sprinkled on the blade, and specific actions are taken to make the Swords of Protection work again.

During this ceremony, a Sword of Protection will be powerless. Therefore, the ritual dates are never disclosed and they are conducted in secret.

In small towns, the Swords of Protection may not have enough sword shards to maintain their power and are vulnerable to Barbarous attacks. To prevent this, the Adventurers' Guild has adventurers collect sword shards and distributes them to cities and other areas to prevent shortages.

Distribution of Swords of Protection

Since these Swords are also excavated items, the more adventurers gather in a town or country, the more Swords there are likely to be in that place. In most cases, there is about one Sword for every 2,000 inhabitants. In some locations, it is about one for every 10,000 people. Ironically, the larger the city is, the fewer the number of Swords and the less protection they provide.

The performance of Swords of Protection varies widely, from a single Sword of Protection shielding a radius of only a few hundred meters to a Sword of Protection with a protective radius of over 10 km.

Barbarous Breaking the Boundaries

Barbarous with few soulscars are not expected to be warded off by Swords of Protection. However, their leaders, who possess a large number of soulscars, cannot approach them. Rank and file Barbarous mobs can normally be dealt with by ordinary guards.

However, in rare cases, Upper Barbarous equipped with magic rings or bracelets that allow them to act within the influence of Swords of Protection, may lead their troops. Since these magical items lose effectiveness over time, the Upper Barbarous will plan to attack quickly. So, you may be in danger even within safe city limits if such Barbarous forces attack. Therefore, it is the role of the Adventurers' Guild to investigate the movement of Barbarous forces in advance and to uncover the schemes of the Upper Barbarous leaders.



Part 5 Game Mastery

Here you will find a sample scenario. Barbarous Faith, Gods, and their magic, and a great deal of monster data.

Illustration by Shiroichi Ohno

Mastering Supplement

High-level Adventurer Remuneration

Add to the total remuneration guidelines (see CR I, p. 362) the one for the case where the PCs are 7 level or higher.

Approximate Total Remuneration per Character (Gamels)

Adventure Level	Base Reward	Completed the Mission	Other Rewards	Sword Shards
First Adventure	700	500	200	3 - 5
1 - 3	1,300	1,000	300	4 - 6
3 - 4	2,000	1,500	500	5 - 8
4 - 5	3,000	2,500	500	6 - 9
5 - 6	4,000	3,000	1,000	7 - 11
6 - 7	5,000	4,000	1,000	8 - 12
7 - 8	6,000	4,500	1,500	9 - 14
8 - 9	8,000	6,000	2,000	10 - 15
9 - 10	10,000	7,500	2,500	11 - 18

Scenario

Sample Scenario "Millstones of the Immortal Queen"

How to Read a Sample Scenario

For details on how to read this scenario, please refer to "How to Read a Sample Scenario" in Core Rulebook I (see CR I, p. 364).

Scenario Overview

In this scenario, the initial objective is to aid some mythical beasts who are being troubled by Undead in their remote forest home. The ultimate source of the threat turns out to be one of the kin of the God of the Second Sword, and they must be eliminated to ultimately thwart a terrifying scheme.

Session Preparation

This scenario is designed for 3 to 5 PCs at Adventurer Level 7. Otherwise, the GM should adjust the level and number of enemies according to the size and experience of the party.

Character Preparation

If you wish to prepare a new PC to play in this scenario, you can use one you have just created or use a sample character from "Core Rulebook I" or this book and grow it as follows.

Character Growth

Experience Points	+17,000 points
Growth of Ability Scores	15 times
Money	+30,000G
Reputation	300 points

Fellows

If the party size is small, you may prepare a Fellow to accompany them. You should look for Fellows at Adventurer Level 7, or you can grow any of the sample characters using the procedure above and then convert them into Fellows.

Scenario Setting

This scenario is set in the Fresian Forest Country (see p. 286) in the eastern part of the Dorden region (see p. 284) on the Alframe continent.

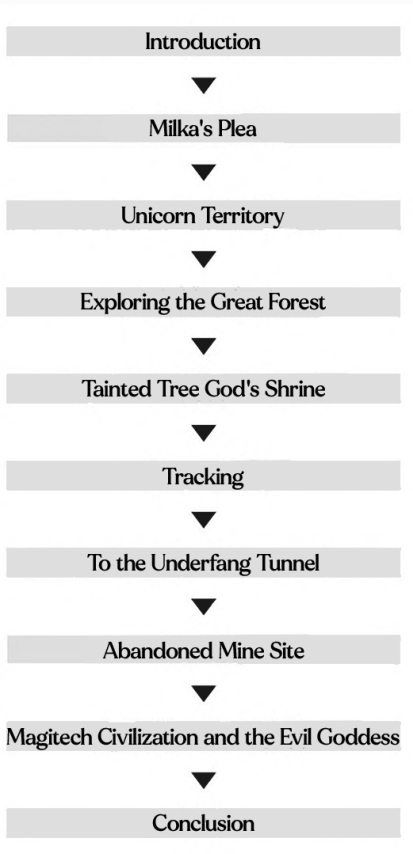
Main Scenario

The Dorden region is in the northwestern part of the Alframe continent. Each city in this region is equipped with a quick and safe transportation network using magic trains and railroads that have been developed since the Magitech Civilization Period.

Fresia, in the eastern part of the region, is one of many growing cities that has benefited from these innovative distribution channels.

The scenario begins with a request that comes into the National Adventurer's Guild. The job is intended for skilled members of the Guild.

Scenario Flow



Introduction

The Adventurers' Guild in the capital city of Fresia is as noisy as ever.

Although far from the first time the room has been bustling with so many people, you notice that the receptionist leading you to the branch manager's office looks harassed and nervous.

Dardam (Meria long-lived species/Male/166 years old), the head of the Adventurers Guild Branch in Fresia, welcomes you and begins to explain the situation in a low, calm voice...

The PCs, experienced adventurers who have been through many adventures, are based in the Fresian Forest Country. If they have achieved

Adventurer rank (see p. 114) with a Reputation, they will be treated with hospitality and respect when they visit the Guild.

The PCs receive a request directly from Dardam, the head of the Guild branch. He says:

"I'm glad you guys are back in town. I hope you can help us.

"There is a Meria village two days walk east of here, through the forest. There, about five days ago, a mythical beast came to ask for help.

"The mythical beast concerned was a Deela Harpy (see CR I, p. 426). According to her story, one of her friends, a Unicorn (see p. 391) is in danger, and she wants strong humanoids to help her.

"Unicorns are easy targets, whether from Humanoid, Barbarous, or others. The Adventurers' Guild would like to protect them, but Unicorns are too noble to ask for help themselves.

"The Meria village, where the Deela Harpy went to, is also my hometown. The story of the Unicorn is not to be shared with the public. That's why this Deela Harpy contacted me directly. And I'm telling you this story because I trust you to keep things to yourselves.

"I was hoping you could go to my village, listen to the Deela Harpy's story, and so help the Unicorn. It's a delicate mission, but I'm counting on your help."

The Adventurers' Guild asks the PCs to investigate and eliminate the danger facing the Unicorn. They offer 5,000 gamels per person if the request is fulfilled. PCs needing further aid will be asked to contact the Guild through Dardam.

Regarding Deela Harpies and Unicorns, the PCs may perform a Monster Knowledge Check when they hear about the mission from Dardam. Even should they fail, they can ask Dardam for details about these mythical beasts, and he will tell them what is written in the "Description" section of each creature's monster data entry.

As for the exact location of the Unicorn's habitat, Dardam says that the PCs can make inquiries in the Meria village regarding that.

If the PCs accept the request, Dardam will sketch out a map of the route to the Meria village with a word of thanks.

The PCs can then prepare for departure and are free to go shopping, etc.

Milka's Plea

The journey to the Meria village goes smoothly without any dangerous encounters.

When the PCs tell the villagers that they are from Fresia, the Meria thank them and lead them to a Deela Harpy, who is staying in the village.

The Deela Harpy, whose name is Milka, tells the PCs of the problem.

“My name is Milka. I live happily with other mythical beasts to the north of this village.

“Please help my friend Remus.

“He is still a young Unicorn. He felt an evil presence when he was playing with fairies in the northern forest. He tried to escape, but the presence caught up with him and spoke unintelligible words to him. Since then, he has been filled with fear. He has been lying low, hardly moving, and getting weaker by the day. I don't know why.

“Remus has a parent named Almaas, who is also a Unicorn. Since Remus began to waste away, Almaas has been in a rage. He has been searching for whatever caused the problem with Remus' health.

“Almaas doesn't like Humanoids or the Barbarous, so it might not be a good idea to meet him in his current state of mind.

“Other mythical beasts and animals in the area might know something. I can accompany you if you want to go looking for them.”

If the PCs ask Milka to show them where Remus felt an “evil presence,” she will do so.

If the PCs suggest going to the territory of Remus and Almaas and talking with them, Milka discourages the idea. If the PCs insist on this course of action, they will be guided to the place where Remus is whilst Almaas is away from their territory to look for the “evil presence.” Should the Unicorn return whilst they are there. However, this would incur Almaas' wrath, and Milka tells them that she would be unable to prevent Almaas from attacking if that was the case.

If the PCs talk to the Meria in the village, they will gain the following information:

“Milka visited the village about a week ago. Since then, she has been returning every day during daylight, waiting for you to come.

“We know where the Unicorns' territory is. It is situated around a small lake about a kilometer east of the village.

“The people of the village do not have direct contact with the Unicorns, and it is good manners to stay away from them. If you do encounter one, it is best to leave, acting as if nothing had happened. Then the Unicorns will forgive the intrusion.”

After this, Milka will guide the PCs to either the lake in the Unicorn's territory or to look for other animals or mythical beasts that have detected an “evil presence” in the forest.

From this point on, the amount of time spent searching will affect how the scenario develops, so do not forget to make a note of the passage of time using the notation *+X time points* as directed in the text. The number of time points accrued will affect the final encounter.

Unicorn Territory

If the PCs are heading for Unicorn territory, Milka will guide them to a spot close to it. After that, the PCs will need to check for any sign of Almaas; one of the PCs should roll 1d, and look up the result below.

○In the case of 1-4

Almaas is not in the vicinity, and the PCs can reach Remus without difficulty. He is cowering by the lake shore.

Remus looks frightened and alert, but when he realizes that Milka is present, he does not run away. If Milka is not present, Remus will run off into the woods. If PCs chase after him, they will run into Almaas. See "If PCs Meet Almaas".

○In the case of 5-6

Almaas is warily standing near Remus' house, and Milka warns the PCs that they will be discovered if they try to get closer. Should the PCs ignore the warning and approach, Almaas will find them. See "If PCs Meet Almaas".

Reasons for the Remus' Condition

Milka talks to Remus and explains to the PCs what he knows about the cause of his weakness.

About a week ago, while playing with fairies in the woods, Remus saw a large being on a horse, a being that radiated an "evil presence". He says whatever the thing was, it was neither Humanoid nor Barbarous.

Since being affected by the evil presence, the healing power of his Unicorn's horn has been ineffectual, and he feels that he is growing progressively weaker and wearier.

If PCs wish to check Remus' symptoms in detail, they must make a Pathology check with a Target Number of 15.

If successful, the PCs realize that the Remus' horn is soulscarred, and its powers are blocked.

If they ask Remus where he felt the "evil presence," he tells them that it was in the southern reaches of the forest, deep into the area where he says he "could feel the power of Gods".

If the PCs want to go there, proceed to the "Tainted Tree God's Shrine." Remus will not accompany the PCs, but Milka will if they ask her.

If PCs Meet Almaas

A white unicorn stands in front of you.

It has a noble attitude but does not try to hide its hostility toward you.

You stand in awe, aware that judgment is before you in the shape of an angry mythical beast.

Almaas has always disliked Humanoids and Barbarous and is now very upset because of the harm that has been done to Remus.

If the PCs leave as soon as they meet the enraged Unicorn, he will not do anything. If the PCs succeed in calming the Unicorn down with a [Sanity] spell or through other means, he will tell them the information found under "Reasons for Remus' Condition."

If they fail to calm Almaas down or engage in any hostile actions, including combat, they will not glean any information from Remus or Almaas. After resolving the PCs' actions, they will gain +1 *time point* (see "Exploring the Great Forest" below).

Exploring the Great Forest

If the PCs want to take Milka with them and gain information from other beasts and animals, they will have to explore the Fresia Great Forest.

If they want to search, roll 1d, and an event corresponding to the roll will occur.

○In the case of 1

The PCs come across the corpse of an animal that looks like a wild boar. Its torso is cruelly torn apart. It looks as if it has been butchered with a sharp knife.

If PCs succeed in a Search check with a Target Number of 14, they will notice that the corpse seems to have suffered from a curse-type effect in addition to its injuries. If they succeed in a Track check with a Target Number of 15, they will find that the hoof prints of a large horse continue to the north, deeper into the forest.

If the Check fails, add +1 *time point*. The PCs then need to roll another 1d to continue exploring the forest, but this time adding the current [time point] total to the die roll.

○In the case of 2-3

While following Milka, the PCs reach an area where the footing is poor, and the ground is covered with many layers of tree roots. Each PC needs to make a Spot Trap check with a Target Number of 15. Characters who fail this check fall into a hollow between the trees, suffering 24 points of physical damage. This damage can be reduced by using a Tumble check.

If one of the characters falls and the others rescue them, the party gains *+2 time points* and needs to search for other clues. Roll a 1d again, but this time add the current [time point] total to the die roll.

○In the case of 4-5

The party finds a small clearing in the forest where several animals are gathered. If Milka is with them, they can see that the animals are wary of the PCs but are not hostile.

If the PCs want to get any information from the animals, they will have to ask Milka to translate for them. By adding *+1 time point*, they can gain the following information from the animals:

"The animals say they fled from the woodlands to the south."

"There is a beautiful place to the south, but it has become very unpleasant right now."

"One of the big, nasty-looking things they saw there seems to have left the herd and headed north."

The "very unpleasant" place that animals describe is not that far away.

Go to the "○ In case of 6 or more" section without rolling the dice.

○In case of 6 or more

The party comes across a series of large trees, which appear to have been altered by human hands. The trees have been shaped to exploit and enhance the natural environment. The place speaks of harmony with nature without adding unnecessary touches.

The PCs can make an Engineering check with a Target Number of 13, and if they succeed, they will realize that this place has been created in the same style as the temples of Dalion, the God of Trees (see p. 361), that were built in the Magitech Civilization period. At the same time, however, they will also sense an evil presence. Proceed to the "Tainted Tree God's Shrine."

Tainted Tree God's Shrine

This place is like a temple of trees.

Large trees are lined up in regular rows like the pillars supporting a huge building.

Drawn into the place, you venture deeper into the hall-like structure, but you find inside a sinister scene, completely at odds with the solemn atmosphere of the surrounding area.

As the party proceeds deeper into the space, near the closed end where the altar lies, they see some moving shapes. Even from a distance, they know that they are evil.

A Human man, who seems to have noticed the PCs' cautious entrance, suddenly calls out to them.

“Well, it's unusual to find people deep in the woods like this. Lost adventurers, perhaps?”

“This is the temple of the God of Trees, Dalion, built during the middle of the Magitech Civilization Period. It is now used as the temple of our Goddess, Zeides.

“It is most unfortunate that you have stumbled upon our secret shrine... but we had no choice but to ask for help from the Black Knight. It is he that you seek, am I right?”

“Never mind, it will be an honor for you to become offerings to our Goddess!”

Behind the man is an altar of sorts, and the PCs notice that the holy symbol that stands on top of it is the same as the one the man is carrying around his neck.

The Evil Priest attacks the party along with the Undead that swarms around the altar. A battle ensues.

If Milka is with the PCs, she leaves the danger area and does not take part in the fighting.

• **Combat**

Rearguard: Evil Priest (see p. 410) x 1

Rearguard: Phantom (see CR I, p. 418) x 1

Frontline: Skeleton Guardian (see p. 372) x 2

※Using Standard Combat (see p. 48), the distance between the PCs and the Skeleton Guardians is 20m, and the Evil Priest is 5m behind the Skeleton Guardians. The PCs can be placed anywhere from 20 to 25m from the Skeleton Guardians.

The other Undead vanish should the PCs prevail in the battle, and only the Evil Priest remains. With his dying breath, he says:

“But... it is already too late. My long-cherished wish will be fulfilled by the Black Knight... The Death Scatterer will be revived... All creatures will prostrate themselves before the power of the Immortal Queen!”

He may also answer questions from the PCs, as follows:

“Unicorn? Yes, because it is a symbol of abominable life. Once contaminated, the Black Knight will take it as his mount...”

“The more the Black Knight propitiates the Death Scatterer, the more soulscars the Unicorn will gain, and it will become stronger...”

The Evil Priest says these words as if he were singing and then succumbs to his wounds. This is because his words contain a kind of incantation that dedicates his soul to Zeides.

When the Evil Priest's loot is examined, a copy of the “Immortal Queen's Scripture” will also be obtained. It is a book written in magitech, and inside are words of praise to the Immortal Goddess and the hidden location of the “Death Scatterer.” If the PCs cannot read the book, they can have it read to them in the Meria village (+1 time point). The location of the mysterious Death Scatterer is indicated to be northwest of the Great Forest and west along the foot of the mountain range, near the Underfang Tunnel.

To restore Remus' health, it appears that it is necessary for the party to locate the “Black Knight” who has ensorcelled the Unicorn and to defeat him.

Tracking

At this stage, the PCs can return to the Adventurers' Guild in Fresia and report the situation.

They can also head directly to the Underfang Tunnel in search of the Black Knight.

○Report to the Adventurers' Guild

When PCs inform Dardam at the Adventurers' Guild in Fresia of the “Black Knight's” involvement in the Unicorn case, he looks at them sternly.

“If the Black Knight (I've never heard of him...) is a follower of the Immortal Queen Zeides, we can't ignore him, he is a follower of a Goddess of the Second Sword. And we must save the Unicorn...”

“A Tainted Tree God's Shrine from the Magitech Civilization Period, you say? We will confirm this and dispatch a priest to reconsecrate it.”

“The Guild will assist you as much as we can. Will you continue to learn more about this Black Knight and the Death Scatterer, whatever that may be? It will probably be a tough fight.”

Add *+2 time points* to account for the time lost in making this report to the Guild.

Dardam will prepare and give the following items to the PCs to help them. The PCs should consult with each other to determine who will carry each item.

• Items to be received from Dardam

Awake Potion x 3

Magic Herb x 3

Mako Stone (5 pts.) x 3

Sunlight Charm (+2) x 2

Moonlight Charm (+2) x 2

The PCs can also learn about the Black Knight and the Death Scatterer by checking the Magitech Civilization Period literature in the city libraries. For each successful Literature Check with a Target Number of 16, the following information is obtained, one by one, from top to bottom.

The same PC can attempt a Literature Check multiple times by retrying. If one of the PCs performs the Literature check more than once, a *+1 time point* will be added for each attempt.

If PCs do not want to make further Literature Checks, continue with "To Underfang Tunnel".

• Information Available with Literature Check

- The Death Scatterer is a temple of the Immortal Queen Zeides, built in the middle of the Magitech Civilization Period by a pagan cult hiding in the Dorden region.

- The most distinctive feature of the Death Scatterer is that it is a temple built on a magical train. In other words, it is a mobile temple.

- A devout follower of Immortal Queen Zeides, the Black Knight is the title of a certain devotee active during the Diabolic Triumph. They are known to have inflicted extensive damage on Humanoids from horseback.

○ Going to look for the Black Knight

From the Temple of the God of Trees, it is possible to go directly to the Underfang Tunnel. Milka will serve as a messenger to explain the situation to the inhabitants of the Meria village and the Unicorns.

“If what that bad Human said is true, we must defeat the Black Knight. Remus is going to be overcome by him if we fail.

“Rescue Remus! I will tell Almas that you helped us.

“I will also tell the Meria people to purify the shrine of the God of Trees.”

Milka says goodbye to the PCs. Go to the “To the Underfang Tunnel.”

To the Underfang Tunnel

The Underfang Tunnel is the railway tunnel at the foot of the mountain range in the northern part of the Dorden region.

In the war against the Barbarous during Magitech Civilization Period, the terrain was deformed. Dwarven adventurers found a rich vein of ore in the mountains, which has been utilized by Humanoids ever since.

When the PCs reach the Tunnel, they find a mining village built around it, and strong men gather to discuss some ongoing situation.

When PCs ask them about what is going on, they say the following.

“Ah, adventurers? You’ve come to the right place. We were just talking about where we could hire some of your kind.

“We are miners, and our main job is to dig the ore veins in the tunnel. But about three days ago, we found a big hole in the side of the tunnel, maybe the site of an old cave-in now uncovered. Those who went there to investigate have not come back.

“We don’t know what is going on beyond the old cave-in. There doesn’t seem to be any danger of a collapse, but our client told us to stop work pending an inspection, so we were just talking about who should go in there next.

“We were thinking of hiring adventurers to take care of this situation... Do you guys want the job? Our clients pay well, so we’ll let them know what your pay rates are.”

The miners ask the PCs to rescue the miners who went to investigate earlier and explore the tunnels beyond the hole. The reward is 1,000 gamels per person. They also promise a bonus proportionate to the danger levels encountered. Three miners are currently missing. They describe them and their names (which are up to the GM).

If the party wants to go deeper into the Underfang Tunnel, either to accept this request or go on their own, see the “Abandoned Mine Site” below.

Abandoned Mine Site

The hole in the side wall of the Underfang Tunnel is quite large.

Beyond the hole, there appears to be a series of very old tunnels. It seems that these were dug long ago but were subsequently sealed off by a cave-in and have only just been revealed.

The PCs should be aware that threats lie ahead and take appropriate steps, proceeding with caution.

The old tunnels are treated as structures (not natural environments) as far as Skill Checks are concerned. In addition, the PCs need either a light source or an ability/effect equivalent to [Darkvision] to be able to navigate the pitch-black tunnels.

See the “Map of Abandoned Mine Ruins” on the next page for the layout of the tunnels.

○①Cave Entrance

A passage about 3m high and 3m wide curves gently to the right and continues into darkness. The PCs cannot see its end, and the remains of an old railway track can still be seen at the entrance.

If PCs want to search the surrounding area, they need to make a Search check with a Target Number of 15. If they succeed, they will find hoof prints leading into the passageway.

○②Y-Intersection

A tunnel extends to the far right and far left at the end of a gentle curve. Here, too, PCs can find hoof prints if they succeed in the Search check with a Target Number of 15. If they have already found the hoof prints, they can perform the Track check with a Target Number of 14 instead, and if they succeed, they will see that the hoof prints lead to the left.

If PCs want to see what is going on beyond the left and right branches, they need to make a Notice check with a Target Number of 14. If they succeed, they will hear a moaning sound from the far right and a faint sound of running water from the far left.

○③Scrap Wood Warehouse

This is a dead-end cavern with a radius of about 5 meters. On the floor are three wooden crates, each about one meter on a side, placed messily. The floor is littered with smashed remnants of similar crates.

A faint moaning can be heard coming from inside one of the crates.

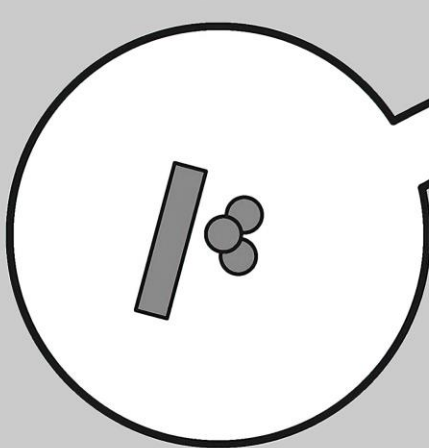
The wooden crates are not locked, but their lids are roughly fitted into place.

Map of Abandoned Mine Ruins



6 Deepest Part

5 Rubble Blocking the Way



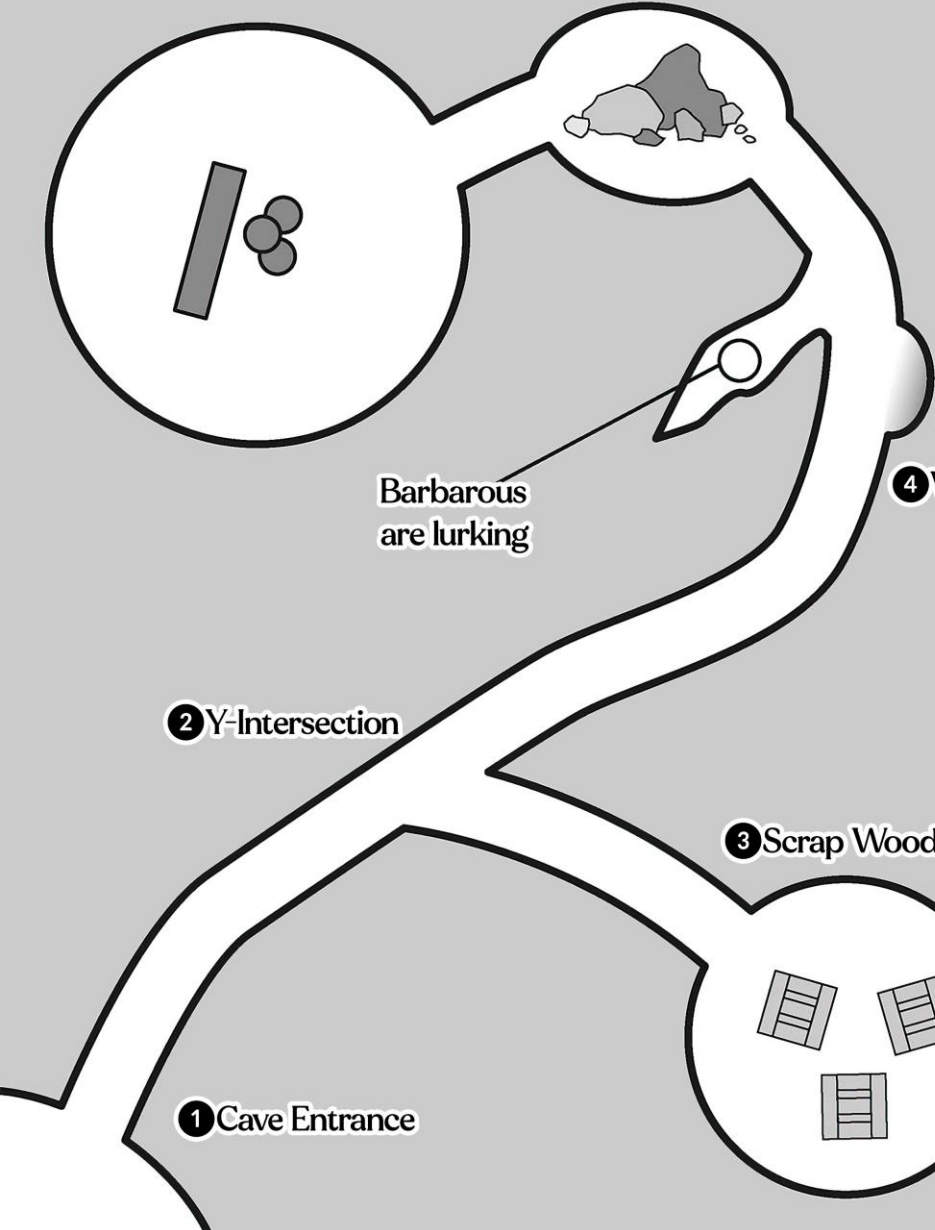
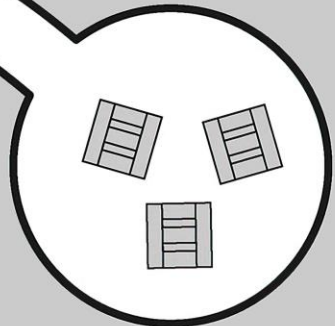
Barbarous
are lurking

4 Water Veins

2 Y-Intersection

3 Scrap Wood Warehouse

1 Cave Entrance



Each of the three crates contains a Human man. They are unconscious, but from their descriptions, the PCs know that they are the miners whom their co-workers wanted the party to find.

If the PCs want to rouse the miners, they need to use the [Awaken] spell or an Awake Potion or a similar effect on them. If a miner is awakened by one of these actions, he will say:

“Are you adventurers or...? We are miners. We’re here because we tried to investigate a gaping hole in the tunnel, but monsters cornered us and knocked us out.

“My light was doused so quickly that I have no idea what the monsters look like nor how many there are.”

Once the miners have been rescued, they can be returned to the entrance and sent back to the mining village. The PCs can also decide to delve deeper into the tunnels with the miners accompanying them.

If the PCs take the miners with them to the end of the tunnel, they can reduce accumulated time points by -1. In case of future combat, the miners must participate as a character with HP 10 and a Defense of 2. All Skill Checks they make are rolled using 2d+2, but they will not make any attacks in the fight (so they will only roll Evasion and Resistance checks).

④ Water Veins

The tunnel extends into the mine in a gentle curve. There is a slight depression on one side of the road, from which underground water gushes. If the PCs heard water at the Y-Intersection, they will realize that the sound was emanating from here.

If the PCs want to examine water in detail, they need to make a Search check; regardless of whether the check is successful or not, they will not discover anything unusual.

If one of the PCs performs a Search check to check the water, immediately after the check, the PCs must make a Danger Sense check with a Target Number of 14. If they succeed, they will sense that the PCs who are concentrating on the Search will be spotted by monsters that have appeared from a side passage. If the Danger Sense check fails, no one will be aware of it, and those PCs will be taken by surprise by the lurking monsters.

Either way, there will be a battle.

• Combat

Frontline: Loud Bolg Commander (see p. 340) x 1

Frontline: Minotaur (see p. 339) x 2

※Using Standard Combat (see p. 48), the distance between the PC who made the Danger Sense check, and all the monsters is 5 m. The PCs who did not make Search checks are placed 5m behind the PCs who did.

If PCs win the battle, they can proceed further into the mine.

○⑤Rubble Blocking the Way

This is an area where a passageway has partially collapsed and become narrower due to fallen rock and rubble. Something must have passed through the collapsed passageway, making it even more difficult to continue.

If the PCs want to move forward without risking further collapse, they need to make an Acrobatics Check with a Target Number of 13, which must be performed by all PCs. If the Check succeeds, they can move safely, but if it fails, the PCs will be knocked off their feet, fall prone, and suffer 2d+8 physical damage from falling debris. The PCs will benefit from armor and shield Defense, which will reduce the damage they suffer.

Alternatively, it is possible to move forward by clearing debris from the collapsed passage until it is safe to continue. In this case, a Strength Check with a Target Number of 15 should be made. If this Check fails, nothing happens, and it can be attempted again with no additional time required for exceptional retried checks (see page 43). If any PC succeeds, then it will be safe for everyone to move forwards.

Each time a Strength Check is performed, the time point total is increased by +1 regardless of whether the Check succeeds or not.

○⑥Deepest Part

The innermost part of the old mine is a large cavern with a radius of about 10 meters.

Go to “Magitech Civilization and the Evil Goddess.”

Magitech Civilization and the Evil Goddess

You have arrived at what appears to be the deepest part of the abandoned mine site.

It is a vast space. It must have been an area where excavated ore, carts, and the trains carrying the ore were stationed. The wreckage of these vehicles is lying scattered around the site.

Coming from the center of the space, you can hear a mysterious voice. When you turn your lights toward the voice, ominous creatures turn their heads to stare back at you.

The PCs reach a cavern with a radius of about 10 meters.

In the center of the cavern sits a train-like magitech vehicle, around which some Barbarous and Undead can be seen. When the PCs reach the entrance to the space, one of the Undead, mounted on a horse and dressed in black armor, speaks in arcana. If PCs have information about the Black Knight, they will realize that this is him. Here are some of the things he will say:

“It is pious of you to come to be sacrificed to the new queen!”

“Unicorn? Yes, it is to be my new mount. I am performing a ritual now, and he will come here himself soon. Oh, the irony that a Unicorn, the symbol of life, shall follow the servants of the Goddess of Immortality?”

“This magic train is called the Death Scatterer, a mobile altar of Zeides. It was created by my design in her name. Now I’ve returned to empower it.”

“Now, we must return to the preparation of the altar sacrifice. Resisting will not help you. Fall to your knees and pray, at best, for the grace of Zeides!”

The Black Knight attacks along with the surrounding Barbarous and Undead. A battle ensues.

• **Combat**

Rearguard: Specter (see p. 373) x 1

Frontline: Black Knight (Bone Knight) (see p. 374) x 1

Frontline: Dark Troll (Worshipper of Zeides) (see p. 340) x 0-2

※Black Knight (Bone Knight) is enhanced with 9 x sword shards (see CRI, p. 384).

※The number of Dark Trolls changes according to the current time point total that has been accrued during the scenario. If the total number of time points is between 0 and 2, then no Trolls are present; if it is 3 to 4, then 1 Troll appears; if 5 or more, then 2 Trolls appear.

※Using Standard Combat (see p. 48), the distance between the PCs, the Black Knight, and the Dark Troll is 10m, and the Specter is 5m behind the Black Knight. Each PC can be placed at any position between 10 and 15m from the Black Knight.

If the PCs are victorious, the Black Knight will say, *“My long-cherished dream... has not been lost yet...”* and will disappear.

With the vanishing of the Black Knight, the power of sacrificial victims trapped within the Death Scatterer can escape from its influence. The Death Scatterer will remain in place, but the tunnel will be sealed and destroyed over time.

If PCs want to return to the Adventurers’ Guild in Fresia, go to “Conclusion.”

Conclusion

A case that began with a Unicorn problem was finally resolved by destroying an ancient altar of Zeides.

Dardam, the head of the Guild branch, the Underfang Tunnel miners, and even the Meria in their village, as well as Milka and Remus, soon learn that their troubles have ended.

Back in Fresia, Dardam welcomes PCs.

“You guys have done a great job. We have confirmed the situation with the Humans and with Meria.

“The Unicorns sent a message to the village of the Meria. If you ever have any trouble in the future, they will be there to help you.”

The PCs will receive 5,000 gamels per person from the Adventurers’ Guild and 2,000 gamels per person from the miners, including hazard pay. In addition, they will be able to get help from Remus and Almaas in the future.

The scenario ends with the players receiving 1,000 experience points, along with the experience points awarded for defeating monsters, and growing their characters.

Barbarous Faith and the Gods of the Second Sword

Like Humans, some Barbarous find solace in the Gods and have taken to worshipping them and performing miracles in their name. These Barbarous deities are followers of Ignis, the Second Sword, and are known among the civilized races as the Malevolent Gods.

As with humans, there exist Barbarous of the same type and clan that hold widely differing beliefs. Much like Humanoid priests, they seek to go out and spread the word and teachings of their Gods to others.

Basic Divine Spells Changes

While the Barbarous can become priests, able to learn and cast divine spells, some are spells unavailable due to their very nature. At the same time, some spells are only available to Barbarous priests.

Specifically, Barbarous priests are unable to use the 1st-level spell [Banish] (see CR I, p. 231), as well as the 4th-level spells [Sacred Weapon] and [Sacred Shield] (see CR I, p. 234).

However, they make up for this by being able to cast the 1st-level spell [Fear] and the 4th-level spells [Vice Weapon] and [Vice Shield].

Laris, the Mad God

Priests serving the Mad God Laris (see p. 323) can use all [Banish], [Fear], [Sacred Weapon], [Sacred Shield], [Vice Weapon], and [Vice Shield] spells.

Ogre



Illustration by Shiroichi Ohno

1	Fear					Cost	MP3
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/Target	Duration	Instant/ Various	Resistance	Neg
Sum.	Negatively affects Undead and Humanoids						
Eff.	For each Undead or Humanoid in the area that fails to resist, roll 2d and consult the table below to determine Banish's effect. This spell is of psychic type if the target is Humanoid.						
	2d	Effect					
	2 - 4	The target panics and goes berserk. For 30 seconds (3 rounds), it receives a +2 bonus for Accuracy and a -2 penalty for Evasion. If the target has an intelligence score, it cannot use any actions that require a reason or cast any spells					
	5 - 9	The target is consumed by fear, slowing its movements. For 3 minutes (18 rounds), it receives a -1 penalty on all Accuracy, Evasion, and Spellcasting checks.					
10 - 12	The target flees (or, in the case of the skirmish, uses a retreat action). If it cannot flee, it cowers in fear, cannot take any actions for ten seconds (1 round), and automatically fails all action checks (see CR I, p. 114). After that round, it can act normally again.						

4	Vice Weapon					Cost	MP3
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Increases Accuracy +1 and physical damage +2 against Undead and Humanoids						
Eff.	The target's melee and ranged attacks become magical and receive a +1 bonus to Accuracy and deal an additional +2 physical damage when attacking Undead or Humanoid characters.						

4	Vice Shield					Cost	MP4
Tar.	1 Character	Range/Area	2(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Reduces damage received from Humanoids and Undead by -3						
Eff.	The target takes -3 physical damage from attacks by Humanoid and Undead characters.						

Barbarous Gods

The Barbarous follow the Gods of the Second Sword, Ignis. When using a Barbarous character that is a Priest, choose which God the Barbarous follows and grant them the appropriate spells.

The Gods introduced here are not available for PC Priests to choose from.

Ancient Gods

"God of War," Dalkhrem

The oldest and most powerful of the Gods was given power by Ignis itself. For more information, refer to Core Rulebook I.

Major Gods

"Sea Snatcher," Eiryak

Eiryak is known as the admiral of Dalkhrem.

Because of his usual love of battle and his unmitigated pleasure in plunder, the coasts and rivers of Raxia are often raided by Barbarous pirates bearing the holy symbol of Eiryak, committing all manner of atrocities in his name. For this reason, Eiryak is a highly feared God amongst the inhabitants of shorelines and riversides.

He is worshipped mainly by aquatic Barbarous such as Tannoze and Lizardmen, and also has followers among outlaw Humanoid pirates. It is said that they use the Kraken, a giant squid-like or octopoid monster, as their banner.

Worshippers of Eiryak excel at fighting on land, on water, and aboard ship, and there are even legends of them carrying their vessels over mountains so that they can attack inland lakes. The dogma of Eiryak is "to behave as you desire," "to fight," and "to plunder," leaving little room for doubt.

"Immortal Queen," Zeides

Zeides is the immortal Goddess and progenitor of the Nosferatu. She is a fearsome and evil Goddess who violates the laws of the world of Raxia, as well as the rules of reincarnation of the soul.

The worshippers of Zeides explore eternal life, boast of the beauty and superiority of the physical body, and believe that they should rule others in the holy name of Zeides.

However, they consider it vulgar to overtly display their power, so they usually hide in the dark, building up their strength and trying to improve their beauty. They believe that night is the time and the world where Zeides should rule. Her worshippers hate sunlight, aiming to eventually subdue it.

Most of her worshippers are Nosferatu and their servants. They study immortality and the perfection of beauty, and their secretive ways keep them hidden. They build temples underground or in secluded places.

However, they do not hesitate to fight when push comes to shove, demonstrating their fearsome killer instincts and abilities. They will seduce beautiful women and men alike, attempting to win them over, or even forcefully abducting them.

"Mad God," Laris

Laris is a mysterious God whose origin and the Sword by which attained divinity, remain unknown.

His dogma is to value freedom above all else and to behave without restraint. He does care if crimes are committed when doing so.

As they have a far different, almost alien, set of morals and way of thinking, Daemons almost exclusively follow Laris. The Daemons who appear in Raxia are bound by rituals and covenants, and those who are freed from these commandments become terrifying killers.

Laris's power is unique because he can create the Undead and raise the dead. As a "Mad God," Laris is feared and his priests are regarded as heretics by all other churches.

Despite the risks of following the Mad God, there are those Humanoids and Barbarous who have slipped into the embrace of madness, and these few have been able to learn of Laris and his power.

Specialized Divine Spells of Dalkhrem, God of War

	2 War Cry					Cost	MP6
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant/10 seconds (1 r)	Resistance	Neg
Sum.	Powers up Barbarous, physical damage +2					Type	Psychic
Eff.	Raise a savage cry, uplifting allies, and frightening foes. All Barbarous within the area of effect deal an extra +2 physical damage with melee and ranged attacks. This spell only works if the target can hear the caster's shout.						

	4 Frenzy					Cost	MP8
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant/3 minutes (18 r)	Resistance	Neg
Sum.	Focuses target on fighting and increases its damage by +2					Type	Curse + Psychic
Eff.	Extinguishes fear and drives all affected into a blind fury. All those affected by this spell will fight to death as long as they detect any hostile characters. While affected by Frenzy, a character cannot be affected by any Psychic-type effects, and they increase all damage dealt (physical or magical) by +2 points.						

	7 Berserk					Cost	MP8
Tar.	Caster	Range/Area	Caster/-	Duration	Instant/3 minutes (18 r)	Resistance	Optional
Sum.	Fly into an anger-fueled rage					Type	Psychic
Eff.	While affected by this spell, the caster increases their Accuracy, Fortitude, and Willpower by +3 points and deals an extra +6 physical damage. However, they also receive a -3 penalty for their Evasion and cannot cast any other spells.						

	10 Troops of Ignis					Cost	MP20
Tar.	1 area(6m Radius)/20	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	N/A
Sum.	Allows Barbarous to cast Dalkhrem's Specialized Divine Spells						
Eff.	If the target is Barbarous, that character can use Dalkhrem's Specialized Divine Spells up to the 7th level for the duration of this spell.						

Specialized Divine Spells of Eiryak, Sea Snatcher

2 ▶▶ Wave Riding							Cost	MP2
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	10 seconds (1 r)	Resistance	Optional	
Sum.	Evasion checks +1 underwater							
Eff.	Redirects water currents received throughout the body and speeds up reflexes while underwater. The target gains a +1 bonus to Evasion checks when underwater.							

4 Deep Block							Cost	MP5
Tar.	1 Character X	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Can use [Block] while underwater							
Eff.	If the target is underwater, it is treated as having acquired the combat feat [Block] (see p. 222).							

7 Water Hammer							Cost	MP8					
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half						
Sum.	Deals Power 30					Type	Water/Ice						
Eff.	The caster hits the target with a mass of water, dealing "Power 30 + Magic Power" magic damage. If the caster is underwater, the caster gains a +2 bonus to the success value of Spellcasting checks when casting this spell.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		30	2	4	4	6	7	8	9	10	10	10	⑩

10 Water Binding							Cost	MP10
Tar.	1 Object	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Can't	
Sum.	Blocks off movement on and underwater							
Eff.	Spell stalls the flow of water and blocks movement in and on the water. The target cannot move at all as long as it is above or underwater. This spell can be cast on objects of any size but cannot affect characters.							

Specialized Divine Spells of Zeides, Immortal Queen

	2 Hide in a Shadow					Cost	MP4
Tar.	Caster	Range/Area	Caster/-	Duration	1 minute (6 r)	Resistance	Optional
Sum.	Hide check +2, Evasion check +2 when more than two characters present in the same coordinates						
Eff.	<p>Casters can intuitively understand and place themselves in the shadows and blind spots. The caster gains a +2 bonus to Hide checks.</p> <p>Also, when the caster makes an Evasion check during combat, they gain a +2 bonus to the Evasion check if there is a third character present (other than the caster and the character attempting the Accuracy check).</p>						

	4 Vampiric Weapon					Cost	MP4
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	Instant/3 minutes (18 r)	Resistance	Optional
Sum.	The weapon deals curse type and regain HP dealt once						
Eff.	<p>When the target makes a melee attack, the weapon used is treated as a curse-type magic weapon that deals physical damage. Additionally, if the target deals physical damage to another character with the weapon during the effect's duration, the target can regain HP equal to the amount of damage dealt.</p>						

	7 Sunshade					Cost	MP6
Tar.	1 Character X	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	No longer subject to adverse effects from sunlight.						
Eff.	<p>The immortal goddess's favor manifests over the target's head, blocking sunlight.</p> <p>The target will no longer suffer any adverse effects caused by the sunlight.</p>						

	10 Spirit Domination					Cost	MP10+HP1
Tar.	1 Character X	Range/Area	Touch/-	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Action checks +2 to help the caster, Action checks -2 against					Type	Curse + Psychic
Eff.	<p>The target simultaneously feels pleasure by obeying the caster and fear by disobeying. If the action check is attempted as directed by the caster during the duration of the effect, the target gains a +2 bonus to the check. On the other hand, if the action check is attempted to harm or interfere with the caster, the check receives a -2 penalty.</p> <p>When this spell is cast, 1 HP is consumed simultaneously as MP. When it is cast on the characters of multiple sections or when it is cast with [Metamagic/**], the HP consumption is doubled.</p>						

Specialized Divine Spells of Laris, Mad God

2	Mana Sink						Cost	MP5				
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	Neg					
Sum.	Deals Power 0 MP damage					Type	Curse					
Eff.	Deals Power 0 + Magic Power damage to the target's MP.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	0	0	0	0	1	2	2	3	3	4	4	(10)

4	Deafness						Cost	MP4
Tar.	1 Entire Character	Range/Area	1(10m)/ Target	Duration	3 minutes (18 r)	Resistance	Neg	
Sum.	Make the target lose hearing					Type	Curse	
Eff.	The target loses hearing and is unable to hear any sound. Follow the rules for deafness (see p. 71).							

7	Summon Aetherbeast						Cost	MP6
Tar.	Any Point	Range/Area	1(10m)/ Target	Duration	Permanent	Resistance	N/A	
Sum.	Summon and command Aetherbeast							
Eff.	Summons Aetherbeast (see CR I, p. 429). Immediately after being summoned, the monster acts according to "Obey Command" (see p. 90). However, it acts on its own will and judgment if no instructions are given.							

10	Summon Insects						Cost	MP10				
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	Temporary					
Sum.	Deals Power 10 damage per round					Type	Poison					
Eff.	Conjures poisonous and stinging insects around the target. The target is dealt Power 10 + Magic Power damage at the end of the caster's turn. This damage cannot be critical. If the target is subject to the Water/Ice, Wind, Earth, Bludgeoning, or Energy type spells, the insects will be driven away, and this spell's effect will end.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	None

Monsters

With the addition of numerous monsters in this book, as well as more unique skills, GMs are encouraged to use them as new threats for adventurers to face and to help create exciting scenarios.

Additional Elements

Classification: Fairy

It is said that fairies are the embodiment of mana merged with natural phenomena such as wind and water. Therefore, they can be seen everywhere, mainly in nature. A Fairy Tamer's contract is with these fairies, and they can borrow their magic or summon them directly for aid.

Fairies have several common characteristics. These are described in summary before introducing their data.

Petrification

Petrification is an ability possessed by some monsters that slowly degrade a character's abilities, eventually leading to petrification.

Unique skills that cause a petrification will have the description "Petrification (Ability Name/-X)". A character affected by this effect will have the specified ability score reduced by X points. If there is more than one specified ability score, one will be determined randomly. The resulting decrease in the ability score is cumulative, and when it reaches 0 (it stops degrading at 0), the character is entirely petrified. Once petrified, the character will no longer be capable of any actions.

For Fixed Value characters, penalties are applied to the checks associated with the specified ability score: Accuracy Check for Dexterity, Evasion Check for Agility, and Spellcasting Check for Intelligence. The GM may also apply this to any other unique skill used by a Fixed Value character (monster) if they deem the relevance of the ability score to be noticeable. The magnitude of the penalty depends on the amount by which the ability score is reduced (-X). For

a -6, the penalty should be -1, and for a -12, the penalty should be -2. A Fixed Value character will be petrified after receiving this effect a total of three times on the same ability score (the number of times is used to determine the petrification activation, not the number of points deducted from the ability score).

If the petrification process is ongoing, it can be removed with [Cure Poison] for a poison-type effect or [Remove Curse] for a curse-type effect. However, once petrification is complete, it can only be undone by an effect designated to remove petrification, such as a Cure Stone Potion or the [Cure Stone] spell.

A petrified character can return to life if it is freed from its petrified state. However, if damage is done to the statue, it is also applied to the character. For example, if the statue is decapitated, it is impossible to return the character to life. Also, if it has been exposed to the elements for too many years and has become weathered, it will be challenging to bring the victim back to life.

A petrified character cannot be healed, nor can they recover naturally. To remove the petrification, appropriate measures must be taken (Cure Stone Potions and the like can be of great help).

Considering the caveats above, should appropriate removal action be taken, the character fully recovers at once, regardless of the degree of petrification.

Multiple Declarations = X Times

A monster with this unique skill may declare up to X unique skills (of the Declared Type "○") each round. However, the monster cannot use the same unique skill multiple times to double or triple its effect; only different effects may be declared.

Fairy Magic

When a monster uses Fairy Magic, the need for vocalization, a Fairy Tamer's Gem, a mako stone for [Summon Fairy], and other conditions, should be ignored. Only the limitation of movement to a Limited Move should be applied.

The type of Fairy Magic used by the monster is specified in the data. GMs may change this for any reason they like.

Techniques

[▶▶Technique] are unique skills. If they can be used during Combat Preparation, they will be described as such. [▶▶△Technique] Techniques are the same as for PCs and can be used individually.

In the case of a monster with multiple sections, if one of the sections has the ability [▶▶Technique], all sections can use this Technique. If a Technique is used by one section, MP is only consumed from that section and the effect only applies to that section. If the HP of a section with the [▶▶Technique] unique skill falls to 0 or lower, all sections will be unable to use the Techniques specified for that section. Effects will still be in force until the duration expires.

Spellsongs and Finales

Some monsters can use Spellsongs and Finales, but when a monster uses them, Rhythm management should be ignored to reduce the burden on the GM. Monsters that use Spellsongs and Finales have their name listed in their data and should be handled according to the descriptions of those abilities.

When using a Spellsong or Finale, the monster does not require an instrument and can always sing. However, the type of movement is still limited to Limited Move for PCs. Also, as a rule, the monster cannot own any pets.

▶ Basic Spellsongs X Level/Y(Z)/A area (B Radius)

The "X" will be either "1" or "5". This unique skill means that the monster has all Spellsongs listed in the table below, to be played from the specified level, and all of them have "Effect Condition: None."

"Y" is the Standard Value, and "Z" is the Fixed Value for the Performance check. Targeted characters can resist with a Willpower check.

The "A area (B Radius)" represents the area of effect of the Spellsong. With Spellsongs, the center of the area of effect is always the Bard (monster).

This unique skill does not have a description, as the heading contains enough information for GMs to use it.

Monster Basic Spellsongs List

Spellsongs Available at 1st level	Spellsongs Available at 5th level (in addition to the left)
[Early Bird] (see p. 189)	[Elements] (see p. 192)
[Ambience] (see p. 189)	[Trance] (see p. 192)
[Summon Small Animals] (see p. 190)	[Break] (see p. 192)
[Summon Fish] (see p. 190)	
[Cacophony] (see p. 190)	
[Ballad] (see p. 191)	
[Morale] (see p. 191)	
[Resistance] (see p. 191)	

► Special Spellsong [****]/Y(Z)/A area (B Radius)

This unique skill implies using a Spellsong with an “Effect Condition.” The name of the Spellsong will replace [****], but if multiple Spellsongs are used, they will be omitted from the heading and instead specified in the description.

When this unique skill is used by a monster, the condition for effect caused by Rhythm should be ignored. However, as a general rule, the conditions under which this unique skill can be used are described separately and must be followed.

► [Finale: ****]/Y(Z)/(Willpower/Half)

This is a Finale that can be used by a monster. In the case of a Finale that deals damage, the heading will be supplemented with "/Willpower/Half". Range distance and target are supplemented with a description. Also, total damage and recovery are converted to "2d+X" points instead of using a power table result plus Bardic Power.

If more than one Finale can be used, the name will be omitted from the heading, and details will be provided in the description.

You don't need to manage Rhythm while using Finales. However, as with Special Spellsongs, special conditions must be met before the unique skill can be used.

Barbarous

3 Centaur

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral **Soulscars:** 3
Language: Barbaric, Centaur, Sylvan **Habitat:** Grasslands
Rep/Weak: 10/13 **Weak Point:** Earth damage + 3 points
Initiative: 12 **Movement Speed:** 22 (4 Legs)/- **Fortitude:** 5 (12) **Willpower:** 4 (11)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	5(12)	2d+2	3(10)	2	25	18

Unique Skills

► **Fairy Magic 2 Level/Magic Power 4 (11)**

It can use earth, fire, wind, and light types.

► **Charge/5 (12)/Evasion/Neg**

This ability can only be used in the round in which the Normal Move is made.

Charges and spears 1 enemy character as with melee attack, dealing "2d+7" physical damage.

Loot

2 - 7	None	11+	Fine Outfit (120G/White A)
8 - 10	Battle Gear (30G/White B)		

These are Barbarous, with the Human's upper body connected to the horse's body. They are proud to be Barbarous, fight, and make a name for themself fairly and squarely.

Centaur's also tend to be excellent soldiers listening to orders.

4 Medusa

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 2
Language: Barbaric, Youma **Habitat:** Labyrinths
Rep/Weak: 10/15 **Weak Point:** Physical damage +2 points
Initiative: 13 **Movement Speed:** 14/- **Fortitude:** 4 (11) **Willpower:** 6 (13)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Snake Hair	6(13)	2d+2	4(11)	2	28	22

Unique Skills

► **Simultaneous Attack**

A Medusa's Snake Hair attacks all characters in the skirmish, but a separate Accuracy Check is needed for each character.

○ **Snake Venom/5 (12)/Fortitude/Neg**

If the Snake Hair attack hits, it inflicts 3 poison magic damage to the target.

○ **Eyes of Stone/4 (11)/Willpower/Neg**

At the end of each round, if a character faces a Medusa, they need to roll a Willpower Check or receive effects of Petrification (Dexterity, Agility/-6) (see p. 329).

This effect is treated as a curse type.

Loot

Always	Viper of Medusa (50G/Red B)	10 - 12	Gem (150G/Red A) x 1d
2 - 9	None	13+	Eyes of Stone (1,200G/Gold, Red, Black S)

Often mistaken for a human female, Medusae are barbarous with multiple thin snakes for hair. Not only can a Medusa slowly petrify unlucky adventurers, but the hair snakes are also poisonous. Rarely do a Medusa's eyes may retain their fearsome gaze after death. These magical eyes can be used to make magical armor and command a high price in the markets.

4 Lizardman

Intelligence: Average **Perception:** Five senses **Disposition:** Hostile **Souls:** 3
Language: Barbaric, Lizardman, Dragonic **Habitat:** Swamps
Rep/Weak: 11/14 **Weak Point:** Earth damage + 3 points
Initiative: 10 **Movement Speed:** 13/13 (Swimming) **Fortitude:** 6(13) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	6(13)	2d+4	4(11)	5	32	15

Unique Skills

○ **Underwater Aptitude**
 Can move in water without penalties and restrictions.
 targets in the same skirmish. Accuracy and Damage are the same as a normal attack, and this attack cannot be used in consecutive rounds.

○ **Tail Sweep**
 The monster can use its tail to attack up to 5

Loot

2 - 9	None	10+	Seven-color Scales (220G/Gold Red A)
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Lizardmen are one of the more aquatically inclined barbarous, preferring to spend time in swamps and other wetlands worshiping their dragon gods. Standing shy of 2m, they look like upright lizards, though they take offense if mistaken for lildraken.

While they cannot breathe underwater, Lizardmen can hold their breath for up to an hour, like elves, and similarly have houses with dry and wet sections.

4 Loreley

Intelligence: Average **Perception:** Five senses **Disposition:** Hostile **Souls:** 2
Language: Trade common, Barbaric, Elven, Sylvan **Habitat:** Rivers
Rep/Weak: 10/14 **Weak Point:** Physical damage +2 points
Initiative: 13 **Movement Speed:** 14/14 (Swimming) **Fortitude:** 4 (11) **Willpower:** 6 (13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Instrument	4(11)	2d+2	4(11)	2	28	18

Unique Skills

○ **Underwater Aptitude**
 Can move in water without penalties and restrictions.
 in the opposing faction and if [▶Basic Spellsongs] were used on the previous turn.

▶ **Basic Spellsongs 1 Level/7 (14)/All areas (40m Radius)**
 ▶ **Special Spellson [Love Song] /7(14)/All areas (40m Radius)**
 Can use [Love Song] spellsong (see p. 192).
 This unique skill can only be used if a male is

▶ **[Finale: Spring Breeze]/7 (14)**
 Uses [Finale: Spring Breeze] at "Range: 2 (40m)" to deal 1 character 2d+4 wind magic damage.
 This unique skill could be used only if [▶Basic Spellsongs] or [▶Special Spellson] were used on the previous turn.

Loot

2 - 5	None	9 - 12	Beautiful Feathered Kimono (300G/White A)
6 - 8	Water Feathered Kimono (100G/White A)	13+	Shining Feathered Kimono (1,000G/White S)

They are a tribe of Barbarous who live in rivers and riverbanks and take the form of beautiful, light-robed women. They charm humanoid men with their magical singing voices and kidnap them to live in their dwellings. However, it is said that when they are bored or no longer needed, they leave to drown.

5 Androscorpion

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Androscorpion, Magitech **Habitat:** Desert, Ruins
Rep/Weak: 12/15 **Weak Point:** Physical damage +2 points
Initiative: 12 **Movement Speed:** 15 (Many Legs)/- **Fortitude:** 7 (14) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon (Upper Body)	7(14)	2d+5	7(14)	6	34	26
Tail (Lower Body)	8(15)	2d+4	6(13)	5	38	12

Sections: 2 (Upper Body / Lower Body) **Main Section:** Upper Body

Unique Skills

●Upper Body

▶ **Magitech 4 Level /Magic Power 6(13)**

▶ **Gunfire/6 (13)/Evasion/Neg**

An Androscorpion can attack with a readied gun, whose Max. Magazine is 4, the range is 2(20m), and the Critical Threshold is 10.

○Targeting

Stray shots cannot occur.

●Lower Body

○ **Poison/5 (12)/Fortitude/Neg**

If the Androscorpion's Lower Body hits with their Tail attack, the target will receive an extra 6 poison-type damage.

○Weakening

When the Lower Body section is reduced to 0 HP or fewer, the Androscorpion receives a -2 penalty for Evasion.

Loot

Always	Scorpion Shell (50G/Red B)	7 - 11	Poison Stinger (100G/Red A)
2 -6	None	12+	Poison Stinger with Intact Poison Sac (800G/Red A)

These odd barbarous have a humanoid upper body growing out of the lower body of a giant scorpion.

Living in deserts and around ruins, Androscorpions are reasonably capable Artificers in their own right. They will often be seen carrying and wearing the various spoils of their expeditions, whether armor, weapons, or strong magical artifacts.

5 Merman

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Neutral **Soulscars:** 2
Language: Merman, Elven **Habitat:** Ocean
Rep/Weak: 11/14 **Weak Point:** Fire damage + 3 points
Initiative: 12 **Movement Speed:** 5 (Leap)/20(Swimming) **Fortitude:** 6 (13) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	7(14)	2d+6	7(14)	4	35	19

Unique Skills

○ **Water/Ice Immunity**
 ○ **Underwater Specialization**
 Can move in water without penalties and restrictions. Conversely, all action checks are subject to a -2 penalty on the ground.

☞ **Cover I**
 Can use [Cover I] combat feat (see CR I, p. 256).

Loot

Always			
2 - 6	Rusty Spear (50G/Black White B)	7+	Beautiful Shell (180G/Gold White A)
	None		

Also called mermaids, these barbarous have the lower half as that of a fish. Since they lived in the sea, they had little contact with other barbarous and humanoid, so they have remained neutral and have not been eradicated in the Magitech Civilization era.

As a race, Mermen tend to avoid fighting except in self-defense and are often neutral towards most other races. However, they have a hostile relationship with some marine Barbarous, which could theoretically be leveraged into an alliance with Elves against the other aquatic races.

6 Centaur Impaler

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral **Soulscars:** 3
Language: Barbaric, Centaur, Sylvan **Habitat:** Grasslands
Rep/Weak: 11/17 **Weak Point:** Earth damage + 3 points
Initiative: 15 **Movement Speed:** 30 (4 Legs)/- **Fortitude:** 8 (15) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	8(15)	2d+8	7(14)	6	53	28

Unique Skills

▶ **Fairy Magic 4 Level/Magic Power 6 (13)**
 It can use earth, fire, wind, and light types.

▶ **Charge/7 (14)/Evasion/Neg**
 This ability can only be used in the round in which the Normal Move is made.

Charges and spears 1 enemy character as with melee attack, dealing "2d+14" physical damage.

Loot

2 - 6	Spear (50G/Black White B)	10+	Well-Balanced Spear (600G/Black White A)
7 - 9	Heraldic Spear (150G/Black White)		

Spear cavalry of centaurs, Impalers are often young and anxious to show off their military training. Despite their youth, Centaur Impalers are the equivalent of knights in their hierarchy and will often have subordinates following their commands. In combat, a Centaur Impaler will often seek out and fight the most potent enemy in the skirmish, looking to prove themselves in battle.

6 Merman Bishop

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Neutral **Soulscars:** 2
Language: Merman, Elven **Habitat:** Ocean
Rep/Weak: 12/15 **Weak Point:** Fire damage + 3 points
Initiative: 12 **Movement Speed:** 5(Leap)/20(Swimming) **Fortitude:** 7 (14) **Willpower:** 8 (15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	6(13)	2d+4	7(14)	4	43	38

Unique Skills

<p>○ Water/Ice Immunity ▶ Divine Magic 6 Level/Magic Power 8(15)</p>	<p>○ Underwater Specialization Can move in water without penalties and restrictions. Conversely, all action checks are subject to a -2 penalty on the ground.</p>
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Loot

Always	Rusty Spear (50G/Black White B)	7 - 12	Beautiful Shell (180/Gold Red A)
2 - 6	None	13+	Silver Pearl (3,000G/Gold Red S)

Bishops are one of the strongest Mermen. They follow the gods and lead their tribes as prescribed by their words. Bishops even have the ear of Merman chiefs, giving them considerable political power.

While Merman Bishops tend to follow the Ancient Gods, regardless of whether they're gods of the First Sword, Lumiere, or the Second Sword, Ignis, some follow gods that have recently found apotheosis and are thus unknown among the land-dwelling races.

7 Ogre

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 3
Language: Trade common, Barbaric, Ogre, Drakish, Arcana **Habitat:** Various
Rep/Weak: 12/15 **Weak Points:** Accuracy +1
Initiative: 14 **Movement Speed:** 18/- **Fortitude:** 10 (17) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	10(17)	2d+11	10(17)	7	58	30

Unique Skills

<p>▶ Truespeech Magic 5 Level /Magic Power 8(15) ○ ▶ Magic Aptitude They can use the Combat Feats [Targeting] and [Wordbreak]. ▶▶ △Personification An Ogre may take on the appearance and mannerisms of a character they have eaten or change back.</p>	<p>When transformed, the Ogre's maximum HP and MP are decreased by 5. Accuracy, Evasion, Fortitude, and Willpower are also reduced by 1 point each. This form can be held up to 18 hours per day. The [▶▶△Personification] can also be ended with Minor Action or during Combat Preparation.</p>
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Loot

2 - 8	Bag of Silver (100G/-) x 1d	13+	Sword Shard (200G/-) x 3
9 - 12	Gem (150G/Gold A) x 1d		

Much larger than the Lesser species, Ogres wield significantly more physical and magical power. Standing close to 3m tall, they can use larger equipment. Ogres want to act as though they are master tacticians, using Lesser Ogres and other barbarous as fodder for their evil (and often cowardly) operations to attack humanoid races. However, their success rate isn't the greatest, and those who fail often tend to be sent on those same suicide missions by other Ogres.

7 Caesarscorpion

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Androscorpion, Magitech **Habitat:** Desert, Ruins
Rep/Weak: 13/18 **Weak Point:** Physical damage +2 points
Initiative: 14 **Movement Speed:** 17 (Many Legs)/- **Fortitude:** 9 (16) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon (Upper Body)	9(16)	2d+6	9(16)	7	56	35
Pincers (Pincers)	9(16)	2d+10	8(15)	4	37	14
Tail (Lower Body)	8(15)	2d+7	8(15)	8	67	16

Sections: 3 (Upper Body / Pincers / Lower Body) **Main Section:** Upper Body

Unique Skills

•Upper Body

▶ **Magitech 5 Level/Magic Power 7(14)**

▶ **Gunfire/7 (14)/Evasion/Neg**

A Caesarscorpion can attack with a readied gun, whose Max. Magazine is 4, the range is 2(30m), and the Critical Threshold is 10.

○Targeting

Stray shots cannot occur.

•Lower Body

○ **Poison/8 (15)/Fortitude/Neg**

If the Caesarscorpion's Lower Body hits with their Tail attack, the target will receive an extra 8 poison-type damage.

○ **Weakening**

When the Lower Body section is reduced to 0 HP or fewer, the Upper Body and Pincers sections of the Caesarscorpion receive a -2 penalty for Evasion.

Loot

Always	Scorpion Shell (50G/Red B)	7 - 10	Poison Stinger with Intact Poison Sac (800G/Red A)
2 - 6	None	11+	Poison Stinger with Deadly Poison Sac (1,200G/Red S)

A warrior branch of the Androscorpions (see p. 335), Caesarscorpions have often seen leading groups in sorties or at the head of a squadron of Androscorpions in emergencies. As the name says, Caesarscorpions have a pair of large pincers that can cut through enemies like scissors through paper.

7 Tanno

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Sylvan **Habitat:** Coast, Riverside
Rep/Weak: 12/16 **Weak Point:** Physical damage +2 points
Initiative: 13 **Movement Speed:** 13/13 (Swimming) **Fortitude:** 9(16) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Pincers	10(17)	2d+10	8(15)	6	59	42

Unique Skills

<p>○ Underwater Aptitude Can move in water without penalties and restrictions.</p>	<p>► Fairy Magic 6 Level/Magic Power 8 (1.5) It can use earth, water/ice, wind, and dark types.</p> <p>○ Magic Aptitude They can use the Combat Feats [Targeting] and [Metamagic/Targets].</p>
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Loot

2 - 4	Sharp Pincers (50G/Red B)	10+	Deadly Pincers (1,660G/Red S)
5 - 9	Dangerous Pincers (570G/Red A)		

They are ugly Barbarous that live mainly by the seashore and riverside. They are short and have wrinkled faces. Their right hand is a pair of crab-like pincers, and they carry a lantern in their left hand. Lanterns are used for hunting prey, confusing and stranding boats at night, and luring Humanoids into swamps and rivers. Sometimes they can also be seen inland serving other Barbarous. They are hated by humanoid fairy tamers because they do not make contracts with them but force them to work.

7 Minotaur

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Minotaur **Habitat:** Various
Rep/Weak: 10/17 **Weak Point:** Magic damage +2 points
Initiative: 12 **Movement Speed:** 12/- **Fortitude:** 9 (16) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	9(16)	2d+12	7(14)	8	67	18

Unique Skills

<p>○ Multiple Declarations - 2 times ○ Cleave I It can attack up to 3 characters with melee attacks that can be reached, but the damage will be reduced by -3. If more than one is hit, the damage is determined individually.</p>	<p>○ Power Strike I They can deal an additional 4 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.</p> <p>► Δ Techniques They may use the [Bear Muscle], [Beetleskin], [Cat's Eyes], [Gazelle Feet], [Recovery (5 pts.)], Techniques.</p>
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Loot

Always	Minotaur's Axe (475G/Black White A)	7 - 9	Big Horn (150G/Red A)
2 - 6	None	10+	Beautiful Horn (600G/Red A)

A giant monster with a cow's head on a humanoid body, Minotaurs are incredibly powerful and dangerous monsters. Their intelligence is pretty low, but they are quick to anger. When riled, they are challenging to deal with. Adept at finding sword labyrinths, they will often take up residence inside and become the warden of such labyrinths. A minotaur will only need to eat every few days but will often lure young women to the labyrinth to be devoured.

8 Dark Troll

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade common, Barbaric, Giantish **Habitat:** Ruins
Rep/Weak: 13/18 **Weak Point:** Magic damage +2 points
Initiative: 14 **Movement Speed:** 17/- **Fortitude:** 12(19) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	11(18)	2d+12	9(16)	9	77	44

Unique Skills

► **Divine Magic 7 Level/Magic Power 10(17)**

◄ **► Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Metamagic/Targets], and [Wordbreak].

◄ **Mana Strike - +10 damage**

May deal an additional +10 damage to their next melee attack. At risk, they take a -2 penalty to their Fortitude and Willpower checks.

○ **Dark Regeneration - 5 points**

At the end of each round, a Dark Troll recovers 5 HP. This has no effect if the Dark Troll is at 0 HP or lower or is under sunlight.

○ **Weakened**

As long as a Dark Troll is under sunlight, it receives a -2 penalty to all Accuracy and Evasion Checks.

Loot

Always	Troll Blood (100G/Red A)	12+	Strange Holy Symbol (3,300G/White S)
2 - 11	Gem (300G/Gold A) x 1d		

Much leaner than a typical Troll (see CR I, p. 407), a Dark Troll has an excellent sense of fighting and a strong religious belief. A high-ranking member of Troll society, they stand out with their jet-black skin and dangerous aura. Dark Trolls violently hate cowardice and will respect those who show their strength, even if they're humanoids who'll get crushed under the Dark Troll's immense power.

8 Loud Bolg Commander

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 3
Language: Barbaric, Youma **Habitat:** Forests, Mountains, Caves
Rep/Weak: 13/18 **Weak Point:** Physical damage +2 points
Initiative: 15 **Movement Speed:** 15/- **Fortitude:** 12 (19) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	11(18)	2d+13	9(16)	9	72	20

Unique Skills

△ **Fightful Commander/Can't**

Gives the order and forces subordinates to follow it.

All Accuracy and Evasion checks for "Target: All areas (30m Radius)/All" with "Range: Caster" are increased by +1. User can exclude any character from the target when used. The character itself is always excluded. This effect is treated as a psychic type with a success value of 0. This ability can only be used in Combat Preparation and lasts until it is individually removed or until this monster is no longer on the battlefield.

◄ **Repeated Strike II**

Can make two Accuracy checks; if one hits, the damage is dealt once. If the first Accuracy check is successful, the damage is increased by +4; if the second check instead is successful, the damage is determined as usual.

○ **Painful Strike**

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +6 points.

Loot		
Always	Barbarous' Orders (500G/White A)	10+ Well-Kept Weapon (1,000G/Black White S)
2 - 9	Extravagant Weapon (500G/Black White A)	

They are the frontline commander of Bolg, leading their men with fear.

8 Werewolf

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 2
Language: Trade common, Barbaric, Lycanthrope **Habitat:** Various
Rep/Weak: 11/16 **Weak Point:** Silver weapon damage +3 points
Initiative: 16 **Movement Speed:** 21/- **Fortitude:** 11 (18) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	12(19)	2d+10	11(18)	9	73	15

Unique Skills

○Normal Weapon Immunity

○Beast Power

Werewolf receives a +1 bonus to Accuracy and Evasion on the night of a full moon.

Conversely, they receive a -1 penalty for Accuracy and Evasion while under sunlight.

▶Twin Strike & Double Attack

A Werewolf can make two Claw attacks each round, though each attack requires its Accuracy check. They may choose to attack different characters with each attack.

▶▶△Techniques

They may use the [Beetleskin] and [Strong Blood] Techniques.

▶▶△Beastification

A Werewolf can turn from a humanoid to a bestial form and back again. The Werewolf can only make Claw attacks while in beast form.

The [▶▶△Beastification] can be released with Minor Action or during Combat Preparation.

Loot

2 - 6	None	11+	Shining Fur (1,200G/Gold Red S)
7 - 10	Beastman Fur (200G/Red A)		

One of many different shapeshifters that fall under the classification "Lycanthrope," a Werewolf is the most common of the beastmen.

When in their humanoid form, they would easily pass among civilized folk without issue. However, they can turn into a bestial form, growing fur over their body, their face turning to that of a wolf, and sharp claws growing from both hands. They form their own clans, with strict hierarchies based on age, so the young Werewolves help the elders when necessary.

They cannot reproduce independently but rather kidnap Humans to join them through a special ritual. Therefore, their soulscar is relatively small, and they sometimes blend in with human society, taking advantage of their beastification ability. In addition to wolves, there are many other species of Lycanthrope, such as tigers and bears.

8 Basilisk (Human Form)

Intelligence: High **Perception:** Five senses **Disposition:** Neutral **Soulscars:** 4

Language: Trade common, Barbaric, Basilisk, Drakish, Youma, Arcana

Habitat: Desert, Ruins **Rep/Weak:** 13/16 **Weak Point:** Water/Ice damage + 3 points

Initiative: 14 **Movement Speed:** 18/- **Fortitude:** 9 (16) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	10(17)	2d+12	9(16)	9	69	45

Unique Skills

○Poison Immunity, ○Disease Immunity

▶Truespeech Magic 7 Level/Magic Power 10(17)

◀▶Magic Aptitude

They can use the Combat Feats [Multi-Action], [Universal Metamagic], and [Wordbreak].

▶▶Petrifying Gaze/9 (16)/Willpower/Neg

With "Range/Area: 50m/Target", it stares at the enemy and gives the effect of Petrification (dexterity or agility/-6) (see p. 329).

If the target of this unique skill is the one who holds the mirror, and if Willpower's success value is 4 or more points higher than the Target Number, gaze can bounce off the, giving this effect to Basilisk always affecting them without a check even if Basilisk is blindfolded. This unique skill is of curse type.

This unique skill can be used only once per round.

○Poison Blood/11 (18)/Fortitude/Neg

Anyone who deals damage to this monster in the same skirmish will receive 2d poison magic damage at the end of their turn.

▶Monstrous Form

The monster transforms into its monstrous form. For data on the monstrous form, see "Basilisk (Monstrous Form)" (see p. 343). HP and MP are restored to their maximum values, and all effects of spells and the like are removed. When [▶Monstrous Form] was activated Body section is treated as if it made Major Action. The Head section may take Major Action on this turn. Also, Evil Eye can use [▶▶Petrifying Gaze] if it has not already used it for its turn.

[▶▶Instant Humanification] cannot be used for 1 hour immediately after using [▶Monstrous Form].

Loot

Always	Basilisk Blood (200G/Red A)	11+	Petrifying Eyes (1,200G/Gold Red Black S)
2 - 10	None		

9 Basilisk (Monstrous Form)

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 4
Language: Trade common, Barbaric, Basilisk, Drakish, Youma, Arcana
Habitat: Desert, Ruins **Rep/Weak:** 11/16 **Weak Point:** Water/Ice damage + 3 points
Initiative: 15 **Movement Speed:** 12 (Many Legs)/- **Fortitude:** 10 (17) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Evil Eye)	-	-	13(20)	3	45	22
Bite (Head)	10(17)	2d+10	12(19)	8	73	45
Talon (Body)	12(19)	2d+14	10(17)	10	82	33

Sections: 3 (Evil Eye / Head / Body) **Main Section:** Head

Unique Skills

● All Sections

○ Poison Immunity, ○ Disease Immunity

○ Poison Blood/12 (19)/Fortitude/Neg

It is the same as the unique skill of Basilisk (Human Form), except for a different target number.

● Evil Eye

▶▶ Petrifying Gaze/10 (17)/Willpower/Neg

It is the same as the unique skill of Basilisk (Human Form), except for a different target number.

● Head

▶ Truespeech Magic 7 Level/Magic Power 8(15)

Q ▶ Magic Aptitude

They can use the Combat Feats [Multi-Action], [Universal Metamagic], and [Wordbreak].

● Body

▶▶ Δ Instant Humanification

It instantly transforms into Human form. Refer to Basilisk (Human Form) for data on the Human form. If the Body section has suffered HP or MP damage or has been affected by magic or other effects, these are carried over to the Human form. If its HP is less than 0, it immediately falls unconscious.

[▶▶ Δ Instant Humanification] cannot be used for 1 hour immediately after using [▶ Monstrous Form].

○ Weakening

When the Body section is reduced to 0 HP or fewer, the Evil Eye and Head sections of the Basilisk (Monstrous Form) receive a -2 penalty for Evasion.

Loot

Always	Basilisk Blood (200G/Red A)	11 - 12	Petrifying Eyes (1,200G/Gold Red Black S)
2 - 10	None	13+	Petrifying Fangs (3,200G/Gold Red Black S)

Indistinguishable from humans at first glance, a Basilisk is Barbarous with the power of petrification. Basilisks often wear blindfolds to suppress their petrifying gaze until they find the right target. Even then, the petrifying gaze can be used through the blindfold, and petrified animal remains can often be found around a Basilisk den.

Often found in deserts, they collect various lesser Barbarous as followers and enslaved people, though they have a rivalry with Drakes regarding who is stronger.

Despite this, if the situation calls for it, Basilisk and Drake may work together for a greater goal, and woe comes to those who stand in their way.

The true identity of a Basilisk, this eight-legged beast, looks like a lizard 5m long. While the Basilisk's intelligence and speed are a little lower, the ability to petrify foes has increased, making the Basilisk even more dangerous. However, most Basilisks feel that this form is quite ugly and hate being seen by others in this form. As such, they will almost certainly try to kill or petrify those who see this hideous form.

9 Grendel

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Giantish, Barbaric, Sea Animal **Habitat:** Sea, Coast, Lake, Shore
Rep/Weak: 16/18 **Weak Point:** Fire damage + 3 points
Initiative: 16 **Movement Speed:** 16/16 (Swimming) **Fortitude:** 13(20) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist (Upper Body)	12(19)	2d+14	11(18)	6	80	14
Kick (Lower Body)	13(20)	2d+11	10(17)	8	86	11

Sections: 2 (Upper Body / Lower Body) **Main Section:** Upper Body

Unique Skills

•All Sections

○Underwater Aptitude

Can move in water without penalties and restrictions.

•Upper Body

►Water Blast/12(19)/Fortitude/Neg

It slams the water's surface as hard as possible, generating waves.

Within "Range: Caster" and "Target: 1 area (4m Radius)/10," the target falls prone (see CR I, p. 142). This effect does not apply to characters not restricted while in the water by abilities such as

[○Underwater Aptitude], [○Underwater Specialization], [○Underwater], or [Sword's Grace/Gentle Water].

This unique skill can only be used on or underwater.

•Lower Body

○Attack Obstacle - +4 • None

Grendel' height prevents enemies from attacking them. The Upper Body receives a +4 bonus to Evasion checks against melee attacks.

This effect disappears when the Lower Body falls to 0 HP or lower.

Loot

2 - 8	None	9+	Gold Bracelet (2,500G/Gold White S)
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They are giants of about 4 meters in length that inhabit seashores, reefs, lakes, etc. They are sometimes found together with Tanno. They are especially dangerous underwater.

9 Tanno Cleric

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Sylvan **Habitat:** Coast, Riverside
Rep/Weak: 14/18 **Weak Point:** Physical damage +2 points
Initiative: 15 **Movement Speed:** 15/15 (Swimming) **Fortitude:** 11(18) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Pincers	12(19)	2d+13	11(18)	7	83	78

Unique Skills

○Underwater Aptitude

Can move in water without penalties and restrictions.

►Divine Magic 9 Level & Fairy Magic 9 Level/Magic Power 11(18)

It can use earth, water/ice, wind, and dark types.

○Magic Aptitude

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], and [Metamagic/Targets].

Loot

2 - 8	Dangerous Pincers (570G/Red A)	12+	Veteran Pincers (4,400G/Red S)
9 - 11	Deadly Pincers (1,660G/Red S)		

They are the leader of the Tanno, who use Divine Magic in addition to Fairy Magic. Tanno generally follow Sea Snatcher Eiryak (see p. 323), whose teachings Tanno Clerics preach to their companions. Clerics prefer to summon fairies and support allies with Divine Magic.

9 Hugl Motor

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 3
Language: Lizardman, Barbaric, Youma **Habitat:** Desert, Mountain
Rep/Weak: 16/19 **Weak Point:** Wind type damage +3 points
Initiative: 18 **Movement Speed:** 15/20 (Flying) **Fortitude:** 11 (18) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	12(19)	2d+11	11(18)	8	74	27

Unique Skills

▶▶ Mobile Flying

It gains a +1 bonus to Accuracy and Evasion checks for melee attacks for 10 seconds (1 round).

This ability cannot be used in consecutive turns. When used in Combat Preparation, it cannot be used in the first round, regardless of the result of the Initiative check.

○ Winged Pursuit

If it is hit with a Claw attack, it can make an additional melee attack with wings.

Accuracy bonus, damage, and other values are the same as for the claw attack. This ability cannot be used on the same turn in which [▶▶ Mobile Flying] is used. Also, once an additional attack is made with this ability, [▶▶ Mobile Flying] cannot be used on that turn.

▶▶ Techniques

They may use the [Cat's Eyes], [Bear Muscle], [Daemonfinger], and [Giant Arms], Techniques.

Loot

2 - 4	Amber Scales (90G/Red B)	9+	Shining Seven-colored Scales (570G/Gold Red A)
5 - 8	Seven-color Scales (220G/Gold Red A)		

This is a skilled warrior of the Hugl tribe who knows how to use Enhancer's techniques.

9 Minotaur Caster

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Minotaur, languages by magic system learned **Habitat:** Various
Rep/Weak: 11/18 **Weak Point:** Magic damage +2 points
Initiative: 12 **Movement Speed:** 12/- **Fortitude:** 11 (18) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	9(16)	2d+12	7(14)	8	77	60

Unique Skills

▶ Magic (2 Systems) 8 Level / Magic Power 11(18)

Can use any two of Truespeech Magic, Spiritualism Magic, Divine Magic, and Fairy Magic at 8 levels. Fairy Magic has earth, water/ice, fire, and dark types.

○ Magic Aptitude

A Minotaur Caster can use the Combat Feats [Magic Convergence], [Magic Control], and [Targeting].

○ Cleave I

It can attack up to 3 characters with melee attacks that can be reached, but the damage will be reduced by -3. If more than one is hit, the damage is determined individually.

Loot

Always	Minotaur's Axe (475G/Black White A)	7 - 9	Beautiful Horn (600G/Red A)
2 - 6	Big Horn (150G/Red A)	10+	Majestic Horn (3,500G/Red S)

A much smarter variety of Minotaur, these masters of magic are ferociously cunning. Willing to lie in wait in their labyrinth, a Minotaur Caster will use a variety of traps, spells, and other monsters to wear down any intruders before joining the fray themselves.

9 Drake Baron (Human Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade common, Barbaric, Drakish, Arcana **Habitat:** Various
Rep/Weak: 12/19 **Weak Points:** Magic damage +2 points
Initiative: 17 **Movement Speed:** 20/40 (Flying) **Fortitude:** 12 (19) **Willpower:** 13 (20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	12(19)	2d+13	10(17)	10	88	48

Unique Skills

► **Spiritualism Magic 7 Level / Magic Power 10(17)**

○◁► **Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Metamagic/Targets], and [Wordbreak].

►► **△Techniques**

They may use the [Beetleskin], [Cat's Eyes], and [Recovery (5 pts.)] Techniques.

◁ **Mana Strike = +10 damage**

May deal an additional +10 damage to their next melee attack. At risk, they take a -2 penalty to their Fortitude and Willpower checks.

○ **Flight**

Receives a +1 bonus to Accuracy and Evasion only for melee attacks.

► **Dragonification**

The Drake transforms into a draconic form, healing all HP and MP. Any lingering magical effects are removed as well. For more information, see the Drake Baron (Dragon Form) stats. In the turn in which [► Dragonification] is performed, only the Body section of Dragon Form is treated as having completed the Major Action, and Wings sections can make them on this turn.

[►►△Instant Humanification] cannot be used for 1 hour immediately after using

[► Dragonification].

Loot

Always	Sword Shard (200G/-) x 5	10+	Majestic Draconian Horn (4,200G/Red S)
2 - 9	Draconian Horn (500G/Red A)		



Minotaur

Illustration by Shiroichi Ohno

10 Drake Baron (Dragon Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade common, Barbaric, Drakish, Arcana **Habitat:** Various
Rep/Weak: 13/20 **Weak Points:** Magic damage +2 points
Initiative: 19 **Movement Speed:** 20/40 (Flying) **Fortitude:** 13 (20) **Willpower:** 14 (21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Body)	12(19)	2d+15	11(18)	12	98	58
Wing (Wing)	14(21)	2d+12	9(16)	9	69	26
Wing (Wing)	14(21)	2d+12	9(16)	9	69	26

Sections: 3 (Body/Wing x 2) **Main Section:** Body

Unique Skills

•Body

▶ **Spiritualism Magic 7 Level/Magic Power 10(17)**

○◁▶ **Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Metamagic/Targets], and [Wordbreak].

▶ **Breath of Light/11 (18)/Fortitude/Half**

The Drake Baron may vomit a mass of pure energy directed toward a single target. The energy travels to "Range/Area: 2(50m)/Shot" and deals 2d + 16 energy magic damage.

This unique skill cannot be used in consecutive turns.

▶▶**ΔTechniques**

They may use the [Beetleskin], [Cat's Eyes], and [Recovery (5 pts.)] Techniques.

▶▶**ΔInstant Humanification**

It instantly transforms into Human form. Refer to Drake Baron (Human Form) for data on the Human form. If the Body section has suffered HP or MP damage or has been affected by magic or other effects, these are carried over to the Human form. If its HP is less than 0, it is immediately stunned.

[▶▶ΔInstant Humanification] cannot be used for 1 hour immediately after using [▶Dragonification].

•Wing

○**Flight**

Receives a +1 bonus to Accuracy and Evasion only for melee attacks.

If one of the wings falls to 0 HP or lower, this unique skill cannot be used.

Loot

Always	Sword Shard (200G/-) x 5	10+	Majestic Draconian Horn (4,200G/Red S)
2 - 9	Draconian Horn (500G/Red A)		

Similar in appearance to the Drakes, yet with a much more regal presence, Drake Barons are imposing leaders of the Barbarous. While it's rumored there are little more than 100 of these Drake Barons throughout the entirety of Raxia, even those few are enough to bring much of humanity to its knees.

A much larger form of the smaller Drakes, the draconic form of the Drake Baron is as impressive and menacing as their human form. Their scales deepen and take on a steelier shine from the original silver-white, and the Drake Baron's abilities are much more powerful overall than lesser Drakes.

10 Dark Troll Adept

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Neutral **Soulscars:** 4
Language: Trade Common, Barbaric, Giantish **Habitat:** Ruins
Rep/Weak: 15/19 **Weak Point:** Magic damage +2 points
Initiative: 17 **Movement Speed:** 20/- **Fortitude:** 13 (20) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	12(19)	2d+13	11(18)	10	97	54

Unique Skills

► **Divine Magic 10 Level /Magic Power 13(20)**

○◁► **Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Universal Metamagic], and [Wordbreak].

◁ **Mana Strike - +13 damage**

May deal an additional +13 damage to their next melee attack. At risk, they take a -2 penalty to their Fortitude and Willpower checks.

○ **Dark Regeneration - 7 points**

At the end of each round, a Dark Troll Adept recovers 7 HP. This has no effect if the Dark Troll Adept is at 0 HP or lower or is under sunlight.

○ **Weakened**

As long as a Dark Troll is under sunlight, it receives a -2 penalty to all Accuracy and Evasion Checks.

Loot

Always	Troll Blood (100G/Red R)	9+	Strange Holy Symbol (3,300G/White S)
2 - 8	Gem (300G/Gold A) x 1d		

It is a Troll priest. They are capable Dark Trolls warriors and is also highly skilled as a priest.

Unusually, the Trolls are sworn to serve the gods rather than to fight themselves, serving as judges of the Troll clan's divine battles and presiding over rituals. They can serve as advisers and blessing Troll officers and thoroughly support their allies with spells when faced with powerful enemies.

10 Hill Giant

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 4
Language: Giantish **Habitat:** Hills
Rep/Weak: 15/18 **Weak Point:** Physical damage +2 points
Initiative: 15 **Movement Speed:** 18/- **Fortitude:** 14(21) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon (Upper Body)	12(19)	2d+14	11(18)	10	90	20
Kick (Lower Body)	13(20)	2d+10	10(17)	12	98	10

Sections: 2 (Upper Body/Lower Body) **Main Section:** Upper Body

Unique Skills

•Upper Body

►War Cry/12 (19)/Willpower/Neg

The Hill Giant unleashes a mighty yell, causing fear in those who fail to resist within a 10-meter radius around Hill Giant. This fear, treated as a psychic effect, gives a -2 penalty to all Skill Checks for the next 30 seconds (3 rounds).

•Lower Body

○Attack Obstacle - +4 • None

Hill Giant's height prevents enemies from attacking it. The Upper Body receives a +4 bonus to Evasion checks against melee attacks. This effect disappears when the Lower Body falls to 0 HP or lower.

Loot

2 - 7	None	13+	Giant Helmet (9,000G/Black White S)
8 - 12	Gold Bracelet (2,500G/Gold White S)		

Standing around 5m tall, the Hill Giant is the smallest of the giants. Not too bright either, a Hill Giant will chase down prey and attempt to eat just about anything once. While other barbarous do use the services of Hill Giants because of their immense power and strength, it's also fairly easy to exploit the poor giants, and more than a few end up as butts of jokes.

10 Bolg Assassinator

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 3
Language: Barbaric, Drakish, Youma **Habitat:** Forest, Mountains
Rep/Weak: 15/19 **Weak Point:** Physical damage +2 points
Initiative: 19 **Movement Speed:** 21/- **Fortitude:** 13 (20) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	11(18)	2d+11	11(18)	6	81	24

Unique Skills

○Fast Action

During the first round of combat, if the monster wins initiative, it may take two Major Actions that round.

○Shadow Sneak

Can leave, pass through skirmishes without movement blocking (see p. 59) and Prepare to Withdraw action.

►Double Attack

It can attack the same target twice in one action with its Weapon.

○Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +6 points.

Loot			
Always	Barbarous Decree (500G/White A)	8 - 12	Well-Kept Weapon (1,000G/Black White S) x 2
2 - 7	Extravagant Weapon (500G/Black White A) x 2	13+	Rare Weapon (4,000G/Black White S) x 2

This is a Bolg assassin who specializes in fast attacks. Their role is to target and strike the key commanders of the enemy army.

10 Diablo Lieutenant (Human Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Drakish, Daemonic **Habitat:** Wilderness, Shallow
Rep/Weak: 18/21 **Weak Point:** Energy damage +3 points
Initiative: 18 **Movement Speed:** 20/20 (Flying) **Fortitude:** 13 (20) **Willpower:** 13 (20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	13(20)	2d+13	12(19)	9	96	58

Unique Skills

○Tough Skin

Whenever it receives physical or magical damage of the bludgeoning type, it is reduced by -3 points.

○Flight

Receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○Limited 2 Actions

The monster can perform two Major Actions in one round. However, this is limited to one weapon melee attack and one [▶Daemonic Eyes II] once each.

It cannot use [◀Cleave II] for that melee attack.

◀Cleave II

It attacks with a weapon up to 5 characters within the skirmish in which it resides.

▶Daemonic Eyes II/Can't

With a sharp look in its eyes, it makes shriveling enemies.

With "Range/Area: 1 (10m)/Target", select any number of targets and deal each of them 3 curse fixed damage (see p. 68).

Afterward, Diablo's HP is restored by the sum of all applied damage dealt to the targets.

Using this ability consumes 3 points of MP per character targeted.

▶▶Instant Daemonshift

The character changes into the daemon form with Minor Actions or during Combat Preparation. For the data, see Diablo Lieutenant (Daemon Form). HP and MP are restored to their maximum values, and all effects of magic, etc., are negated. In the turn in which this unique skill is performed, only the Body section of the Daemon Form is treated as having completed the Major Action, and the Head section can make it this turn.

[▶▶Instant Daemonshift] cannot be used for 3 hours immediately after the [▶Humanification] was used. Also, [▶Humanification] cannot be used for 1 hour immediately after [▶▶Instant Daemonshift] was used.

Loot			
Always	Abys Shard (200G/-) x 2	9+	Jet-Black Gem (2,200G/Gold S) x 2
2 - 8	Black Gem (300G/Gold A) x 1d		

II Diablo Lieutenant (Daemon Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Drakish, Daemonic **Habitat:** Wilderness, Shallow
Rep/Weak: 19/22 **Weak Point:** Energy damage +3
Initiative: 19 **Movement Speed:** 20/20 (Flying) **Fortitude:** 14 (21) **Willpower:** 14 (21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	13(20)	2d+13	12(19)	9	104	53
Weapon (Body)	14(21)	2d+16	11(18)	11	86	38

Sections: 2 (Head / Body) **Main Section:** Head

Unique Skills

● All Sections

○ Tough Skin

Whenever it receives physical or magical damage of the bludgeoning type, it is reduced by -3 points.

● Head

○ Limited 2 Actions

The monster can perform two Major Actions in one round. However, the monster must choose two different actions from the melee attack, [► Daemonic Eyes II] or [► Spray of Evil].

► Daemonic Eyes II/Can't

With a sharp look in its eyes, it makes shriveling enemies.

With "Range/Area: 1 (10m)/Target", select any number of targets and deal each of them 3 curse fixed damage (see p. 68).

Afterward, Diablo's HP is restored by the sum of all applied damage dealt to the targets.

Using this ability consumes 3 points of MP per character targeted.

► Evil Spray/14(21)/Willpower/Half

With "Range: Self" and "Target: 2-3 areas (10m Radius)", it releases a cursed spray and deals 2d+11 curse magic damage to the target.

This effect can exclude any character from the target except itself. It never removes itself, but the resistance is always treated as a success.

● Body

○ Flight

Receives a +1 bonus to Accuracy and Evasion only for melee attacks.

If the Body section falls to 0 HP or lower, this unique skill cannot be used.

☞ Cleave II

It attacks with a weapon up to 5 characters within the skirmish in which it resides.

► Humanification

It changes to the Human form. For data on the Human form, refer to Diablo Lieutenant (Human Form). If the Body section has suffered HP or MP damage or has been affected by magic or other effects, these are carried over to the Human form. If its HP is less than 0, it immediately falls unconscious.

[► Humanification] cannot be used for 1 hour immediately after [► Instant Daemonsift] was used. Also, [► Instant Daemonsift] cannot be used for 3 hours immediately after the [► Humanification] was used.

Loot

Always	Abyss Shard (200G/-) x 2	8 - 12	Jet-Black Gem (2,200G/Gold S) x 2
2 - 7	Black Gem (300G/Gold A) x 1d	13+	True Dark Gem (4,900G/Gold S)

This is a more experienced and mighty Diablo (see p. 273). While Diablos are elite Barbarous who are expected to lead the Barbarous, these lieutenants are often assistants or rangers rather than corps commanders.

They will appear as servants of the more powerful Diablos if the former. If the latter, they will often lead a small number of powerful Barbarous to raid Humanoid settlements.

Their human and daemon forms are not comparable to that of Cadets (see CR I, p. 404-405). In particular, the demon form is covered with poisonous gas so foul that it can even hurt the lieutenant himself.

II Tanno Veteran

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Sylvan **Habitat:** Coast, Riverside
Rep/Weak: 16/20 **Weak Point:** Physical damage +2 points
Initiative: 18 **Movement Speed:** 16/16 (Swimming) **Fortitude:** 14 (21) **Willpower:** 14 (21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Pincers	14(21)	2d+17	8(15)	10	101	61

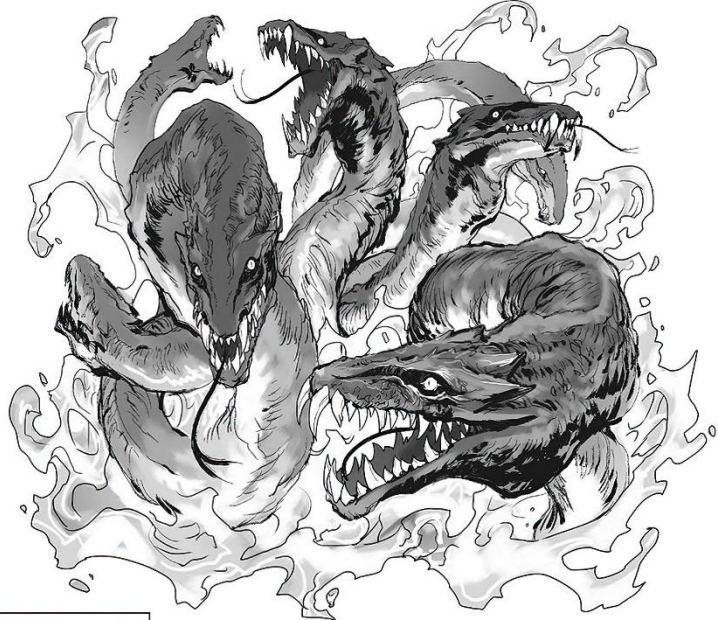
Unique Skills

<p>○Underwater Aptitude Can move in water without penalties and restrictions.</p> <p>○Fairy Magic 10 Level/Magic Power 12(19) It can use earth, water/ice, wind, and dark types.</p>	<p>○Magic Aptitude They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], and [Metamagic/Targets].</p>
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Loot

2 - 6	Dangerous Pincers (570G/Red A)	10+	Veteran Pincers (4,400G/Red S)
7 - 9	Deadly Pincers (1,660G/Red S)		

This is a mature and experienced Tanno fighter. They are skilled at fighting in the water, and their sharp pincers are sharp enough to easily pierce even the hardest armor.



Hydra

Illustration by Shiroichi Ohno

II Lesser Vampire

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade common, Barbaric, Nosferatu, Regional dialect, Arcana **Habitat:** Various
Rep/Weak: 12/20 **Weak Point:** Silver weapon damage +3 points
Initiative: 18 **Movement Speed:** 18/36 (Flying) **Fortitude:** 14 (21) **Willpower:** 14 (21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	14(21)	2d+14	13(20)	11	99	77

Unique Skills

▶ **Divine Magic 10 Level/Magic Power 14(21)** Lesser Vampires lose 6 HP and MP per day (cumulative) that they do not drain blood via

▶ **Truespeech Magic, Spiritualism Magic 8 Level/Magic Power 11(18)** [▶ Vampire Bite] and also cannot use their [○Regeneration] unique skill. These penalties immediately disappear once the Lesser Vampire successfully drains blood via [▶ Vampire Bite].

▶▶ **Gaze/13 (20)/Willpower/Neg**
 Lesser Vampire may attempt to paralyze with “Range/Area: 50m/Target”. If the target fails to resist the Gaze, they are paralyzed for 10 seconds (1 round), cannot take any Minor Actions, and use active combat feats. If the target’s resistance roll is 16 or less, the target is instead charmed by the Lesser Vampire and will move to aid and defend it for the next minute (6 rounds). This effect is treated as a psychic type.
 This ability can be used only once per round.

▶ **Vampire Bite/13 (20)/Evasion/Neg**
 The Lesser Vampire bites the target, dealing 2d+10 physical damage. The Lesser Vampire heals HP equal to the applied dealt.
 If the target is reduced to 0 HP or lower from this attack, they receive a -10 penalty to their next Death Check. If the character fails this Death Check, they receive an extra 5 soulscars and rise as a Blood Sucker (see p. 372).

○ **Normal Weapon Immunity**

○ **Regeneration – 7 points**
 At the end of each round, a Lesser Vampire recovers 7 HP. This does not affect the Lesser Vampire at 0 HP or lower.

○ **Vampire Body**
 As long as a Lesser Vampire is under sunlight, it takes 7 magic damage at the end of its turn and receives a -2 penalty to all Accuracy and Evasion Checks. This damage cannot be reduced in any way. Additionally, the Lesser Vampire cannot use their [○Regeneration] or [○Normal Weapon Immunity] abilities.

○ **Flight**
 A Lesser Vampire receives a +1 bonus to Accuracy and Evasion only for melee attacks.

Loot

Always	Corrupted Ash (300G/Red A)	9 – 12	Vampire Cloak (1,000G/White S)
2 – 8	None	13+	Jet-Black Cloak (5,000G/White S)

Immortalized by a Blood Kiss from an older Nosferatu, these Lesser Vampires are incredibly powerful, even among the Barbarous. Often, followers of Zeides were once humans that have fallen into the good graces of other vampires and left their humanity behind. Despite this, they are often stunning, and even their gaze can paralyze and fascinate lesser creatures.

Lesser Vampires must still drink blood daily to keep themselves at peak performance. The actual source of the blood can be any living being, but often, they will prey upon beautiful members of the opposite gender. Occasionally, they will even starve themselves to fit into society and get closer to their desired target, making the drinking all sweeter. Care has to be taken, however, as it is effortless to drain a target entirely and raise them as a subordinate Blood Sucker, and often a Lesser Vampire has a small retinue of followers.

Despite their powers, sunlight is the bane of the Lesser Vampire, reducing them to ash in a small amount of time. After only a few minutes outside during the day, all that will be left of the Lesser Vampire is a pile of ashes and possibly some clothing. Because of this, Lesser Vampires will be reluctant to move out of their roost during daylight hours.

12 Garuda

Intelligence: Average **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Aviary **Habitat:** Mountain
Rep/Weak: 14/19 **Weak Point:** Bludgeoning damage +3
Initiative: 20 **Movement Speed:** 25/50 (Flying) **Fortitude:** 15 (22) **Willpower:** 15 (22)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak (Head)	14(21)	2d+13	14(21)	7	109	19
Weapon (Body)	18(25)	2d+10	13(20)	9	121	26

Sections: 2 (Head / Body) **Main Section:** Head

Unique Skills

●Head

○Continuous Attack II

If a Garuda successfully hits a target in melee, they may make a second attack. They can make a third attack against the same target if a second attack hits.

▶▶△Techniques

A Garuda can use the [Cat's Eyes], [Bear Muscle], and [Beetleskin] Techniques.

●Body

▶▶Turbulent Winds/15 (22)/Fortitude/Half

It creates turbulence in a 6m/20 radius around itself, dealing 2d +12 wind magic damage to the targets and causing them to fall prone.

This unique skill can be used only once per turn, at the end of each turn.

▶ **Wind-Edge Blade/15 (22)/Fortitude/Half**
 With "Range/Area: 2(30m)/Target", Garuda uses a blade made of feathers to deal with dealing 2d+15 slashing magic damage.

○Flight II

All sections receive a +2 bonus to Accuracy and Evasion only for melee attacks.

This unique skill is lost if the Body section is reduced to 0 or less HP.

Loot

2 - 5	None	12+	Wind-Edge Feathers (3,500G/Red S)
6 - 11	Large Feathers (200G/Red A)		

A 3m tall barbarous with a bird-like head and large wings on their back, Garudas are masters of the winds. In fact, they are known as "Sky Kings" among the lower ranks of the Barbarous, and with good reason. They despise any others flying in what they consider their airspace and will often go out alone to drive out or kill the interlopers.

Animals

4 Giant Crab

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Coast, Ocean

Rep/Weak: 11/14 **Weak Point:** Bludgeoning damage +3 points **Initiative:** 10

Movement Speed: 14 (Many Legs)/14 (Swimming) **Fortitude:** 6 (13) **Willpower:** 4 (11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Pincers	6(13)	2d+4	4(11)	7	22	6

Unique Skills

○ Underwater Aptitude

Can move in water without penalties and restrictions.

► Twin Strike & Double Attack

Can make two Pincers attacks each round, though each attack requires its own Accuracy check. They may choose to attack different characters with each attack.

Loot

Always	Sharp Pincers (50G/Red B)	11+	Crab Innards (600G/Red A)
2 - 10	None		

Measuring on average 2m, a Giant Crab uses its size, bulk, and powerful pincers to take down their prey. It's even said that some land-based animals have been caught and eaten by some Giant Crabs.

5 Crocodile

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Rivers, Swamps

Rep/Weak: 12/15 **Weak Point:** Magic damage +2 points

Initiative: 11 **Movement Speed:** 12(4 Legs)/20(Swimming) **Fortitude:** 8(15) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Jaws	7(14)	2d+8	6(13)	6	44	11

Unique Skills

○ Underwater Aptitude

Can move in water without penalties and restrictions.

Loot

			Superior Crocodile Skin (600G/Red A)
2 - 8	None	12+	
9 - 11	Crocodile Skin (200G/Red A)		

Giant beasts, Crocodiles, inhabit murky waters near rivers and swamps where they can hide from prey. Their speed while in water is incredible, and their jaws will crush any game caught within. Once dragged underwater, there is no escape. It is said that high-quality crocodile skins can be used for a number of goods, such as luxury bags and wallets.

6 Plain Centipede

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Plains

Rep/Weak: 13/16 **Weak Point:** Physical damage +2 points

Initiative: 13 **Movement Speed:** 20 (Many Legs)/- **Fortitude:** 9 (16) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Jaws (Head)	9(16)	2d+8	8(15)	6	56	17
Legs (Body) x 1-4	8(15)	2d+6	7(14)	6	44	14

Sections: 2-5 (Head / Body x 1-4) **Main Section:** Head

Unique Skills

●Head

○Deadly Poison/8(15)/Fortitude/Neg

If the Jaw attack hits and deals 1 applied damage, it deals additional 2d+6 poison magic damage to the target.

●Body

○Decoy Attack I

It gains -2 to Accuracy checks, but the damage is increased by +2 on hit.

If the declared attack is evaded, the enemy receives a -1 penalty to Evasion checks for the next 10 seconds (1 round). This effect is cumulative up to -4 but is lost if the target fails an Evasion check even once.

Loot

2 - 11	Good Quality Shell (150G/Red A)	12+	Superior Shell (750G/Red A)
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This is a giant centipede that appears on the plains of the Alframe continent. It mainly feeds on animals on the plains, but in the Dorden region, it has been observed to frequent the vicinity of railroad tracks. Studies have shown that they move along the tracks by licking the track water and oil spilled by trains, earning them the nickname "Railway Centipedes." This habit is thought to be a way for them to replenish some nutrients, but this has not been proven with certainty. When they are large, they are not much bigger than a train and often block the railroad tracks and are requested to be taken down.

6 Petrovipser

Intelligence: Animal **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: None **Habitat:** Forest, Grassland, Ruins

Rep/Weak: 10/14 **Weak Point:** Physical damage +2 points

Initiative: 15 **Movement Speed:** 15(Crawling)/- **Fortitude:** 8 (15) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	8(15)	2d+6	7(14)	6	47	15

Unique Skills

○Petropoison/7(14)/Fortitude/Neg

If the Bite's attack hits and deals more than 1 point of applied damage, the target will gain

Petrification effect (dexterity, agility/-6) effect. This effect is poison-type.

Loot

2 - 4	Snake Skin (20G/Red B)	9+	Premium Snake Skin (320G/Red A)
5 - 7	Fine Snake Skin (120G/Red A)		

It is a serpent with a dangerous poison that gradually petrifies its prey. Poison is mainly used to weaken its prey. However, it can also be used as a weapon against powerful enemies, and it will not stop attacking until it has completely petrified its prey.

7 Sabertooth Tiger

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Plains, Forests, Mountains

Rep/Weak: 14/18 **Weak Point:** Accuracy +1

Initiative: 17 **Movement Speed:** 20 (4 Legs)/- **Fortitude:** 11 (18) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	10(17)	2d+10	9(16)	7	63	13

Unique Skills

○Double Bite

When dealing damage with a Bite attack, the damage is rolled twice and added during damage calculation.

○Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +6 points.

Loot

2 - 6	Fangs (100G/Red A) x 2	13+	Shining Fang (600G/Gold Red A) x 2
7 - 12	Sharp Fangs (200G/Red A) x 2		

Similar in appearance to a regular tiger, the Sabertooth Tiger has two enormous, very sharp canine teeth that give it its name. These fangs are said to be strong enough to easily penetrate metal armor.

7 Forest Kong

Intelligence: Low **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Forest

Rep/Weak: 13/16 **Weak Point:** Fire damage + 3 points

Initiative: 14 **Movement Speed:** 18 (4 Legs)/- **Fortitude:** 10 (17) **Willpower:** 8 (15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	10(17)	2d+12	9(16)	6	66	14

Unique Skills

▶▶△Swinging

It hangs from a branch or other object above its head. The monster receives no penalty due to poor footing until the beginning of the next turn. It also gains a +1 bonus to Accuracy checks and has its Damage reduced by -2 points.

This ability can only be used in environments with something to hang overhead, such as a forest.

Loot

2 - 6	Fur (150G/Red A)	7+	Fine Fur (450G/Red A)
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This giant ape is found in forests throughout the Alframe continent. They are about 2m 50cm long, and their arms are more developed than their legs. They use their arms and legs to move more quickly than they look. They are so strong that they can easily snap off an ordinary tree with their arms.

8 Crash Bear

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Forest, Mountain

Rep/Weak: 15/18 **Weak Point:** Magic damage +2 points

Initiative: 16 **Movement Speed:** 20 (4 Legs)/- **Fortitude:** 2(19) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	12(19)	2d+13	10(17)	9	70	22

Unique Skills

○2 Actions

Can perform two Major Actions in one round.

○Throw

If the Claws attack hits, it slams the target into the ground and causes it to fall prone.

► Fall On/Can't

This ability can only be used if the target is character prone.

The target receives 2d+18 physical damage.

Loot

Always	Glossy Fur (150G/Gold Red A)	11+	Aromatic Bear Paws (1,200G/Red S)
2 - 10	Bear Paws (300G/Red A)		

These giant bears appear in forests and low mountains. They are known to be fierce and dangerous. They are especially dangerous in the fall before hibernation. Still, suppose they fail to hibernate and are active during the winter. In that case, they can be so dangerous that adventurers must be immediately dispatched to their habitat area.

8 Frost Panther

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Cold Region

Rep/Weak: 16/19 **Weak Point:** Fire damage + 3 points

Initiative: 18 **Movement Speed:** 23 (4 Legs)/- **Fortitude:** 11(18) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite and Claws	11(18)	2d+12	12(19)	9	68	16

Unique Skills

○Water/Ice Immunity

○Snow and Ice Mastery

On snow and ice, it has no penalties due to poor footing.

○Mimicry/16/Danger Sense/Neg

It blends its white body into the snowfield. While mimicking, characters cannot perform a Monster Knowledge check on this monster.

If a character approaches it unintentionally, they need to make a Danger check with target number 16, and if it fails, they will be surprised. Mimicry will be automatically ended once the monster starts to act.

This monster cannot be detected with [Sense Magic].

► Triple Attack

Frost Panther can attack the same target with three attacks.

Loot

2 - 7	None	13+	Snow White Fur (2,600G/Gold Red S)
8 - 12	Glossy Fur (150G/Gold Red A)		

This is a dangerous large predator of the cat family that roams the snowfields. Its pure white fur is almost invisible in the middle of the day. The skin provides more than enough warmth to keep the monster waiting for its prey in the snow for hours.

Because of its whiteness and warmth, its fur is valuable as the finest clothing material.

9 Noisy Rattlesnake

Intelligence: Animal **Perception:** Five senses (Darkvision) **Disposition:** Hungry

Language: None **Habitat:** Forest, Grassland, Desert

Rep/Weak: 17/20 **Weak Point:** Earth damage + 3 points

Initiative: 15 **Movement Speed:** 14(Crawling)/- **Fortitude:** 11(18) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite(Head)	11(18)	2d+12	11(18)	7	81	34
Tail (Body)	12(19)	2d+10	12(19)	6	73	28

Sections: 2 (Head / Body) **Main Section:** Head

Unique Skills

●Head

○Poison/11(18)/Fortitude/Neg

If the Bite attack hits, it deals additional 8 points of poison magic damage to the target.

○Counter

This is the same effect as the combat feat [Counter](see p. 209).

🌀Strength Burst

It is ready to make a move. The monster receives a +1 bonus to Accuracy checks and a -1 penalty to Evasion checks until the beginning of its next turn.

●Body

○Noise Disturbance/Can't

The sound made by the Tail disturbs mental concentration. The Tail gives a -4 penalty to Spellcasting checks and Performance checks for "Range: Caster" and "Target: All areas (50m radius)/All".

This effect has "Resistance: Can't," but it does not extend to characters that cannot hear (see p. 71).

▶Twin Strike & Double Attack

It can make two Tail attacks each round, though each attack requires its accuracy check. They may choose to attack different characters with each attack.

Loot

Always	Rattling Tail (770G/Red A)	5 - 8	Fine Snake Skin (120G/Red A)
2 - 4	Snake Skin (20G/Red B)	9+	Premium Snake Skin (320G/Red A)

This type of rattlesnake boasts a vast body that can reach nearly 10 meters in length and a body thickness of over 20 centimeters in diameter. The intimidating sound they make with their tails is so loud that it is said to send anyone who hears it into a panic.

9 Brafotes

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Forests

Rep/Weak: 15/18 **Weak Point:** Magic damage +2 points

Initiative: 17 **Movement Speed:** 40/40 (Flying) **Fortitude:** 12 (19) **Willpower:** 11 (18)

Fight Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak (Head)	12(19)	2d+12	11(18)	9	77	14
Tail (Body)	13(20)	2d+10	10(17)	10	89	22
Wing (Wing)	11(18)	2d+9	9(16)	8	56	8
Wing (Wing)	11(18)	2d+9	9(16)	8	56	8

Sections: 4 (Head / Body / Wing x 2) **Main Section:** Head

Unique Skills

●Head

▶ Gale Breath/11(18)/Fortitude/Half

With "Range/Area: 2(30m)/Shot", it exhales a violent wind in "1 area(3m Radius)/5", dealing 2d+8 wind magic damage to the target.

This ability cannot be used on consecutive turns.

●Body

☞ Tail Sweep

The monster can use its tail to attack up to 5 targets in the same skirmish.

Accuracy and Damage are the same as a normal attack, and this attack cannot be used in consecutive rounds.

○Attack Obstacle - Impossible • None

Its body hinders the attack.

The Head section cannot be attacked, whether melee or ranged. When the Body falls to 0 HP or lower, this effect disappears.

●Body

○Flight II

All sections receive a +2 bonus to Accuracy and Evasion only for melee attacks.

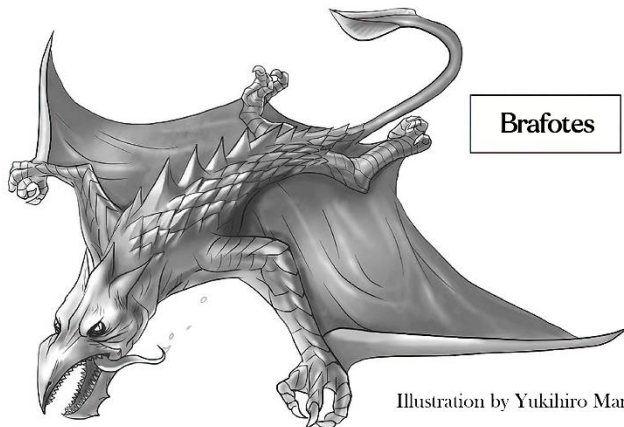
This unique skill is lost if the Wing section is reduced to 0 or less HP.

Loot

2 - 6	Saurian Membrane (100G/Red A)	13+	Obsidian Membrane (3,000G/Red S)
7 - 12	Black Membrane (500G/Red A)		

It is a monstrous bird without feathers, with a wingspan of an adult of 7 to 10 meters. It has a reptilian-like body and is said to be a kind of pterosaur. They are ferocious; when they catch their prey, they go on a rampage and kill, pecking it. After the meal, it often becomes a paradise for carrion-eating animals. Such animals can be seen running in flocks on the ground, following this monster bird soaring in the sky.

Its membrane is prized as a material for leather goods.



Brafotes

Illustration by Yukihiko Maruo

10 Sky Whale

Intelligence: Animal **Perception:** Five senses **Disposition:** Neutral

Language: Sea Animal **Habitat:** Mountains, Floating Masses

Rep/Weak: 18/21 **Weak Point:** Wind damage +3 points

Initiative: 16 **Movement Speed:** -/20 (Floating) **Fortitude:** 13 (20) **Willpower:** 13 (20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite(Head)	13(20)	2d+14	12(19)	10	96	33
Slam(Body)	12(19)	2d+16	12(19)	8	88	31
Tail(Tail)	13(20)	2d+12	13(20)	7	68	25

Sections: 3 (Head / Body / Tail) **Main Section:** Head

Unique Skills

•Head

▶ Ultrasonic Attack/12 (19)/Fortitude/Neg

With "Range/Area: 2(30m)/Shot", the target is hit with a highly directional ultrasonic blast that paralyzes the enemy. Target will have -2 on all action checks for 30 seconds (3 rounds). This effect is not cumulative.

A character who is deafened (see p. 71) is immune to this effect.

•Body

▶ Mist Breath/13(20)/Fortitude/Half

With "Range/area: 2(20m)/Shot" and "Target: 1 area (5m Radius)/15" is dealt 2d+12 water/ice magic damage.

In addition, a target that fails a resistance check suffers a -2 penalty on Accuracy checks and Evasion checks for 10 seconds (1 round).

This ability cannot be used on consecutive turns.

•Tail

☞ Tail Sweep

The monster can use its tail to attack up to 5 targets in the same skirmish. Accuracy and Damage are the same as a normal attack, and this attack cannot be used in consecutive rounds.

Loot

Always	Water Crystal (1,600G/Gold S)	10+	Wind Crystal (1,600G/-)
2 - 9	None		

These flying whales live in the vicinity of the Floating Masses. They are white and can grow up to 15 meters in length. They usually hide among clouds and are not easily spotted. They prey on small flying birds and rarely attack humanoids.

II Hydra

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Lakes, Swamps

Rep/Weak: 17/20 **Weak Point:** Physical damage +2 points

Initiative: 16 **Movement Speed:** 12(Crawling)/12(Swimming)

Fortitude: 14 (21) **Willpower:** 13 (20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Body)	-	-	12(19)	13	106	44
Bite (Neck x 7-9)	14(21)	2d+15	13(20)	9	86	29

Sections: 8-10 (Body/ Neck x 7-9) **Main Section:** Neck (All)

Unique Skills

●All Section

○Poison Immunity

○Underwater Aptitude

Can move in water without penalties and restrictions.

○Regeneration = 10 points

At the end of each round, each section of Hydra recovers 10 HP. This has no effect if the section has 0 HP or lower.

○Fire Weakness

A section that suffers fire-type damage will not gain the effect of [○Regeneration] for that round.

●Body

▶▶Head Reviving

The body can wake the Neck section that had 0 HP or less. Its HP becomes 1, and the Head can act immediately afterward.

Using this ability will consume 20 points of HP of the Body section. Hydra cannot use [▶▶Head Reviving], which would reduce the HP to 0 or less.

●Neck

○Limited Attacks

The Neck can only make two Bite attacks against the same target during a single round.

○Long Neck

Bite attacks can attack at any character within "Range: 1(10m)", ignoring skirmishes.

▶Poison Breath/13 (20)/Fortitude/Half

With "Range/Area: 2(20m)/Shot", spits poison at "Target: 1 Character," dealing 2d+7 poison magic damage.

Hydra can use this unique skill only two times in total per round. Also, the same Neck cannot use this unique skill in consecutive turns.

○Substitution

When a Body suffers damage from a melee or ranged attack, the Neck can take damage instead. The damage to the Body was applied as-is to the Neck (without recalculation). This unique skill can only be used once per round for each Neck.

Hydra cannot use this unique skill against wide-area or multiple-target attacks, even if they are melee or ranged attacks.

Loot

2 - 11	False-dragon Scale (350G/Red A)	12+	Green Scales (1,600G/Gold Red S)
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It's a beast with numerous snakeheads, about 10 meters long. Each head has an independent ego and each prey on instinct. They usually emerge from swamps and lakes and attack animals in the lakeshore with only their heads protruding. The number of heads of hydra is often reported to be 7-9, but various accounts suggest that the number may vary, and each individual is thought to have a different number of heads.

When the body is attacked, all heads concentrate on this enemy. Hydra has an exceptional regeneration ability and is said to be able to revive heads repeatedly unless the wound is burned. (Illustration p. 352)

12 Swamp Worm

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Swamp

Rep/Weak: 19/22 **Weak Point:** Bludgeoning damage +3 points

Initiative: 17 **Movement Speed:** 10(Crawling)/- **Fortitude:** 16 (23) **Willpower:** 14 (21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Mouth (Mouth)	16(23)	2d+18	15(22)	12	111	25
Slam (Body)	15(22)	2d+16	14(21)	10	103	21
Slam (Body)	15(22)	2d+16	14(21)	10	103	21
Slam (Body)	15(22)	2d+16	14(21)	10	103	21
Tail (Tail)	16(23)	2d+14	14(21)	8	94	13

Sections: 5 (Mouth / Body x 3 / Tail) **Main Section:** Body (All)

Unique Skills

● **All Section**

○ **Underwater Aptitude**

Can move in water without penalties and restrictions.

○ **Swamp Monster Body**

Damage from bludgeoning weapons is treated as if Defense were 5 points higher.

● **Mouth**

○ **Bloodsucking**

If the Mouth attack hits, the HP of any one section of this monster is recovered by a value equal to the applied damage. Which section is recovered can be selected after each attack and after all the damage determination processes are completed. However, the section with HP below 0 cannot be selected.

● **Body**

▶ **Fluid Eruption/16(23)/Fortitude/Half**

With "Range: Caster" and "Target: 1 area (3m Radius)/5", it spurts out bodily fluids and is used to blind the target.

If the target fails resistance, it becomes blind (see p. 69). This state can be removed with an effect that cures blindness or by the target wiping its face with Major Action.

This unique skill can only be used when the HP of the Body section is less than half of the maximum value (rounded up), and when used, it consumes 10 HP. The body section can lower its HP to 0 or lower, with this ability becoming disabled.

● **Tail**

▶ **Foot Scooping/12(19)/Danger Sense/Neg**

Tail crawls underground and attacks the feet of the target. With "Range: Touch," Tail makes up to 5 characters to fall prone. This effect only applies to bipedal characters with only one section.

Loot

2 - 6	Mud Stone (100G/Gold Black A)	12+	Black Mud Stone (1,600G/Red Black S)
7 - 11	Brown Mud Stone (200G/Red Black A)		

This is a giant earthworm that inhabits the swamps of the Alframe continent. The length of the body, from the mouth to the tip of the tail, is about 20 meters, with the largest exceeding 30 meters.

It is said that when they leave the swamp where they were born while still young and move to a spring or pond filled with fresh water, they dig up the bottom of the water and turn it into a muddy swamp, making it their new home.

Plants

4 Stepping Leaf

Intelligence: None **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Rivers, Ponds

Rep/Weak: 11/14 **Weak Point:** Physical damage +2 points

Initiative: 10 **Movement Speed:** -/5 (Swimming) **Fortitude:** 6 (13) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	5(12)	2d+7	5(12)	3	31	13

Unique Skills

○Underwater Aptitude

Can move in water without penalties and restrictions.

○Mimicry/13/Danger Sense/Neg

Its mimicry a stone. While mimicking, characters cannot perform a Monster Knowledge check on this monster.

If a character approaches it unintentionally, they need to make a Danger check with target number 13, and if it fails, they will be surprised. Mimicry will be automatically ended once the monster starts to act.

This monster cannot be detected with [Sense Magic].

Loot

2 - 5	None	9+	Strong Vine (300G/Green A)
6 - 8	Magical Vine (30G/Green B)		

It is a floating plant that floats on the surface of shallow rivers and ponds, with its round leaves ranging from 30 to 50 cm in diameter. If animals step on them unnoticed, they will drop them into the water and attack them.

6 Meria Mistletoe

Intelligence: None **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Forest

Rep/Weak: 13/16 **Weak Point:** Accuracy +1

Initiative: 13 **Movement Speed:** 10(Crawling)/- **Fortitude:** 9(16) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Ivy	8(15)	2d+6	8(15)	5	63	22

Unique Skills

○Nutrients Consumption

If a character of the Meria race is the target of a melee attack, it is preferentially selected as the target. On the other hand, a character with [○Poison Immunity] will not be chosen as a target.

○Implantation/8(15)/Willpower/Neg

The target hit by the attack with Ivy is put to sleep, and the attack is implanted with a parasite.

The target falls asleep on the spot. This sleep is not awakened by the passage of time or by natural means. While asleep, the target's maximum HP is reduced by 1 point every 10 seconds (1 round). If this effect causes the maximum HP to reach 0, the target dies without making a Death Check.

This effect is of the psychic type. It can be removed by [Awaken] spell, [Early Bird] spellsong, or other awakening effects, but the success value must be compared. Awake Potion cannot be used to remove this effect.

Loot

2 - 4	Magical Vine (30G/Green B)	12+	Magical Vine (600G/Gold Green A)
5 - 11	Strong Vine (300G/Green A)		

It is a plant that parasitizes other species and absorbs nutrients from them. It looks like a clump of sand daisies and usually crawls on the ground.

It is characterized by its ability to frequently change parasite hosts. It generally parasitizes plants, but occasionally it parasitizes humanoids, barbarous and animals. Among humanoids, the parasite often targets and parasitizes Meria, probably because of their origins.

It is dangerous to encounter it alone, as its a humanoid, barbarous, or animal parasite that can quickly take the life of its host. Since they do not attack constructs, conjurers are very useful for their cleanup.

7 Entlet

Intelligence: Average **Perception:** Magic **Disposition:** Neutral

Language: Sylvan **Habitat:** Forest

Rep/Weak: 12/18 **Weak Point:** Fire damage +3 points

Initiative: 10 **Movement Speed:** 12/- **Fortitude:** 10(17) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Branch (Trunk)	9(16)	2d+8	8(15)	9	72	42
Branch (Trunk)	9(16)	2d+8	8(15)	9	72	42

Sections: 2 (Trunk x 2) **Main Section:** None

Unique Skills

● **All Sections**

▶ **Fairy Magic 6 Level/Magic Power 8(15)**

It can use earth, water/ice, light, and dark types.

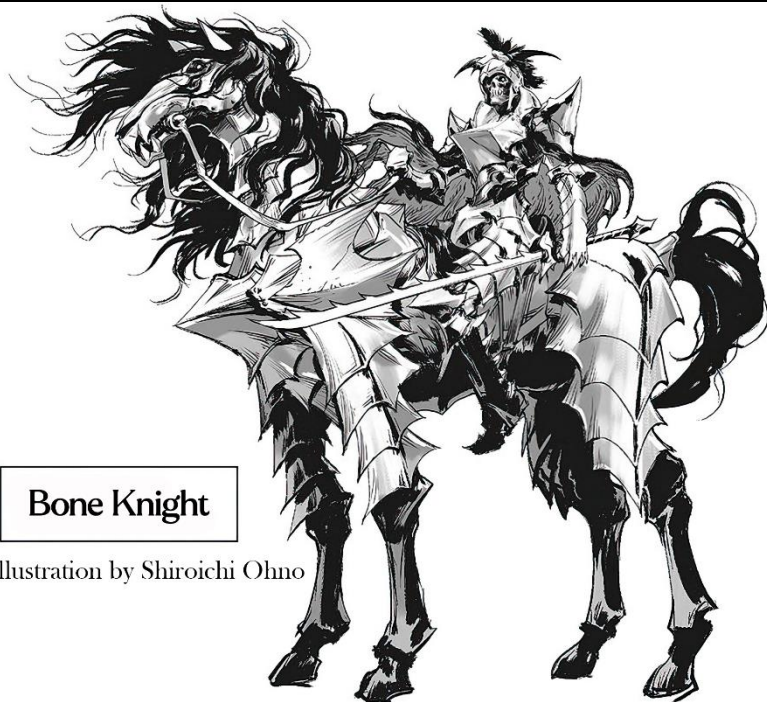
○▶ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Hawk Eye], [Metamagic/Targets], and [Wordbreak].

Loot

Always	Ent Leaves (100G/Green A)	7 - 12	Mysterious Seeds (100G/Green A)
2 - 6	None	13+	Mysterious Sapling (500G/Green A)

A giant tree that roams around, using its roots as feet to walk. Entlets are said to be over 100 years old and have a wide variety of knowledge they can be persuaded to share with others. Their leaves are said to be herbs that increase one's wisdom, and teas brewed with them are top-rated among mothers. Entlets tend to be gentle giants and will be friendly if treated in kind.



Bone Knight

Illustration by Shiroichi Ohno

9 Green Cemetery

Intelligence: None **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Ruins

Rep/Weak: 18/21 **Weak Point:** Fire damage + 3 points

Initiative: 0 **Movement Speed:** +/- **Fortitude:** 13 (20) **Willpower:** 12 (19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None	-	-	10(17)	0	105	40

Unique Skills

○Wall Moss

It cannot fall prone, nor is it affected by any effect that moves its position (coordinates or area). Also, it is immune to Throw attacks.

○Limited 2 Actions

Can perform Major Action twice in one round. However, it is limited to one each of [► Illusory Light] and [► Toxin Spores].

○Inviting Light/12(19)/Willpower/Neg

It produces light that attracts creatures.

Any character within a "50m radius" of this monster (in Simplified Combat, all areas) must perform a Willpower at the start of their turn. If failed, the character tries to get as close as possible with Normal Move. The character can choose any actions they want to make (actions that can only be made with Limited Move are not allowed).

A character already in the same position (coordinates or area) as Green Cemetery is not affected by this.

► Illusory Light/Can't

It gives a hallucination, so it fights with itself to "Target: 2-3 areas (10m Radius)/All" and "Range: Caster."

The target must immediately perform an Accuracy check, a Spellcasting check, or a Performance check (the one with the highest standard value). Then, the same target must counter it with an Evasion check or Willpower (those who have mastered the combat feat [Counter] may use an Accuracy check) and compare the success value against each other.

The target is unaffected if there is a tie or the opposing side's success value is higher. However, if the opponent fails to do so, the target is knocked prone by the illusion. In addition, the target will not be able to move or take a Major Action on its turn.

In this comparison of success values, all permanent effects or duration apply to both checks. In the opposite Evasion check or Willpower check, it is possible to use an item to affect the check.

► Toxin Spores/11(18)/Fortitude/Half

Sprays Toxin Spores within "Range: Caster" and "Target: 1 area (6m Radius)/All", and deals 2d+8 poison magic damage to the targets.

Loot

Always	Green Dye (80G/Green B) x 1d	7+	Abundant Soil (2,000G/Green S)
2 - 6	Fertile Soil (300G/Green A)		

This is a mottled, glowing moss that clings to the outer walls of ruins. The moss and its spores refract light, creating illusions for approaching characters.

The illusion cannot directly harm, but while it is perceived as a threat, the spore poison slowly drains the target's strength, leading to death.

II Fungal Parasite

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: Trade common **Habitat:** Forest, Caves, Ruins
Rep/Weak: 19/22 **Weak Point:** Fire damage + 3 points
Initiative: 15 **Movement Speed:** 12/- **Fortitude:** 14(21) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	13(20)	2d+10	12(19)	12	108	12

Unique Skills

►► Sporulation/11 (18)/Fortitude/Neg

This unique skill can be used only once per round.

Fungal Parasite spreads reddish-purple spores in "Range: Caster" and "Target: 1 area (6m Radius)/20", infecting the target with a disease called sporotrichosis. This effect is treated as a disease type.

Character infected with sporotrichosis will have small reddish-purple mushrooms sprouting from all over their body after 1 day, and their all ability scores will be reduced by -6 points. Fixed characters suffer a -1 penalty for Accuracy, Evasion, Fortitude, and Willpower.

If any ability scores reach 0 or 3 full days have passed since the spore infection, the character will fall into a severe hallucinatory state and cannot act at all. The character in this state will spread spores every round, regardless of their will.

After a few days of infection, the characters will be lost entirely, and the character becomes Fungal Parasite. If the character has fallen into this state, it cannot be recovered by effects that heal disease, such as [Cure Disease].

► Hallucinogenic Spores/13 (20)/Fortitude/Neg

These blue-violet spores are scattered around the Fungal Parasite, and all those in the same skirmish must make a Fortitude check. Those who fail will see the Fungal Parasite as someone close to them and will move to protect it from anything and anyone who wishes to do it harm (and will do nothing else). Even if the Fungal Parasite attacks an affected character, it will remain under the effect of these spores.

This effect is treated as a disease type.

Loot

Always	Wilted Mushrooms (30G/Green B)	8 - 10	Forest Marvel (2,000G/Green S)
2 - 7	None	11+	Forest Marvel (2,000G/Green S) x 3

This monster is a humanoid covered in parasitic mushrooms, feeding the mushroom as it decomposes. Typically found in dark, damp places, the Fungal Parasite will attack any humanoid or animal passing by, hoping to infect them and use them as a new host. Fungal Parasite hosts will last for a year or two before becoming desiccated husks, drained of all vital nutrients. It is possible to save a victim of the Fungal Parasites, though it involves casting a [Refresh] spell (see p. 143) on a host whose HP has been reduced to 0.

Rarely, a mushroom called "Forest Marvel" may grow among the various Fungal Parasites. This mushroom is non-toxic and quite delicious, so it is valued by many in the culinary community. Additionally, it is thought to have anti-aging properties, and some elder priests have sent out adventurers to look for these mushrooms.

Undead

3 Skull Bird

Intelligence: Animal **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Ruins, Abandoned Houses
Rep/Weak: 10/13 **Weak Point:** HP Recovery (deals damage instead), +3 points
Initiative: 10 **Movement Speed:** 10/16 (Flying) **Fortitude:** 6 (13) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	5(12)	2d+4	5(12)	5	19	11

Unique Skills

Psychic Immunity

Bone Body

It is immune to criticals from edged weapons.

Flight

Receives a +1 bonus to Accuracy and Evasion only for melee attacks.

Piercing Attack

When a melee attack deals physical damage to a target, the target's Defense is halved (rounded up) for that attack. At risk, the monster takes a -1 penalty to Evasion checks.

Loot

2 - 9	Soulscarred Bird Bones (50G/Red B)	10+	Soulscarred Bird Skull (250G/Red A)
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This is an undead monster raptor. It has no flesh left but only bones.
 They are often found in ruins in swarms, or they can be accompanied by stronger undead.

4 Skeleton Archer

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Ruins
Rep/Weak: 6/13 **Weak Point:** HP Recovery (deals damage instead), +3 points
Initiative: 8 **Movement Speed:** 18/- **Fortitude:** 5 (12) **Willpower:** 6 (13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	6(13)	2d+5	5(12)	5	28	-

Unique Skills

Psychic Immunity

Bone Body

It is immune to criticals from edged weapons.

Bow

With "Range: 2(30m)," it makes a Shooting Attack with a bow, Accuracy check, and damage are the same as a normal attack.

Targeting

Stray shots cannot occur.

Loot

2 - 8	Sturdy Bones (30G/Red B)	9+	Magical Bones (250/Gold Red A)
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It is a Skeleton (see CR I, p. 416) armed with a bow and arrows. It responds to any approaching creature with relentless fire.

4 Death Sword

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Wilderness, Labyrinths

Rep/Weak: 9/12 **Weak Point:** Magic damage +2 points

Initiative: 8 **Movement Speed:** 14/- **Fortitude:** 6 (13) **Willpower:** 6 (13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	6(13)	2d+4	5(12)	4	36	18

Unique Skills

► **Blade of Death/5(12)/Evasion/Neg**

Death Sword slashes a “Target: 1 Character” within “Range: Touch” with a vengeful blade, dealing 10 curse magic damage.

Loot

Always	Rusty Sword (50G/Black White B)	11+	Ornate Sword Hilt (600G/White A)
2 - 10	None		

A spirit trapped in a sword, the Death Sword possesses a decaying body to carry out its foul grudges. When encountering a stronger opponent, the Death Sword will seek to slay the stronger and possess that body, so it often looks for stronger and stronger foes to face.

5 Skeleton Soldier

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Ruins

Rep/Weak: 7/14 **Weak Point:** HP Recovery (deals damage instead), +3 points

Initiative: 10 **Movement Speed:** 21/- **Fortitude:** 6(13) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	8(15)	2d+6	5(12)	7	36	-

Unique Skills

○ **Psychic Immunity**

○ **Bone Body**

It is immune to criticals from edged weapons.

◻ **Power Strike I**

They can deal an additional 4 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

Loot

2 - 7	Sturdy Bones (30G/Red B)	8+	Magical Bones (250G/Gold Red A)

It is a Skeleton (see CR I, p. 416) armed with a large weapon and armor. It aggressively attacks and tries to eliminate any approaching creature.

6 Iceman

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: Regional dialect **Habitat:** Cold Regions
Rep/Weak: 14/17 **Weak Point:** Fire damage + 3 points
Initiative: 14 **Movement Speed:** 15/- **Fortitude:** 8 (15) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	9(16)	2d+9	8(15)	8	49	25

Unique Skills

○ **Water/Ice Immunity**

○ **Snow and Ice Mastery**

On snow and ice, it has no penalties due to poor footing.

▶ **Throw Ice Block/9(16)/Evasion/Neg**

Throws a block of ice at "Target: 1 Character" with "Range: 1 (100m)", dealing 2d+8 water/ice physical damage.

○ **Freeze/Can't**

If a fist attack or [▶ Throw Ice Block] hits, it will freeze the opponent. This is treated as a Petrification (dexterity or agility/-6).

This effect is water/ice type. Also, if the target receiving this effect has HP or MP reduced by the fire type, this effect will be removed entirely.

If its dexterity or agility reaches 0 target becomes completely petrified (frozen).

Loot

2 - 11	None	12+	Ice Crystal (1,600G/Gold S)
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This is a monster who died in a snowfield or a snowy mountain and became undead. Except for the pale discoloration and coldness of the skin, it looks almost the same as before its death. The blocks of ice cling to various parts of their former equipment, and they sometimes attack with ice blocks by throwing them, freezing anything they touch.



Specter

Illustration by Yukihiro Maruo

6 Blood Sucker

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: Regional dialect **Habitat:** Various

Rep/Weak: 12/15 **Weak Point:** HP Recovery (deals damage instead), +3 points

Initiative: 13 **Movement Speed:** 15/- **Fortitude:** 8 (15) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	8(15)	2d+7	7(14)	6	49	6

Unique Skills

○Continuous Attack

If a Blood Sucker successfully hits a target in melee, it may make a second attack against the same target.

►Gaze/7 (14)/Willpower/Neg

Blood Sucker may attempt to paralyze with “Target: 1 Character” within “Range/Area: 50m/Target”. If the target fails to resist the Gaze, they are paralyzed for 10 seconds (1 round) and cannot take any Minor Actions or active combat feats.

This unique skill can be used only once per round.

►Vampire Bite/7 (14)/Evasion/Neg

The Blood Sucker bites the target in the same skirmish, dealing 2d+4 Physical damage. The Blood Sucker heals HP equal to the applied dealt.

○Regeneration – 3 points

At the end of each round, a Blood Sucker recovers 3 HP. This has no effect if the Blood Sucker is at 0 HP or lower.

○Vampire Body

As long as a Blood Sucker is under sunlight, it takes 6 magic damage at the end of its turn and receives a -2 penalty to all Accuracy and Evasion Checks. This damage cannot be reduced in any way, and the Blood Sucker cannot use their [○Regeneration] unique skill.

Loot

2 - 8	None	9+	Corrupted Ash (300G/Gold A)
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A person drained by a Lesser Vampire then revived into a subservient unlife, a Blood Sucker is still a dangerous monster to encounter. With pale skin and bloody eyes, they lack the grace of their sires and stand out as something unnatural. Their memories are distorted. They will attack humans and animals alike to stave off hunger and thirst. Due to their vulnerability to sunlight, Blood Suckers move and attack solely at night.

7 Skeleton Guardian

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Ruins

Rep/Weak: 13/16 **Weak Point:** HP Recovery (deals damage instead), +3 points

Initiative: 13 **Movement Speed:** 20/- **Fortitude:** 8(15) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	9(16)	2d+8	7(14)	10	61	-

Unique Skills

○Psychic Immunity

○Bone Body

It is immune to criticals from edged weapons.

○Bone Dance

If Skeleton Guardian has 40 or less HP

remaining, it gains a +2 bonus to Accuracy checks. If it has 25 or less HP remaining, the bonus increases to +4. If it has 15 or less HP remaining, its weapon always hits.

Loot

2 - 4	Sturdy Bones (30G/Red B)	5+	Magical Bones (250G/Gold Red A)
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This is a heavily-armed Skeleton (see CR I, p. 416). When it is hit, it shatters, and its bones fly off, blocking the opponent's view, drawing attention, and aiding the attacker.

8 Specter

Intelligence: High **Perception:** Magic **Disposition:** Hostile
Language: Arcana **Habitat:** Labyrinths, Cemetery
Rep/Weak: 14/17 **Weak Point:** HP Recovery (deals damage instead), +3 points
Initiative: 13 **Movement Speed:** -/18 (Flying) **Fortitude:** 9 (16) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	10(17)	2d+4	10(17)	7	66	60

Unique Skills

<p>○ Normal Weapon Immunity</p> <p>▶ Truespeech Magic, Spiritualism Magic 8</p> <p>Level/Magic Power 12(19)</p> <p>○ Magic Aptitude</p> <p>They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], and [Metamagic/Targets].</p>	<p>○ Flight</p> <p>Receives a +1 bonus to Accuracy and Evasion only for melee attacks.</p>
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Loot

2 - 9	None	13+	Ancient Robe (3,300G/White S)
10 - 12	Old Cloak (200G/White A)		

A Specter is believed to be the spirit of a powerful and angry magic user. Often, these spellcasters lived during the age of the Magical Civilization, the Magic Civilization period, and their sheer hatred of the living has kept their form intact. In fact, this hatred drives the Specter to kill anyone it comes across. For some reason, Specters will only be found at night and disappear during the day. However, unlike some others, the sun does not damage the Specter. (Illustration p. 371)

8+ High Revenant

Intelligence: Average **Perception:** Magic **Disposition:** Neutral
Language: Inherited from previous life **Habitat:** Various
Rep/Weak: 12/17 **Weak Point:** HP Recovery (deals damage instead), +3 points
Initiative: ※-2 **Movement Speed:** ※ **Fortitude:** ※+2 **Willpower:** ※+2

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon, etc.	※+2	※+2	※-2	※	※+20	※

Unique Skills

<p>○ Regeneration - 8 points</p> <p>At the end of each round, High Revenant recovers 8 HP. This has no effect if High Revenant has 0 HP or lower.</p> <p>○ Past Life</p> <p>This monster's strength depends on its strength before it is reborn as a High Revenant.</p>	<p>In the various numerical fields, apply the numerical value of the monster before it was reborn to the places marked with “※” The level of this monster is equal to “Previous Level + 1”.</p> <p>High Revenant also inherits combat feats and unique skills and spells.</p>
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Loot

Always	Tainted Skull (300G/Red A)	11+	Tainted Sacrum (2,400G/Red S)
2 - 10	Tainted Bones (50G/Red B)		

They are creatures resurrected by powerful hatred or obsessions from the dead. The significant difference from the regular Revenant (see CR I, p. 416) is that it retains almost all of its original knowledge and memories. It is often distorted by delusions, but you can converse with High Revenants and negotiate with them. However, they are rarely interested in anything other than relief from their own grudges.

High Revenant can be created from humanoid, barbarous, animal, or mythical beast of Adventurer Level or Monster Level 7 or higher.

9 Bone Knight

Intelligence: Average **Perception:** Magic **Disposition:** Hostile

Language: Arcana **Habitat:** Wilderness, Cemetery

Rep/Weak: 14/17 **Weak Point:** HP Recovery (deals damage instead), +3 points

Initiative: 16 **Movement Speed:** 30(4 Legs)/- **Fortitude:** 13(20) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon (Rider)	12(19)	2d+13	11(18)	11	77	58
Hoof (Horse)	11(18)	2d+10	10(17)	8	63	28

Sections: 2 (Rider / Horse) **Main Section:** Rider

Unique Skills

● **All Sections**

○ **Normal Weapon Immunity**

● **Rider**

▶ **Spiritualism Magic 8 Level / Magic Power 11(18)**

○ **Magical Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], and [Universal Metamagic].

▶ **Twin Strike & Double Attack**

It can make two Weapon attacks each round, though each attack requires its Accuracy check. They may choose to attack different characters with each attack.

● **Horse**

○ **Power Strike I**

They can deal an additional 4 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

○ **Attack Obstacle - +2 • None**

Horse size prevents it from attacking Knight.

The Rider receives a +2 bonus to Evasion checks against melee attacks. When the Horse falls to 0 HP or lower, this effect disappears.

Loot

Always	Ghostly Reins (900G/White A)	10+	Bone Knight Helmet (4,200G/Black White S)
2 - 9	None		

At first glance, this appears to be a mounted knight in armor. However, as the Bone Knight draws near, it's easy to see the skull peering out of the armor, its malice towards the living almost tangible. An old knight from the Magic Civilization age is searching for their lost lord and will let nothing get in their way. Though dead for a while, a Bone Knight's swordsmanship and magical prowess remain as sharp as they were, making the undead knight a truly fearsome foe. (Illustration p. 366)

9 Mummy

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Ruins

Rep/Weak: 15/18 **Weak Point:** Fire damage + 3 points

Initiative: 14 **Movement Speed:** 14/- **Fortitude:** 12 (19) **Willpower:** 12 (19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	11(18)	2d+11	11(18)	9	77	30

Unique Skills

► Twin Strike & Double Attack

It can make two Arm attacks each round, though each attack requires its accuracy check. They may choose to attack different characters with each attack.

○Decaying Curse

If an Arm attack hits, it will reduce the target's maximum HP by the same amount as the applied damage (never less than 0). If a character's maximum HP is reduced to 0 in this way, they immediately die (no Death Check needed).

This effect is treated as a curse type and is permanent. This effect can also be removed with a spell such as the [Remove Curse] spell (which requires a success value of at least 20), but it is automatically removed if the Mummy who bestowed the curse is defeated. A character who dies with a maximum HP of 0 can only be revived after the curse has been removed.

○Fire Vulnerability

When the Mummy is hit by Fire-type damage, it takes an extra 3 damage.

Loot

2 - 7	None	11+	Yellowed Golden Bracelet (2,000G/Gold White S)
8 - 10	Yellowed Golden Ring (1,000G/Gold White S)		

Guardians of the wizard-kings of ancient times, Mummies are dried corpses wholly covered with bandages. Their loyalty is unwavering even in death, and they will mercilessly attack anyone venturing into their king's crypt. A Mummy can also cause a debilitating curse just from touching the living, so contact is highly discouraged.

10 Rotten Wanderer

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: Regional dialect **Habitat:** Ruins, Caves

Rep/Weak: 18/21 **Weak Point:** HP Recovery (deals damage instead), +3 points

Initiative: 16 **Movement Speed:** 16/- **Fortitude:** 15 (22) **Willpower:** 13 (20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Head Butt (Head)	13(20)	2d+12	12(19)	8	99	15
Arm (Right Arm)	14(21)	2d+15	13(20)	7	74	11
Arm (Left Arm)	14(21)	2d+15	13(20)	7	74	11
Kick (Legs)	13(20)	2d+13	12(19)	10	91	14

Sections: 4 (Head / Right Arm / Left Arm / Legs) **Main Section:** Head

Unique Skills

● **All Sections**

○ **Normal Weapon Immunity**

● **Head**

▶ **Spitting Rot/12(19)/Fortitude/Half**

Spits out a large amount of rotten fluid from its mouth at "Target: 1 area (3m Radius)/5" with "Range/Area: 1 (10m)/Shot", dealing "2d+10" disease magic damage.

● **Right Arm/Left Arm**

○ **Cleave II**

It attacks with a weapon up to 5 characters within the skirmish in which it resides.

● **Legs**

Attack Obstacle = Impossible • +4

Monster size hinders attack.

The Head cannot be attacked in melee. Against any ranged attacks, Head receives a +4 bonus to Evasion checks.

When the Legs fall to 0 HP or lower, this effect disappears.

Loot

Always	Decaying Flesh (20G/Red B) x 2d	11+	Fizzing Rotten Fluid (1,200G/Red S)
2 - 10	Rotten Fluid (100G/Red A)		

It is a humanoid undead whose whole body is rotting. It has large bumps at the joints of their bodies, and their entire bodies are bloated with them.

They appear mainly in ruins and caves. It is not difficult to locate its territory because it rots surrounding plants just by passing through them, and its remains are covered with decaying flesh spilled from its body.

II Mummy Lord

Intelligence: High **Perception:** Magic **Disposition:** Hostile

Language: Arcana **Habitat:** Ruins

Rep/Weak: 16/19 **Weak Point:** Fire damage + 3 points

Initiative: 17 **Movement Speed:** 14/- **Fortitude:** 14 (21) **Willpower:** 14 (21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Cane	10(17)	2d+12	11(18)	13	92	75

Unique Skills

► **Truespeech Magic 10 Level/Magic Power 14 (21)**

○◁► **Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Metamagic/Targets], and [Wordbreak].

○ **Decaying Curse**

If a Cane attack hits, it will reduce the target's maximum HP by the same amount as the applied damage (never less than 0). If a character's maximum HP is reduced to 0 in this way, they immediately die (no Death Check needed).

This effect is treated as a curse type and is permanent. This effect can also be removed with a spell such as the [Remove Curse] spell (which requires a success value of at least 22), but it is automatically removed if the Mummy Lord who bestowed the curse is defeated. A character who dies with a maximum HP of 0 can only be revived after removing the curse.

○ **Fire Vulnerability**

When the Mummy is hit by Fire-type damage, it takes an extra 3 damage.

Loot

Always	Staff of the Wizard-King (3,000G/Gold White S)	8 - 12	Yellowed Golden Bracelet (2,000G/Gold White S)
2 - 7	Yellowed Golden Ring (1,000G/Gold White S)	13+	Golden Mask (15,000G/Gold White SS)

It is believed that, in ancient times, royal families from the Magic Civilization period would often have themselves bound and buried in ornate crypts to keep their family together and protect them from what may lie beyond. A Mummy Lord is unliving proof of such claims and wields incredible power to preserve the family's crypt. Able to command other Mummies that were buried alongside them, a Mummy Lord also has great combat prowess and magical power at its command.

While a Mummy Lord is typically only roused from its slumber to deter any intruders into the crypt, there are stories of large armies of the undead attacking settlements under the watchful eye of a Mummy Lord.

Constructs

6 Swordmaton

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed
Language: None **Habitat:** Ruins
Rep/Weak: 12/15 **Weak Point:** Lightning damage +3 points
Initiative: 13 **Movement Speed:** 10(4 Legs)/- **Fortitude:** (15) **Willpower:** 8(15)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Body)	-	-	8(15)	5	49	36
Sword (Sword Arm)	8(15)	2d+7	7(14)	4	34	-
Spear (Spear Arm)	7(14)	2d+8	7(14)	3	38	-
Club (Club Arm)	9(16)	2d+6	7(14)	3	42	-

Sections: 4 (Body / Sword Arm / Spear Arm / Club Arm) **Main Section:** Body

Unique Skills	
<ul style="list-style-type: none"> ● All Sections ○ Stable Body Any "Resistance: Half" effect on this monster will be treated as "Resistance: Neg." ● Body ▶ Truespeech Magic 5 Level / Magic Power 7(14) ○ ◯ ▶ Magic Aptitude They can use the Combat Feats [Targeting], [Universal Metamagic], and [Wordbreak]. 	<ul style="list-style-type: none"> ● Sword Arm/Spear Arm/Club Arm ○ ◯ Decoy Attack I It gains -2 to Accuracy checks, but the damage is increased by +2 on hit. If the declared attack is evaded, the enemy receives a -1 penalty to Evasion checks for the next 10 seconds (1 round). This effect is cumulative up to -4 but is lost if the target fails an Evasion check even once.

Loot			
Always	Book of Mastership (300G/White A)	6 - 9	High-quality Weapon (150G/Black White A)
2 - 5	Crude Weapon (10G/Black White B)	10+	Engraved Weapon (600G/Black White A)

This is a combat training construct from the Magic Civilization Period. It has a log-like body with three arms holding weapons and four short legs for movement. Rarely a working version of this construct has been found at Magic Civilization Period ruins.
 It is said to have been used to teach how to deal with various weapons and magical attacks. Its three arms were modeled after a certain humanoid race that became extinct during the Magic Civilization Period.

7 Scarlet Stamp

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 15/18 **Weak Point:** Magic damage +2 points

Initiative: 15 **Movement Speed:** 15 (Leaping)/- **Fortitude:** 10(17) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Suction Pad	10(17)	2d+10	9(16)	6	59	22

Unique Skills

○Dangerous Absorption/Can't

If an attack with the Suction Pad hits the target, it is sucked into the target. In the sucking state, the monster can use one of the unique skills [▶▶Suck Blood] or [▶▶Minor Break]. If the turn ends without using any of the unique skills, the monster automatically releases the target.

▶▶Suck Blood/Can't

It deals 2d magic damage to the target and heals its own HP by the same amount as the applied damage.

This unique skill can only be used on targets that were sucked with [○Dangerous Absorption] and once used targets are released.

▶▶Minor Break/Can't

Removes any effect from the target with a success value of 0.

This unique skill can only be used on targets sucked with [○Dangerous Absorption], and targets are released once used.

Loot

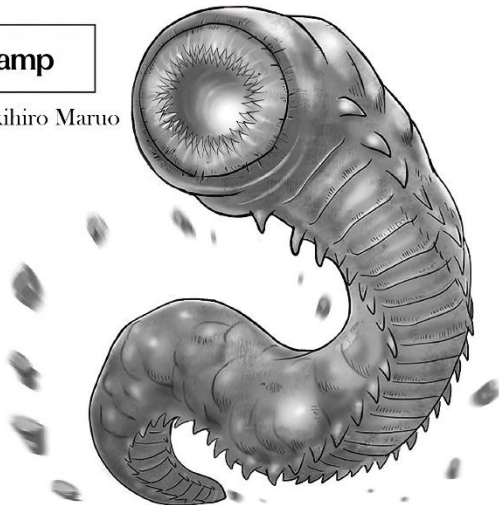
2 - 4	None	7 - 9	Mako Stone (2 pts.)(100G/-)
5 - 6	Mako Stone (1 pts.)(50G/-)	10+	Mako Stone (5 pts.)(250G/-)

This construct was created in the Magic Civilization Period and had a caterpillar-like body with a sucker-like mouth. It was mainly used for guarding and eliminating intruders. It moves with its body wriggling and jumping and attacks hostile objects by sucking on them with its sucker pads and sucking up their bodily fluids. The name is derived from the bruises left on the target after the suckers were attached.

It also has the power to suck up mana and cancel all weak magic and effects, and as a byproduct of this effect, it may have crystals with mana stored in its body. They can be used in exactly the same way as the mako stone.

Scarlet Stamp

Illustration by Yukihiko Maruo



8 Sinker House

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 14/18 **Weak Point:** Physical damage +2 points

Initiative: 8 **Movement Speed:** 5 (Crawling)/- **Fortitude:** 10 (17) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Drill	12(19)	2d+7	3(10)	7	70	-

Unique Skills

○Mimicry/18/Danger Sense/Neg

It can mimic rooms. While mimicking, characters cannot perform a Monster Knowledge check on this monster. If a character approaches it unintentionally, they need to make a Danger check with target number 18, and if it fails, they will be surprised. Mimicry will be automatically ended once the monster starts to act.

This monster can be detected with [Sense Magic].

▶Triple Attack

Sinker House can attack the same target with three attacks.

▶▶Room Rotation

Sinker House can flip itself 180 degrees, swapping the floor and ceiling. All non-flying characters will fall 5m (taking fall damage) and fall prone.

This unique skill can only be used once per round and cannot be used on consecutive turns.

▶▶Floor Change

Sinker House changes the floor of the room to one of the following states. This unique skill can be used only once per round.

Softening: The Sinker House can make the floor soft and challenging to walk on. Characters standing on the floor will receive a -2 penalty for Evasion, but any character falling on a softened floor will take no damage.

Ignition/10 (17)/Willpower/Half: The Sinker House sets the floor on fire, dealing 2d-2 fire magic damage to all characters standing on it.

Freezing: The floor becomes icy and slippery. All characters on the floor receive a -2 penalty on their Accuracy checks. In addition, at the end of their turn, they must make check 2d + Adventurer Level + Agility modifier with target number 13, falling prone if they fail this check.

Loot

2 - 6	None	11+	Luxury Magical Wood (3,600G/Gold Green S)
7 - 10	Premium Magical Wood (500G/Gold Green A)		

A monster that mimics a tiny traveler's hut, room, or other such building, the Sinker House is deceptively dangerous. Fitting in an area usually around 5m in height, width, and depth, the Sinker House can be attacked through the floor or walls. The house can create a sizeable conical drill to attack the inhabitants, changing the floor to make it more dangerous for the inhabitants all the while.

While the Sinker House is often seen as a small hut, it can appear as any indoor and outdoor room to trap victims inside. However, these rooms do seem to be slightly distorted, and this distortion can give away the Sinker House's mimicry.

Additionally, Gargoyles and other flying creatures find the interior quite welcoming, making it all the more dangerous for unaware adventurers.

9 Alert Gramophone

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: Arcana **Habitat:** Ruins

Rep/Weak: 15/18 **Weak Point:** Physical damage +2 points

Initiative: 15 **Movement Speed:** 10(4 Legs)/- **Fortitude:** 11(18) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Arm	11(18)	2d+11	11(18)	7	79	-

Unique Skills

○ Limited 2 Actions

The monster can perform two Major Actions in one round. However, one must be a melee attack with Arm, and the other must be either a ▶ Basic Spellsongs] ▶ Special Spellsongs] or ▶ Finale].

▶ **Basic Spellsongs 5 Level/12(19)/All areas (50m radius)**

▶ **Special Spellsongs [Curiosity]/12(19)/All areas (50m radius)**

Plays spellsongs [Curiosity] (see p. 192). This unique skill can only be used if the current value of this monster's HP is at least half of the maximum value (rounded up).

▶ **[Finale: Screaming Snake-pit Symphony]/12(19)/Willpower/Half**

Uses [Finale: Screaming Snake-pit Symphony] within "Range: 2(50m)" to deal 2d+10 curse magic damage to up to 3 targets.

This unique skill can only be used if the current value of this monster's HP is less than half of the maximum value (rounded up).

Loot

2 - 9	Plain Trumpet (50G/Black White B)	14+	Luxury Horn (5,800G/Black White S)
10 - 13	Exquisite Horn (900G/Black White A)		

This is a sound device made in the Magic Civilization Period to repel intruders. A large horn is mounted on the top of the pedestal-like body, and it has four short legs for moving and two long, thin hands for operating the device on the top.

When the monster detects an intruder in the house, it lures them with its spellsongs and draws them into a trap. After that, the monster attacks the intruder with its arms and spellsongs.

The type of spellsongs that can be played is specified at the time of creation, and it seems that some of them play other spellsongs rather than [Curiosity].

10 Carnage Table

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 17/20 **Weak Point:** Physical damage +2 points

Initiative: 16 **Movement Speed:** 10(4 Legs)/- **Fortitude:** 4(21) **Willpower:** 3(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Table)	-	-	13(20)	12	98	30
Tableware (Serving Arms)	14(21)	2d+14	12(19)	10	85	30
Tableware (Serving Arms)	14(21)	2d+14	12(19)	10	85	30

Sections: 3 (Table / Serving Arms x 2) **Main Section:** Table

Unique Skills

•Table

► Food Temptation/13(20)/Fortitude/Neg

Puts out a meal that looks attractive on the table and lures the target with the look and smell of the food.

All the characters in the same position (coordinates or area) as the storage section will eat the food on the table on failed resistance check.

After that, characters at the end of each turn of the Table section will receive 3 poison magic damage (9 maximum damage total). When Table section HP becomes 0 or less, it disappears.

► Public Kitchen/13(20)/Willpower/Neg

The storage area under the dining table temporarily becomes transparent and visible, giving a graphic view of the food being prepared.

With "Range: Caster" and "Target: 2-3 areas (10m Radius)/All," targets cannot take Minor Actions for 10 seconds (1 round) (Major Action and active combat feat still can be declared).

For the same duration receiving HP or MP recovery effects, the amount of recovery will be reduced by half (rounded up).

•Serving Arms

► Rampant Dishes/15(22)/Evasion/Neg

Throws many dishes. The effect will cause a 2d+12 physical damage to "Target: 1 area (3m Radius)/5" at "Range /Area: 2(20m)/Shot" and will consume 10 MP.

► Forced Seating/13(20)/Evasion/Neg

The character is forcibly seated at the dining table. The seated character automatically fails the Fortitude and Willpower check for the ability used by the Table section without rolling any dice.

○Attack Obstacle - Impossible • None

Its body hinders the attack.

The Table section cannot be attacked, whether melee or ranged. This effect disappears when any of the Serving Arms falls to 0 HP or lower.

Loot

Always	Silverware (50G/Black White B) x 2d	11+	Enchanted Object (2,000G/Gold White S)
2 - 10	Memento (1,000G/White S)		

This magical device was created as a "dream food table" in the Magic Civilization Period. Underneath the four-legged rectangular table, storage is installed to store foodstuffs. The table is equipped with a long, thin arm that serves the food to the table.

Many of those that remain today have malfunctioned. It restrains those seated and does not release them until all the food that appears endlessly has been consumed. Those who try to force their way out or harm them are punished with serving arms and stored in the storage as food for the next visitor. Malfunctioning storage will also most likely lose its ability to keep food fresh.

12 Buckbaird

Intelligence: High **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Labyrinths, Ruins
Rep/Weak: 18/21 **Weak Point:** Physical damage +2 points
Initiative: 18 **Movement Speed:** -/14 (Flying) **Fortitude:** 16 (23) **Willpower:** 16 (23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	14(21)	2d+16	14(21)	11	117	90

Unique Skills

○ Triple Attack & Inconsistent

Buckbaird can take three Major Actions in one round. They are chosen randomly from among Slams and five types of eye rays.

▶ Eye Ray/15 (22)/Willpower/Neg

With “Range: 20m” and “Area: Shot,” a ray of light is shot from the magic eye at one enemy character. Buckbaird has five types of rays. A character cannot be targeted by more than one Eye Ray but can be targeted by Slams and one Eye Ray.

1: Paralyzing Ray

The target reduces their Dexterity and Agility by -12 points (to a minimum of 0) for 30 seconds (3 rounds). For fixed value characters, each paralyzing ray adds a -2 penalty to Accuracy and Evasion checks, respectively. This effect is cumulative.

2: Sleep Ray

The target falls into a deep sleep for 3 hours. This effect is of the psychic type. Target cannot be woken up by normal means. This effect can be dispelled via magic means by contested check.

3: Frost Ray

Frost Ray deals to the target 2d+20 water/ice damage.

4: Brainwashing Ray

Those affected will follow the Buckbaird's orders and move to protect it for the next one minute (6 rounds). Orders given cannot be harmful to the target. Without a specific command, the target will act to protect the Buckbaird. This effect is of the psychic type.

5: Rust Ray

Those affected lose all metal objects of A-Rank or lower, including weapons, armor, shields, and ornaments.

S-Rank metal objects, as well as those from the Magic Civilization and earlier, remain unaffected.

○ Flight

A Buckbaird receives a +1 bonus to Accuracy and Evasion only for melee attacks.

Loot

Always	Giant Eyeball (500G/Red A)	9 - 12	Crystallized Magical Eyes (1,000G/Gold Red S) x 1d
2 - 8	Crystallized Magical Eye (1,000G/Gold Red S)	13+	Crystallized Magical Eyes (1,000G/Gold Red S) x 2d

A giant monster about 1m in diameter, a Buckbaird has one giant eye in the front and many much smaller eyes around its body. It's covered in fine black fur and floats using a mysterious power. The front eye has incredible magical power and can fire five different rays at targets in front of it. Due to the structure of the eye, only one ray can be used at a time. In combat, the Buckbaird combines the usage of these rays with incredibly fast tackling attacks, making it dangerous both in melee and at a range.

There are many mysteries about the ecology of the Buckbaird, and it is thought that they are the creation of some mad wizard during the Magic Civilization period. However, their origin and diet are unknown, and even their thoughts and possible breeding habits are an absolute mystery. What little is known is they enjoy the spaces in underground labyrinths.

Magitech

6 Barren Dorn

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 13/16 **Weak Point:** Lightning damage + 3 points

Initiative: 12 **Movement Speed:** 16 (Wheels)/- **Fortitude:** 8 (1.5) **Willpower:** 8 (1.5)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Blade (Right Side)	8(15)	2d+6	7(14)	6	49	-
Hammer (Left Side)	8(15)	2d+9	7(14)	6	49	-
Wheels (Wheels)	9(16)	2d+7	6(13)	8	43	-

Sections: 3 (Right Side / Left Side / Wheels) **Main Section:** None

Unique Skills

● **All Sections**

○ **Mechanical Body**

It is immune to criticals from edged weapons.

● **Right Side**

☞ **Red-hot Blade**

Blade becomes red-hot. If the attack hits, the damage dealt will be fire type, and the target's Defense will be treated as halved (rounded up).

● **Left Side**

▶ **Hammer Throw & Pull Back/7(14)/Evasion/Neg**

It can throw a hammer and immediately pull it back.

With "Target: 1 Character" and "Range/Area: 1 (10m)/Shot" deals 2d+7 physical damage.

The section that uses this ability takes a -1 penalty to its Evasion check until the beginning of its next turn.

● **Wheels**

○ **Slalom Drive**

Wheel attacks can be made on up to two targets at the same time; Accuracy checks are made only once at a time, and damage should be determined individually.

▶ **Random Drive**

Until the beginning of the next turn, the Right Side and Left Side gain a +2 bonus to Evasion checks.

This ability cannot be used on consecutive turns.

Loot

Always	Iron (20G/Black B) x 3	8 - 11	Magitech Components (300G/Black White A)
2 - 7	Crude Magitech Components (100G/Black White A)	12+	Rare Magitech Components (900G/Black White A)

This is an even larger version of the Dorn series, with a mobile mechanism attached to its base. It was prepared for combat, and there are records of its use in large-scale battles against Barbarous. Few still exist, and their remnants are sometimes found in ruins or Barbarous territory.

7 Fixed Zerlay

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 14/17 **Weak Point:** Bludgeoning damage +3 points

Initiative: 13 **Movement Speed:** 10(4 Legs)/- **Fortitude:** 9(16) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tube (Right Launch Tube)	9(16)	2d+8	9(16)	4	60	-
Tube (Center Launch Tube)	9(16)	2d+8	9(16)	4	60	-
Tube (Left Launch Tube)	9(16)	2d+8	9(16)	4	60	-

Sections: 3 (Right Launch Tube / Center Launch Tube / Left Launch Tube)

Main Section: None

Unique Skills

● **All Sections**

○ **Mana Coating (2)**

Reduces magic damage received by -2.

▶ **Light Ray/9(16)/Willpower/Half**

Attacks with a huge ray of light.

Attacks target within "Range/Area: 2(20m)/Line" and deal 2d+7 energy magic damage.

This unique skill cannot be used on consecutive turns.

○ **Targeting & Hawk Eye**

[▶ Light Ray] fired into a skirmish cannot stray and can attack through shielding.

▶ **Overcharge**

The next [▶ Light Ray] to be fired from the same section will have its damage increased by 3 points. This effect is cumulative up to 2 times (+6).

○ **Exhaust Heat**

If any section uses [▶ Light Ray], adjacent sections cannot use [▶ Light Ray] during the same turn.

The three sections are linked side by side, with the Center Launch Tube flanked by the Right and Left Launch Tubes.

Loot

Always	Daemon-Resistant Material (40G/Gold Black B) x 3	8 - 10	Magitech Components (300G/Black White A)
2 - 7	Crude Magitech Components (100G/Black White A)	11+	Rare Magitech Components (900G/Black White A)

It is a specialized gunnery model of the Zerlay series, with three optical weapons connected side by side. The legs, which serve as the model's base, have only minimum mobility and are not designed for high-speed or long-distance movement.

Although it has a high attack power, it is limited because the simultaneous firing of all the rays causes malfunction due to heat exhaustion.

8 Star Sniper

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed
Language: None **Habitat:** Ruins, Plains
Rep/Weak: 15/18 **Weak Point:** Lightning damage +3 points
Initiative: 16 **Movement Speed:** 10(4 Legs)/- **Fortitude:** 11(18) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Javelin	12(19)	2d+15	9(16)	4	67	-

Unique Skills

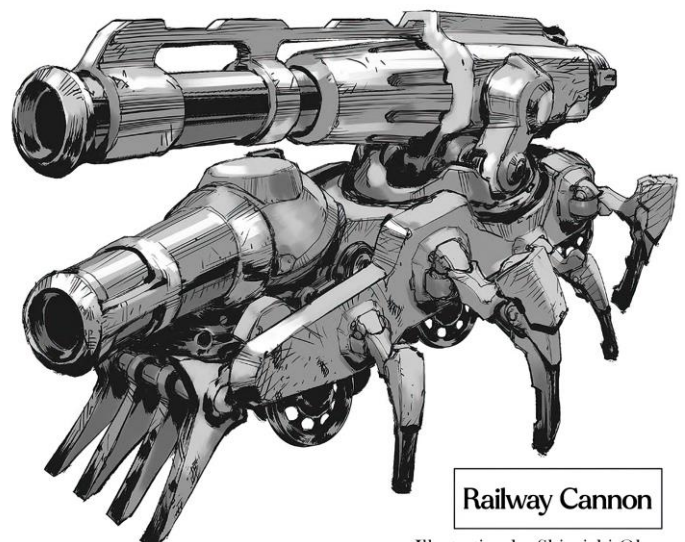
<p>○Javelin A Javelin attack is treated as a Thrown Attack with a "Range: 2(100m)". Star Sniper has 2d Javelins at the start of combat.</p> <p>○Targeting & Hawk Eye It can throw Javelins in the skirmish without causing stray shots and attack through the shielding.</p> <p>▶ Aimed Shot Preparation Prepares to shoot the target.</p>	<p>With "Range/Area: 2(100m)/Target," the monster declares the next ranged attack to be performed on "Target: 1 Character".</p> <p>If this monster makes a ranged attack with a Javelin at the declared target on the next Major Action, it gains a +2 bonus to its Accuracy check and +15 points to its damage. Regardless of whether this action is made or not, and regardless of whether the attack hits or not, the effect of this ability is lost once the following Major Action is completed.</p>
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Loot

Always	Iron (20G/Black B)	8 - 10	Rare Magitech Components (900G/Black White A)
2 - 7	Magitech Components (300G/Black White A)	11+	Mysterious Magitech Components (2,400G/Black White S)

This is a magitech for sieges, boasting an ultra-long-range range. While guns are the standard for such magitechs, this is a rare type that attacks by shooting heavy javelins. The accuracy and power of the javelin, the primary weapon of the magitech, were the highest priority in its design, and its other abilities, including mobility, were relatively low.

Different Star Snipers variations change what is ejected into rocks, flame projectiles, etc.



Railway Cannon

Illustration by Shiroichi Ohno

9 Dimateravia

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 18/21 **Weak Point:** Magic damage +2 points

Initiative: 16 **Movement Speed:** 5(4 Legs)/- **Fortitude:** 11(18) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	11(18)	2d+10	11(18)	13	84	-

Unique Skills

○ Mana Diffusion

Whenever a character within a radius of 30m of this monster's center performs an action that consumes MP, the amount of MP consumed is increased by +1 point. When doubled by [Metamagic/**] or a similar effect, the original MP consumption is increased by +1 point and then doubled.

► Maximum Disturbance/11(18)/

Willpower/Neg

With "Range: Caster" and "Target: all areas (30m radius)/All" create an area that inhibits the use of mana. Whenever the target performs an action that consumes MP, it takes the same amount of fixed damage to its HP (see p. 68).

This effect is a curse type and lasts only for 10 seconds (1 round). Also, this unique skill cannot be used on consecutive turns.

Loot

Always	Iron (20G/Black B)	8+	Mysterious Magitech Components (2,400G/Black White S)
2 - 7	Rare Magitech Components (900G/Black White A)		

This magitech is designed as an installed trap that dampens the mana of an object that has been stepped into. It has a spherical body with four short legs.

10 Zerlay Dorn

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 17/20 **Weak Point:** Lightning damage + 3 points

Initiative: 16 **Movement Speed:** 20 (Wheels)/- **Fortitude:** 13 (20) **Willpower:** 13 (20)

Fight Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tube (Right Body)	13(20)	2d+12	12(19)	9	85	-
Tube (Left Body)	13(20)	2d+12	12(19)	9	85	-
Hammer (Right Leg)	14(21)	2d+15	11(18)	11	95	-
Hammer (Left Leg)	14(21)	2d+15	11(18)	11	95	-

Sections: 4 (Right Body / Left Body / Right Leg / Left Leg) **Main Section:** None

Unique Skills

● **Right Body/Left Body**

○ **Mana Coating (2)**

Reduces magic damage received by -2.

▶ **Light Ray/13(20)/Willpower/Half**

Attacks with a huge ray of light.

Attacks target within “Range/Area: 2(20m)/Line” and deal 2d+10 energy magic damage.

This unique skill cannot be used on consecutive turns.

○ **Targeting & Hawk Eye**

[▶ Light Ray] fired into a skirmish cannot stray and can attack through shielding.

● **Right Leg/Left Leg**

○ **Mechanical Body**

It is immune to criticals from edged weapons.

▶ **Hammer Throw & Pull Back/12(19)/Evasion/Neg**

It can throw a hammer and immediately pull it back.

With “Target: 1 Character” and “Range/Area: 1 (10m)/Shot” deals 2d+13 physical damage.

The section that uses this ability takes a -1 penalty to its Evasion check until the beginning of its next turn.

Loot

Always	Iron (20G/Black B) x 2	2 - 12	Rare Magitech Components (900G/Black White A)
Always	Daemon-Resistant Material (40G/Gold Black B) x 2	13+	Trove of Magical Components (7,600G/Black White S)

This prototype results from a project to integrate the Dorn and Zerlay series. Researchers who had been developing each other's products provided their development records to each other.

Integrating different concepts and designs was pretty challenging, but they overcame the difficulties and completed a product with a high level of combat power. Although it can be said that most of the development objectives have been achieved, there is a record that the developers lamented the gap between their actual efforts and project goals.

II Railway Cannon

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Plains

Rep/Weak: 11/21 **Weak Point:** Physical damage +2 points

Initiative: 17 **Movement Speed:** 30 (Many Legs)/- **Fortitude:** 14 (21) **Willpower:** 14 (21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Cannon (Train Gun)	15(22)	2d+16	12(19)	8	80	-
Cannon (Train Gun)	15(22)	2d+16	12(19)	8	80	-
Leg (Base)	13(20)	2d+13	13(20)	12	100	-
Leg (Base)	13(20)	2d+13	13(20)	12	100	-

Sections: 4 (Train Gun x 2 / Base x 2) **Main Section:** None

Unique Skills

● **All Sections**

○ **Mechanical Body**

It is immune to criticals from edged weapons.

● **Train Gun**

○ **Gun**

The Cannon is treated as a Gun weapon with a "Range: 2 (50m)" and a maximum magazine of 1.

▶ **Reload**

Reloads bullet into the cannon.

▶▶ **△ Bursting Shell**

The loaded bullet is changed to attack with "Target: 1 area(4m Radius)/10". Damage and range distance remains the same.

This unique skill can only be used when the bullet is loaded and consumes 10 points of the section's HP.

○ **Targeting**

Stray shots cannot occur.

● **Base**

▶▶ **△ Wheel Drive**

This unique skill can only be used when this monster is on track. Also, it cannot be used when the HP of any Base section is less than 0.

The built-in wheels are lowered onto the tracks. The Railway Cannon can move on the tracks at a speed of "90 (wheels)/-".

It cannot use [▶ Trampling Down] on your turn to use this unique skill.

▶ **Trampling Down/13(20)/Fortitude/Half**

Railway Cannon stomps around the area. It deals 2d+10 earth physical damage to "Target: 1 area (3m Radius)/All" with "Range: Caster."

After this effect is used by one of the Base sections, it cannot be used by the Base section in the same round.

▶ **Loading Aid**

Selects one of the Train Gun sections and reload the bullet into that cannon.

○ **Attack Obstacle --+4 •+4**

Its size hinders attacks.

All Train Guns gain a +4 bonus to Evasion checks against melee and ranged attacks.

If the HP of any Base section falls below 0 or below, this effect is lost.

Loot

Always	Giant Magitech Components (3,000G/Black White S)	9 - 12	Mysterious Magitech Components (2,400G/Black White S)
2 - 8	Rare Magitech Components (900G/Black White A)	13+	Trove of Magical Components (7,600G/Black White S)

This is a large self-propelled magitech created in the Magitech Civilization Period for use as the base of invasion or base of defense. It is designed to move on rough roads with its legs and on wheels on tracks used by trains for long-distance travel.

It is about the same size as a train car, but there is a record that several of them were linked and used in large-scale battles. (Illustration p. 386)

13 Colossus: Pawn

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Various

Rep/Weak: 16/23 **Weak Point:** Physical damage +2 points

Initiative: 20 **Movement Speed:** 40 (6 Legs)/- **Fortitude:** 17 (24) **Willpower:** 16 (23)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Core)	-	-	16(23)	10	120	60
Weapon (Arm)	17(24)	2d+18	15(22)	8	95	-
Weapon (Arm)	17(24)	2d+18	15(22)	8	95	-
Stomp (Leg)	16(23)	2d+15	14(21)	14	110	-
Stomp (Leg)	16(23)	2d+15	14(21)	14	110	-

Sections: 5 (Core / Arm x 2 / Leg x 2) **Main Section:** None

Unique Skills

•All Sections

○Mechanical Body

It is immune to criticals from edged weapons.

○Mana Coating (3)

Reduces magic damage received by -3.

•Core

▶Magitech 10 Level/Magic Power 13(20)

○Magic Aptitude

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], and [Metamagic/Targets].

▶Light Ray/16(23)/Willpower/Half

With "Range/Area: 2(50m)/Line," fires a Light Ray, dealing 2d+15 energy magic damage to targets.

This effect cannot be used on consecutive turns.

•Arm/Leg

▶Self-Destruction Protocol/15(22)/Willpower/Half

This unique skill is always performed if either the HP of the Core sections is 0 or lower or the HP of this section is below 30. Otherwise, it is never executed.

It self-destructed with "Range: Caster" to "Target: All areas (30m Radius)/All" will be damaged "the section's current HP value" of bludgeoning magic damage.

•Arm

○Continuous Attack

If the section successfully hits a target in melee, it may make a second attack against the same target.

○Aimed Attack

When attacking, the section can gain a +1 bonus to Accuracy. This ability does not affect characters equipped with metal armor.

•Leg

○Stranded

If the HP of any Leg section is reduced to 0 or less, the Arms section and Core section suffer a -2 penalty to their Evasion checks.

If the HP of all Leg sections is 0 or less, the penalty to Evasion check becomes -4.

▶Trampling Down/15(22)/Fortitude/Half

Colossus stomps around the area. It deals 2d+12 earth physical damage to "Target: 1 area (3m Radius)/All" with "Range: Caster."

This effect cannot be used by any other Leg section in the same round after it was used by any Leg section.

Loot

Always	Colossus Red Core (5,000G/Gold Black White S)	7 - 10	Mysterious Magitech Components (2,400G/Black White S)
2 - 6	Rare Magitech Components (900G/Black White A)	11+	Trove of Magical Components (7,600G/Black White S)

Colossus was a giant magitech created on the Alframe continent during the Magitech Civilization Period. It is said to have taken various forms with unparalleled destructive power. Today, most of them are inactive and have been abandoned in multiple locations. However, it is unknown whether some of them have been destroyed and will never operate again, or whether some remain in a dormant state. Programmed to start working again at any moment. A few cases of colossi are found in working conditions at ruins.

The ones listed here are among the smallest colossuses. They look like a human upper body mounted on a hexapod base. It is said to have been used to eliminate simple threats quickly because of its low cost (for a colossus), easy maintenance, and mobility. Although small for a colossus, it is still a giant, more than 10 meters tall, and a formidable enemy.

Mythical Beasts

6 Unicorn

Intelligence: High **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Forest

Rep/Weak: 10/15 **Weak Point:** Accuracy +1

Initiative: 14 **Movement Speed:** 20(4 Legs)- **Fortitude:** 10(17) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Horn	8(15)	2d+6	7(14)	5	50	80

Unique Skills

► **Fairy Magic 6 Level/Magic Power 8(15)**

Can use earth, water/ice, light, and dark types.

○ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], and [Metamagic/Targets].

► **Healing Horn/10 (17)/Fortitude/Neg**

It touches the "Target: 1 Character" with a horn to heal the target's HP by 50 points. If the Fortitude check was the favorable result in the success value comparison, the target will also be completely cured of any poison, disease, curse, petrification, etc. that it has been subjected to. It is also possible to apply this effect to itself.

However, this effect does not apply to constructs and magitech characters. Furthermore, if the character touched by the horn is undead, not only is it immune to the aforementioned effects, but it must also perform a Fortitude and, if it fails, suffer magic damage of 50 points.

A character can only receive this effect once per day. In the case of a character with multiple sections, each section can be affected up to once per day.

Using this unique skill consumes 10 points of MP.

○ **Horn of Mana**

If the Unicorn's MP reaches 0, it dies instantly, its horn crumbling into useless dust.

Loot

Always	Unicorn Horn (Remaining MP x 300G/Gold Red A - SS)	2+	None
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Unicorns are elegant creatures, horses with long, iridescent spiraling horns on their forehead. They are intelligent but very skittish, only appearing to human maidens and even then, quite rarely.

They are hunted by both outlaws and Barbarous for their horn, which can cure diseases and heal wounds even after it is removed from the Unicorn.

The horn has the entirety of the Unicorn's MP stored in it, and when cut it retains the Unicorn's current MP (killing the Unicorn in the process) and can be used as a Unicorn Horn (see p. 233).

8 Ringing Rain Deer

Intelligence: Low **Perception:** Five senses **Disposition:** Neutral
Language: Sylvan **Habitat:** Forest
Rep/Weak: 15/18 **Weak Point:** Physical damage +2 points
Initiative: 16 **Movement Speed:** 20 (4 Legs)/- **Fortitude:** 10 (17) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Hoof	11(18)	2d+11	10(17)	7	68	27

Unique Skills	
<p>▶ Basic Spellsongs 5 Level/9(16)/All areas (50m Radius) ▶ Special Spellsong /9(16)/All areas (50m Radius) Uses spellsong [Nostalgia](see p. 193), [Lullaby](see p. 194). Once this unique skill is used, it cannot be used for the next 30 seconds (3 rounds). After using either spellsong, 30 seconds (3 rounds) must elapse before the subsequent use of either special spellsong.</p>	<p>▶ [Finale: Breath of the Meadows]/9(16) In the "Range: 2(50m)," up to 3 characters heal their HP by "2d+7" points. This effect does not work on undead, constructs, and magitech characters. This unique skill cannot be used in consecutive turns. Also, once a character has been affected, it cannot be affected for the following hour.</p>

Loot		
Always	Light Sounding Bell (200G/Gold Red Black A) x 1d	11+
2 - 10	None	

It is a mythical beast looking like a reindeer, with many nut-like bells with altered horns attached to various parts of the big horns. By shaking its head, the bells on the horns ring, creating spellsongs.

Cautious, they seldom appear in front of anyone except those they trust. When an intruder comes to their territory, they try to drive them away with spellsongs.

When acquired as loot, their bells may be used as materials for musical instruments, sacred treasures, ritual implements, etc.



Ringing Rain Deer

Illustration by Yukihiko Maruo

9 Chimera

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Trade common, Barbaric, Dragonic, Arcana **Habitat:** Ruins
Rep/Weak: 13/20 **Weak Point:** Magic damage +2 points
Initiative: 15 **Movement Speed:** 13 (4 Legs)/25 (Flying) **Fortitude:** 11 (18) **Willpower:** 12 (19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Lion's Head)	11(18)	2d+13	10(17)	9	81	12
Horn (Goat's Head)	9(16)	2d+9	10(17)	8	68	60
Bite (Dragon's Head)	10(17)	2d+11	10(17)	10	74	18
Snake's Bite (Body)	12(19)	2d+9	11(18)	6	87	12
None (Wings)	-	-	9(16)	8	59	12

Sections: 5 (Lion's Head / Goat's Head / Dragon's Head / Body / Wings)
Main Section: Heads (All)

Unique Skills

●Lion's Head

▶▶△Techniques

They may use the [Cat's Eyes], [Beetleskin], and [Recovery (5 points)] Techniques.

●Goat's Head

▶▶Spiritualism **Magic 7 Level / Magic Power 10(17)**

○◁▶Magic Aptitude

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], and [Wordbreak].

●Dragon's Head

▶▶Flame Breath/**11(18)/Fortitude/Half**

With "Range/Area: 2(50m)/Shot", it spits fire at "Target: 1 Character" and deals 2d+10 fire magic damage.

●Body

○Cursed Poison/**11(18)/Fortitude/Neg**

If the Snake's Bite attack hits and deals at least 1 point of applied damage, the target's Accuracy check will be reduced by -2. This effect is not cumulative.

This effect is treated as a curse type and is permanent. This effect can also be removed with a spell such as the [Remove Curse], but it is automatically removed if the Body section that bestowed the curse falls to 0 HP or less.

●Wings

○Flight

A Chimera receives a +1 bonus to Accuracy and Evasion only for melee attacks.

If Wings falls to 0 HP or lower, this unique skill cannot be used.

Loot

Always	Chimera Horn (500G/Red A)	2 - 9	Chimera Mane (500G/Red A)
Always	Chimera Fang (500G/Red A)	10+	Golden Chimera Mane (2,900G/Gold Red S)

Chimera is fearsome in appearance, with the heads of a lion, goat, and dragon, the body of a snake used for a tail, and the wings of a massive bat on its back. Their origin is unclear, but it can only be assumed that a crazed wizard from the Magic Civilization period came up with this beast as part of some deranged experiment.

With multiple heads comes incredible intelligence, and Chimeras excel in cunning strategy. They are also ruthless and will offer hope to their opponents only to snatch it away at the last second. Chimeras also tend to have Undead and Constructs under their control and will have each head sleep at different times, making them formidable opponents to take advantage of. However, Chimeras tend to be overconfident, and it is said that this hubris may be their downfall.

10 Cockatrice

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: None **Habitat:** Forest, Wilderness

Rep/Weak: 15/20 **Weak Point:** Water/Ice damage + 3 points

Initiative: 15 **Movement Speed:** 18/18(Flying) **Fortitude:** 13(20) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	13(20)	2d+9	11(18)	10	93	27

Unique Skills

○Poison Immunity, ○Disease Immunity,

○Curse Immunity

○Continuous Attack II

If a monster successfully hits a target in melee, it may make a second attack. It can make a third attack against the same target if a second attack hits.

○Petrifying Beak/11 (18)/Willpower/Neg

If the Beak attack hits, the target becomes Petrified (Agility/-12) (see p. 329).

This effect is the curse type.

▶▶Techniques

They may use the [Beetleskin], [Meditation], and [Recovery (5 points)] Techniques.

○Flight

A Cockatrice receives a +1 bonus to Accuracy and Evasion only for melee attacks.

Loot

2 - 9	None	13+	Crimson Beak (3,200G/Red S)
7 - 12	Cockatrice Beak (1,000G/Red S)		

Resembling a giant chicken with the legs and tail of a lizard, a Cockatrice is a dangerous beast, able to petrify anyone with its beak. Standing taller than most humanoids, Cockatrices are often hostile to anyone they perceive as threatening them or their nest. However, they absolutely hate Basilisks with every fiber of their being and will break off combat with others to attack one on sight.

II Gurangatch

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Neutral

Language: Sea Animal, Sylvan **Habitat:** Sea, Riverside

Rep/Weak: 18/21 **Weak Point:** Earth damage + 3 points **Initiative:** 18

Movement Speed: 20(Crawling)/40(Swimming) **Fortitude:** 14(21) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Front Legs (Front)	14(21)	2d+15	13(20)	14	105	66
Tail (Back)	13(20)	2d+12	14(21)	10	92	23

Sections: 2 (Front / Back) **Main Section:** Front

Unique Skills

● **All Sections**

○ **Underwater Aptitude**

Can move in water without penalties and restrictions.

● **Front**

▶ **Twin Strike & Double Attack**

It can make two Front Legs attacks each round, though each attack requires its accuracy check. They may choose to attack different characters with each attack.

▶ **Fairy Magic 10 Level/Magic Power 12(19)**

It can use water/ice, wind, light, and dark types.

○ ◯ ▶ **Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Metamagic/Targets], and [Wordbreak].

[Multi-Action] can be declared when the monster uses [▶Twin Strike & Double Attack], and it can cast the spell after the second Accuracy check. Monster instead can use [▶Twin Strike & Double Attack] after it casts the spell, but not after using [▶Jaw Bite].

▶ **Jaw Bite/13(20)/Danger Sense/Neg**

It feints with its arms and attack by biting with its jaws.

Within "Range: Touch" deals with a "Target: 1 Character" 2d+25 physical damage.

This unique skill cannot be used in consecutive turns. Once a character becomes a target of this effect, they gain a +4 bonus on Danger Sense checks to resist this effect until the end of combat.

● **Back**

○ **Furious Tail**

In response to the threat to its own life, it becomes furious.

If the current HP of Front is less than 70 points, the Tail damage is increased by +2 points; if it is less than 40 points, another +2 points (total +4 points); if it is less than 15 points, another +4 points (total +8 points).

○ **All-Out Attack**

A Tail can deal an additional 8 damage on its next attack. However, any Evasion check made by this section this turn receives a -3 penalty as a risk.

Loot

2 - 6	Clean Scales (200G/Red A)	12+	Langgan Scales (6,800/Gold Red S)
7 - 11	Green Scales (1,600G/Gold Red S)		

It is a mythical beast inhabiting the sea and rivers, with the first half of its body as a crocodile and the second half as a fish.

It circulates in a large territory and attacks violently against those it perceives to be violating its territory. As a result, its territory is a place where there are few dangerous predators. Therefore, it is called the guardian of marine life by fishermen and others who live in the sea. However, they are rarely seen. In some areas, a folk song says, *"They live hard and sleep at the bottom of the sea."*

13 Lesser Dragon

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Neutral

Language: Trade common, Dragonic, Arcana **Habitat:** Cave

Rep/Weak: 12/20 **Weak Point:** Physical damage +2 points

Initiative: 18 **Movement Speed:** 15/30 (Flying) **Fortitude:** 17 (24) **Willpower:** 17 (24)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	17(24)	2d+18	15(22)	14	119	84
Tail (Body)	16(23)	2d+16	13(20)	16	133	30
Wing (Wing)	15(22)	2d+14	13(20)	13	84	28
Wing (Wing)	15(22)	2d+14	13(20)	13	84	28

Sections: 4 (Head / Body / Wing x 2) **Main Section:** Head

Unique Skills

● **All Sections**

○ **Fire Immunity**

● **Head**

▶ **Truespeech Magic, Spiritualism Magic 10 Level/Magic Power 14(21)**

○ ◁ ▶ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], and [Wordbreak].

▶ **Flame Breath/15(22)/Fortitude/Half**

With "Range/Area: 2(20m)/Shot", spits fire at "Target: 1 area(6m Radius)/20", dealing 2d+20 fire magic damage.

This unique skill cannot be used on consecutive turns.

▶▶ **△Techniques**

They may use the [Strong Blood], [Beetleskin], and [Recovery (7 points)] Techniques.

● **Body**

○ ◁ **Tail Sweep**

The monster can use its Tail to attack up to 5 targets in the same skirmish. Accuracy and Damage are the same as a normal attack, and this attack cannot be used in consecutive rounds.

○ **Attack Obstacle = Impossible • None**

The Lesser Dragon size hinders attack.

The Head cannot be attacked, whether melee or ranged. When the Body falls to 0 HP or lower, this effect disappears.

● **Wing**

○ ◁ **All-Out Attack**

A Wing can deal an additional 8 damage on its next attack. However, any Evasion check made by this section this turn receives a -3 penalty as a risk.

○ **Flight**

A Lesser Dragon receives a +1 bonus to Accuracy and Evasion only for melee attacks.

If any Wings fall to 0 HP or lower, this unique skill cannot be used.

Loot

Always	Dragon Scale (5,000G/Red S)	7 - 12	Dragon Fang (1,200G/Red S) x 1d
2 - 6	Dragon Fang (1,200G/Red S)	13+	Dragon Jewel (10,000G/Gold SS)

A young dragon, less than 500 years, yet older than a Draconet. Even though it is relatively young for a Dragon, Lesser Dragons tend to be around 10m long, so any sort of melee attack on the head is nigh impossible. Able to spit flames and cast spells while flying over the skirmish, a Lesser Dragon's offensive power is second to none. Because of this, Lesser Dragons tend to be very self-centered and overconfident, looking down on others they consider "lesser creatures." Lesser Dragons look to hoard treasure and valuables, just like any other dragon. Any brave adventurer (or adventuring party) that can kill a Lesser Dragon will not only earn the title "Dragon Slayer" but will have access to the vast hoard that the dragon had acquired. Additionally, very rarely do dragons have Dragon Eggs inside their bodies, which are incredibly valued on their own due to their use in several magical experiments.

Fairies

Fairies have the following common unique skills and characteristics.

○Knowledge = Fairy Tamers

Characters with the Fairy Tamer class automatically succeed in the Monster Knowledge check against fairies without rolling any dice (learning the Sage class and the original success value are required to know the weak point). This unique skill is omitted from the individual data.

○Invisible Against Runefolk

Runefolk cannot see fairies. This unique skill is omitted from the individual data.

○Type: **/Magic Power X(Y)

Every fairy has one of the following types: earth, water/ice, fire, wind, light, or dark. Every fairy can cast Typed Magic of their own type at ranks up to their monster level. It cannot cast other Typed Magic or basic Fairy Magic.

Also, fairies do not suffer any damage or disadvantageous effects due to their type. Fairies of the dark type have Psychic Immunity. Light type fairies don't have any immunities.

○No Loot

Fairy does not leave any loot, and the loot field is omitted from their data.

3 Will-o'-Wisp

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Various

Rep/Weak: 7/13 **Weak Point:** Accuracy +1

Initiative: 10 **Movement Speed:** -/10(Floating) **Fortitude:** 6(13) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	5(12)	2d+3	4(11)	2	17	30

Unique Skills

○**Type:** Light/Magic Power 5(12)

○**Magic Aptitude**

They can use the Combat Feat [Metamagic/Targets].

○**Light Protection**

A Will-o'-Wisp takes -3 less magic damage, regardless of type.

○**Healing Space**

1 area (3m Radius) around this monster is surrounded by gentle healing light. The character within this space gains an additional 2 HP when being healed.

Will-o'-Wisp is a spherical fairy about 10cm in diameter that emits a misty light. It is weak, but it often surrounds other fairies and fairy tamers as if to protect them. They are usually harmless and rarely fight other than in self-defense.

5 Shade

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Various

Rep/Weak: 11/15 **Weak Points:** Accuracy +1

Initiative: 12 **Movement Speed:** -/33(Flying) **Fortitude:** 7(14) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	7(14)	2d+7	7(14)	7	34	42

Unique Skills

○**Type:** Dark/Magic Power 9(16)

○**Flight**

A Shade only receives a +1 bonus to Accuracy and Evasion for melee attacks.

○**Magic Aptitude**

They can use the Combat Feat [Universal Metamagic].

►**Dark Mind/8 (15)/Willpower/Neg**

The Shade attempts to wrap the minds within "Range: Caster" and "Target: all areas (30 Radius)" in shadow, preventing them from taking any deliberate action. Those who fail to resist cannot move or perform Minor or Major Actions for 30 seconds (3 rounds).

This effect is treated as a psychic type.

Dark fairies standing around 30cm tall, Shades are cloaked entirely in darkness. However, if one could see through and see the actual appearance of a Shade, they appear to be tall, almost gaunt fairies wearing well-made clothing created entirely out of temporary darkness. Shades rarely occur in areas with a high population, preferring more rural areas.

5 Sprite

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Various

Rep/Weak: 11/15 **Weak Points:** Accuracy +1

Initiative: 12 **Movement Speed:** -/33(Flying) **Fortitude:** 9(16) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	7(14)	2d+6	7(14)	6	34	42

Unique Skills

○ **Type:** Light/Magic Power 9(16)

○ **Light Protection**

A Sprite takes 5 less damage from all Magic effects, regardless of type.

○ **Flight**

A Sprite receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○ **Magic Aptitude**

They can use the Combat Feat [Metamagic/Targets].

▶▶ **Flash/8 (15)/Fortitude/Neg**

The Sprite unleashes a bright flash of light within "Range: Caster" and "Target: all areas (30 Radius)/All". Those who fail to resist will receive a -2 penalty to all Accuracy and Evasion checks for 30 seconds (3 rounds). This effect is not cumulative.

This unique skill can be used only once per round.

Fairies of light, Sprites are similar to Shades in size and stature, only around 30cm tall and glowing with a bright light. Their actual appearance is that of a slim blonde woman dressed in a robe of white light, though the light given off by the robe is enough to obscure this view. To restore one's vitality, having the aid of a Sprite is quite crucial for Fairy Tamers. However, Sprites are incredibly shy and rare in public areas.

7 Undine

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Waterfront

Rep/Weak: 11/16 **Weak Point:** Fire damage + 3 points

Initiative: 13 **Movement Speed:** 15/15 (Swimming) **Fortitude:** 9(16) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	10(17)	2d+7	8(15)	8	57	50

Unique Skills

○ **Type:** Water/Ice/Magic Power 10(17)

○ **Underwater Aptitude**

Can move in water without penalties and restrictions.

○ **Water Body**

Bludgeoning weapons treat the Undine's Defense as 3 points higher.

○ **Fire Vulnerability**

When Undine is hit by Fire-type damage, it takes an extra 3 damage.

○ **Magic Aptitude**

They can use the Combat Feats [Metamagic/Targets], [MP Save/Fairy Tamer].

▶ **Water Gun/9(16)/Fortitude/Half**

With "Range/Area: 2(20m)/Shot", the monster sprays water jet from both palms at "Target: 1 Character", dealing 2d+6 water/ice magic damage and making it fall prone.

Water fairies that have become stronger with time and mana, Undines appear as beautiful humanoid women (often humans and elves). Often seen in larger bodies of water, they have also been sighted in rivers and are very curious about travelers on the water. However, their curiosity may occasionally be dangerous, as Undines tend not to know that other races can drown in water.

They dislike ugly people on the water and try to deliberately sink their vessels, so they can't be seen on the water. However, an even more hated enemy is those who would pollute water sources. These people, the Undines, actively and aggressively try to drown to protect themselves and their habitat.

7 Salamander

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Sylvan **Habitat:** Volcano, Underground Labyrinth, Ruins
Rep/Weak: 11/16 **Weak Point:** Water/Ice damage + 3 points
Initiative: 14 **Movement Speed:** 17 (4 Legs)/- **Fortitude:** 10(17) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tongue	10(17)	2d+11	9(16)	7	55	50

Unique Skills

○ **Type: Fire/Magic Power 10(17)**

○ **Water/Ice Vulnerability**

When the Salamander is hit by Water/Ice-type damage, it takes an extra 3 damage.

○ **Magic Aptitude**

They can use the Combat Feat [Universal Metamagic].

▶ **Flame Breath/8(15)/Fortitude /Half**

With "Range/Area: 2(20m)/Shot", spits fire at "Target: 1 Character", dealing 2d+9 fire magic damage.

Salamanders are 2m long lizard-like fairies drawn to flames and fire and tend to live in areas with higher temperatures than usual. Because of this tendency, they're driven to burn everything around them, and there's often charcoal strewn about their lairs. However, despite being drawn to fire, Salamanders aren't aggressive, though they are still dangerous when not threatened.

7 Sylph

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Sylvan **Habitat:** Mountains
Rep/Weak: 11/16 **Weak Point:** Earth damage + 3 points
Initiative: 15 **Movement Speed:** -/22(Flying) **Fortitude:** 9(16) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	9(16)	2d+6	10(17)	5	54	50

Unique Skills

○ **Type: Wind/Magic Power 10(17)**

○ **Slashing Immunity**

○ **Wind Body**

Edged weapons treat Sylph's Defense as 3 points higher.

○ **Flight**

A Sylph receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○ **Earth Vulnerability**

When the Sylph is hit by Earth-type damage, it takes an extra 3 damage.

○ **Magic Aptitude**

They can use the Combat Feats [Targeting] and [Metamagic/Distance].

▶ **Gale Breath/9(16)/Fortitude/Half**

With "Range/Area: 2(30m)/Shot", breathes a mass of compressed air to "Target: 1 area (3m Radius)/5", dealing 2d+6 wind magic damage.

Whimsical wind fairies Sylphs appear to travelers as half-transparent humanoids, often choosing to appear as either humans or elves. They are not malicious, but sometimes their pranks may be dangerous, such as flying around a mountaineer trying to climb. Sylphs prefer to fly freely wherever they want, though occasionally, some will follow a group of travelers that appreciate their pranks.

7 Gnome

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Sylvan **Habitat:** Forests, Mountains, Caves
Rep/Weak: 11/16 **Weak Point:** Wind type damage +3 points
Initiative: 13 **Movement Speed:** 16/- **Fortitude:** 9(16) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	11(18)	2d+9	8(15)	9	60	38

Unique Skills

○ **Type: Earth/Magic Power 10(17)**
 ○ **Wind Vulnerability**
 When the Gnome is hit by Wind-type damage, it takes an extra 3 damage.
 ○ **Magic Aptitude**
 They can use the Combat Feats [Metamagic/Targets] and [MP Save/Fairy Tamer].

▶ **Quake/10 (17)/Fortitude/Neg**
 Within "Range: Caster" can cause a localized earthquake and makes "Target: all areas (30m radius)/All" fall prone down. Targets cannot get up for 1 minute(6 rounds).
 Characters not touching the ground are immune to this unique skill.

An earthen fairy, Gnomes are tiny in stature, typically appearing as 1m tall bearded older men. However, there are also female and child Gnomes, though they do not usually appear outside Gnome settlements. The older male Gnomes will fight fiercely to protect these other Gnomes. Because of this, Gnomes have a reputation for valuing strength in the face of adversity and watching friends and family.

9 Dryad

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Sylvan **Habitat:** Forest
Rep/Weak: 12/19 **Weak Point:** Fire damage + 3 points
Initiative: 15 **Movement Speed:** 13/- **Fortitude:** 11(18) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	11(18)	2d+10	10(17)	9	75	73

Unique Skills

○ **Type: Earth/Magic Power 12(19)**
 ○ **Fire Vulnerability**
 When Dryad is hit by Fire-type damage, it takes an extra 3 damage.
 ○ **Magic Aptitude**
 They can use the Combat Feats [Universal Metamagic] and [MP Save/Fairy Tamer].

▶ **Mesmerize/12 (19)/Willpower/Neg**
 With "Range/Area: 30m/Target", it whispers sweet words to "Target: 1 Character" and mesmerizes it. This effect only works if the target is a male character, and the target thinks Dryad is his beloved lover and acts to protect her.
 The character in this state considers any attack on Dryad to be an offense and tries to

defeat these offenders with all his might. This effect is of psychic type and lasts only while the character is within "Range: 2(30m)" from Dryad.

▶ **Tree Assimilation**
 The Dryad can step into a chosen tree within touch distance and hide inside, becoming invulnerable to attacks. In this state dryad, she will also be unable to use melee attacks or [▶ Mesmerize] on new targets (although she still can cast spells and maintain the effect of [▶ Mesmerize]).
 Burning a tree where a Dryad is hiding will force the Dryad out. Otherwise, exiting a tree is also a Major Action.

These tree fairies take the shape of a beautiful yet mysterious woman with long, flowing green hair wrapped around her limbs. Often appearing nude, Dryads are known to be man-charmers and will have a pile of bodies at the base of their tree. These corpses of men they had mesmerized, providing fertilizer in death as they did protection in life. There are stories of men who have escaped the clutches of a Dryad by threatening to cut their tree down.

9 Puck

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Trade common, Sylvan **Habitat:** Mountain

Rep/Weak: 12/19 **Weak Point:** Earth damage + 3 points

Initiative: 16 **Movement Speed:** -/33 (Flying) **Fortitude:** 11 (18) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	10(17)	2d+8	12(19)	7	79	69

Unique Skills

○ **Type: Wind/Magic Power 13(20)**

○ **Slashing Immunity**

○ **Wind Body**

Edged weapons treat Sylph's Defense as 3 points higher.

○ **Flight**

A Puck only receives a +1 bonus to Accuracy and Evasion for melee attacks.

○ **Earth Vulnerability**

When the Sylph is hit by Earth-type damage, it takes an extra 3 damage.

◁ **Magic Aptitude**

They can use the Combat Feat [Universal Metamagic].

○ **Distant Voice**

The range of the Puck's spells is doubled. When

using [Metamagic/Distance], this unique skill doubles the spell's range before the Combat Feat is applied.

In Simplified Combat, magic with "Range: 1" becomes "Range: 2".

▶ **Windfall**

The wind carries Puck. At the beginning of its turn, it moves the Normal Move distance (up to the adjacent area in Simplified Combat and up to 33m in Standard Combat). After that, Puck can still move and use actions. This does not count as their movement for the turn, so if the Puck takes a Limited Move, they may still cast a spell on that turn.

This unique skill cannot be used in consecutive turns.

A Puck is a tree spirit that looks like a small boy dressed in green clothes and a hat. Often seen flying around, they are happy fairies who love music and will often sing or whistle along to a tune they enjoy. Pucks are often talkative to the performers and generally friendly, but they are also quite mischievous and will prank mountain climbers just as quickly.

9 Frau

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Trade common, Sylvan **Habitat:** Cold Regions, Mountains

Rep/Weak: 12/19 **Weak Point:** Fire damage + 3 points

Initiative: 15 **Movement Speed:** -/22 (Flying) **Fortitude:** 11 (18) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	11(18)	2d+9	11(18)	9	77	70

Unique Skills

○ **Type: Water/Ice/Magic Power 12(19)**

○ **Ice Body**

If Frau takes damage from a bludgeoning weapon, it is treated as if Frau had additional 5 points of Defense.

○ **Flight**

A Frau receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○ **Fire Vulnerability**

When Frau is hit by Fire-type damage, it takes an extra 3 damage.

◁ **Magic Aptitude**

They can use the Combat Feat [Universal Metamagic].

▶ **Cold Storm/10(17)/Fortitude/Half**

Frau creates a cold storm within "Range: Caster." Within "Target: 1 area (6m radius)/20", they deal 2d+8 water/ice magic damage. A target that fails resistance is frozen for 30 seconds (3 rounds) and suffers a -2 penalty to Accuracy and Evasion checks. This penalty is not cumulative. This unique skill cannot be used on consecutive turns.

Frau is an ice fairy in the form of a woman. It has pure white hair and a half-transparent body. It is said to seduce men who climb snowy mountains and freeze them to death, but it is also said to help travelers in distress in some regions.

II Caron

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade common, Sylvan **Habitat:** Waterfront
Rep/Weak: 14/19 **Weak Point:** Accuracy +1
Initiative: 17 **Movement Speed:** 15/- **Fortitude:** 14(21) **Willpower:** 14(21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	14(21)	2d+13	14(21)	12	102	97

Unique Skills

○ **Type:** Dark/Magic Power 15(22)

○ **Q Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], and [Universal Metamagic].

► **Wave of Hatred/15(22)/Willpower/Neg**

Within "Range: Caster" and "Target: 1 area (6m Radius)/All" causes hatred to grow in targets' hearts.

The target cannot cast spells and other unique skills that target other than themselves for 30 seconds (3 rounds), except those that directly deal damage. Anything that causes some effect simultaneously as the damage is allowed, along with any collateral effects.

This effect is of the psychic type.

They are a fairy that looks like a translucent adult male with a solid physique. They have long hair and a long beard and wear only a loincloth around their body. They can speak, but they only swear intrinsically, making communicating difficult.

II Peri

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Sylvan **Habitat:** Secluded Regions, High Mountains
Rep/Weak: 14/20 **Weak Point:** Water/Ice damage + 3 points
Initiative: 17 **Movement Speed:** 15/22(Flying) **Fortitude:** 14(21) **Willpower:** 14(21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	14(21)	2d+13	13(20)	12	97	97

Unique Skills

○ **Type:** Fire/Magic Power 14(21)

○ **Q Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], and [Universal Metamagic].

○ **Flight**

A Peri receives a +1 bonus to Accuracy and Evasion only for melee attacks.

► **Humanization**

Peri can change into any humanoid female

form. It can choose which race it wants to change into, but the specific appearance afterward is fixed for each race. Different Peri can take on various forms (even if they change into the same race), but they all share that they are beautiful and passionate women.

This ability can only be used once daily and lasts up to 1 day. Peri can cancel it with Minor Action.

Peri has a beautiful female figure, a fire fairy who lives in the secluded regions and high mountains where humanoids and barbarians are not likely to visit.

The large joints of its arms and legs and other parts of its body are covered with orange-colored fire making it dangerous-looking to approach.

Basically, Peri prefers solitude. They are usually cold to visitors to their habitat, or they hide and try not to get involved. However, she may develop a romantic interest in a humanoid male on rare occasions.

In such a case, the Peri will secretly pursue the man, disguise her appearance as that of the opposite race, and seduce him. She then takes him back to her place of residence, never to rerelease him to live with him.

Daemons

6 Doubleburg

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Daemonic (+languages added by shapeshift) **Habitat:** Ruins, Habitats, Shallow
Rep/Weak: 12/15 **Weak Point:** Physical damage +2 points
Initiative: 13 **Movement Speed:** 15/- **Fortitude:** 8 (15) **Willpower:** 8 (15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	9(16)	2d+8	8(15)	5	52	12

Unique Skills

► Double Attack

With the claws of both hands, it makes two attacks on 1 character. This unique skill cannot be used on a character copied by [► Portrait].

► Portrait

It captures the appearance of the observed target and turns into it. If the target is only seen at a glance, its appearance and personal belongings can be matched. If the target can be perceived for 1 minute (6 rounds), it can learn its language and imitate its tone and gestures so precisely that even a close human cannot detect it. If it is taking the form of this unique skill, a Monster Knowledge check cannot be performed on it unless Detect check was made before (see CR I, p. 111).

This unique skill does not copy the target's class or unique skills. All the data during the battle will be the monster's data. Attacks made by the target's appearance are made by the monster's physical weapon (Claws), even though it looks like the target's weapon is doing them.

A copy of a character in multiple sections appears to have the corresponding number of sections. Still, only the Main Section (or one of them in the case of multiple sections) is treated as Doubleburg. Other sections do not perform any action. If this section is targeted and attacked, the effect is automatically given to the monster. If the effect targets more than one section simultaneously, the excess will do nothing, but at the same time, it will be automatically found that the section does not exist. Detect check is needed to find the actual section.

The [► Portrait] can be ended with Minor Action or during Combat Preparation.

Loot

Always	Daemon's Blood (100G/Red A)	13+	Black Hide (4,600G/Red S)
2 - 12	None		

It is a black daemon of about the same size as a human. The face has a red, open mouth with a straight slit, but no other visible features exist.

This monster can shapeshift into the creature it perceives, then kills it and replaces it. It often enters into Humanoid and Barbarous societies.

Doubleburg's purpose is unknown, but they are said to be sent by the Daemons to learn about the intelligent life forms in the world of Raxia. They actively use their ability to transform, perhaps to advance their observations into the psychology of individuals and groups, and attempt to create doubt and confusion in cities and communities.

They are similar to Ogres and are considered more dangerous because they cannot be blocked by Swords of Protection.

7 Argagis

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Daemonic **Habitat:** Labyrinths, Ruins

Rep/Weak: 13/16 **Weak Point:** Water/Ice damage + 3 points

Initiative: 14 **Movement Speed:** 15(4 Legs)/- **Fortitude:** 10(17) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	8(15)	2d+11	7(14)	9	66	12

Unique Skills

○ **Multiple Declarations = 2 times**

○ **Continuous Attack**

If a monster successfully hits a target in melee, it may make a second attack against the same target.

○ **Ball Roll**

Argagis increases its Defense by +3 points and movement by +1.5m. At the same time, its damage is reduced by -3.

○ **△ Cover I**

Can use [Cover I] combat feat.

○ **All-Out Attack**

A Slam can deal an additional 8 damage on its next attack. However, any Evasion check made by this section this turn receives a -3 penalty as a risk.

Loot

Always	Daemon's Blood (100G/Red A)	11+	High-Quality Shell (1,200G/Red S)
2 - 10	Sturdy Shell (200G/Red A)		

Argagis is a daemon that resembles an armadillo covered with a hard shell. It is characterized by its extreme strength and sturdiness. Its defense is further strengthened by its rounded back, which forms a considerable sphere that crushes its enemies. It does not have a high intellect and often follows other Daemons as a guard.

8 Dark Bully

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Daemonic **Habitat:** Labyrinths, Ruins

Rep/Weak: 15/18 **Weak Point:** Fire damage +3 points

Initiative: 15 **Movement Speed:** 20/- **Fortitude:** 11 (18) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	10(17)	2d+7	10(17)	7	69	30

Unique Skills

○ **Continuous Attack II**

If Dark Bully successfully hits a target in melee, they may make a second attack. They can make a third attack against the same target if a second attack hits.

○ **Fatigue Poison/9 (16)/Fortitude/Neg**

If a Claw attack deals at least 1 point of applied damage, the target's Evasion is reduced by a -1. This effect is poison type and lasts for 1 hour. It is cumulative if the same effect is applied within the duration.

○ **Shadow Cross**

It temporarily disappears when moving and appears from within any shadow at the movement destination. In the absence of light, it can emerge from anywhere in the darkness (within its Movement Speed).

It does not suffer any movement blocking and is free to leave the skirmish.

This ability cannot be used in consecutive turns.

Loot			
Always	Daemon's Blood (100G/Red A)	8+	Crystallized Daemon's Blood (800G/Red A)
2 - 7	None		

Standing at 2m tall, the Dark Bully appears entirely in shadow. A long claw grows from each hand instead of fingers, giving the appearance of the scythes of the god of death. It also has a powerful Continuous Attack unique skill and is recognized as a fearsome assassin.

9 Ragnakang

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Daemonic **Habitat:** Labyrinths, Ruins

Rep/Weak: 16/19 **Weak Point:** Slashing damage +3

Initiative: 16 **Movement Speed:** 15/20 (Flying) **Fortitude:** 12 (19) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	11(18)	2d+13	11(18)	10	78	44
Tail (Body)	11(18)	2d+12	9(16)	8	86	28
Wing (Wing)	12(19)	2d+9	9(16)	5	59	14
Wing (Wing)	12(19)	2d+9	9(16)	5	59	14

Sections: 4 (Head / Body / Wing x 2) **Main Section:** Head

Unique Skills

•Head

► **Divine Magic 5 Level/Magic Power 7(14)**

○◁► **Magic Aptitude**

They can use the Combat Feats [Targeting], [Metamagic/Targets], and [Wordbreak].

►△**Techniques**

They may use the [Cat's Eyes], [Beetleskin], [Bear Muscle], and [Strong Blood] Techniques.

○**Deadly Poison /11(18)/Fortitude/Neg**

If a Bite attack hits and deals 1 or more points of applied damage, the target receives extra 2d+8 poison magic damage.

•Body

○**Convulsive Poison/10 (17)/Fortitude/Neg**

If the Tail attack hits, the target receives a -1 penalty to any Skill Checks for 1 minute (6 rounds). This effect is cumulative.

This effect is of the poison type.

○**Attack Obstacle - +4 • None**

The Head section cannot be attacked in melee. Against any ranged attacks, the Head section receives a +4 bonus to Evasion checks.

This effect disappears when the Body section falls to 0 HP or lower.

•Wing

○**Flight**

All section receives a +1 bonus to Accuracy and Evasion only for melee attacks.

If one of the Wing sections falls to 0 HP or lower, this unique skill cannot be used.

Loot			
Always	Crystallized Daemon's Blood (800G/Red A)	7 - 12	Daemon's Horn (600G/Red A)
2 - 6	None	13+	Large Daemon's Horn (1,400G/Red S)

It is a daemon that appears as an upright dragon with enormous membranous wings. When a Ragnakang fully extends its neck, it stands around 5m long and will use that long neck and tail in combat. Thoroughly infused with poison, a Ragnakang is dangerous to touch, let alone engage in combat. Some still stand guard at the entrances to old ruins, and such places have seen no intrusions because of the Ragnakang's diligence.

10 Mahatiga

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Daemonic **Habitat:** Shallow

Rep/Weak: 18/22 **Weak Point:** Slashing damage +3

Initiative: 18 **Movement Speed:** 25/25 (Flying) **Fortitude:** 13 (20) **Willpower:** 13 (20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Snout (Head)	13(20)	2d+11	12(19)	9	85	85
Claws (Body)	14(21)	2d+10	11(18)	11	99	32
Wings (Wings)	13(20)	2d+9	11(18)	8	72	36

Sections: 3 (Head / Body / Wings) **Main Section:** Head

Unique Skills

•Head

► **Divine Magic 10 Level/Magic Power 12(19)**

○ Magic Aptitude

They can use the Combat Feats [Targeting], [Metamagic/Targets], and [Multi-Action].

○ Mana Strike - +12 damage

May deal an additional +12 damage to their next melee attack. At risk, they take a -2 penalty to their Fortitude and Willpower checks.

•Body

► **Twin Strike & Double Attack**

It can make two Claws attacks each round, though each attack requires its Accuracy

check. They may choose to attack different characters with each attack.

•Wings

○ Flight

All section receives a +1 bonus to Accuracy and Evasion only for melee attacks.

If the Wings section falls to 0 HP or lower, this unique skill cannot be used.

► **Wind-Edge Blade/12 (19)/Fortitude/Half**

With "Range/Area: 2(30m)/Target", Garuda uses a blade made of feathers to deal with dealing 2d+12 slashing magic damage.

This ability costs 6 MP.

Loot

Always	Crystallized Daemon's Blood (800G/Red A)	7 - 11	Long Daemon's Nose (1,600G/Red S)
2 - 6	Daemon's Nose (500G/Red A)	12+	Lustrous Daemon's Nose (4,000G/Red S)

This is a daemon with the head of an elephant and the body of a raptor, frequently seen in Shallow Abysses.

They prioritize offering sacrifices to the god they believe in, and the more brutal the sacrifice, the better. They believe that the act of fighting is itself an offering to the gods.

Mahatiga



Illustration by Yukihiro Maruo

II Cerberus

Intelligence: Animal **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: None **Habitat:** Underground Labyrinth, Ruins, Shallow

Rep/Weak: 15/20 **Weak Point:** Bludgeoning damage +3 points

Initiative: 18 **Movement Speed:** 20(4 Legs)/- **Fortitude:** 14(21) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	13(20)	2d+16	12(19)	10	99	35
Bite (Head)	13(20)	2d+16	12(19)	10	99	35
Bite (Head)	13(20)	2d+16	12(19)	10	99	35
None (Body)	-	-	12(19)	12	110	20

Sections: 4 (Head x 3 / Body) **Main Section:** Heads (All)

Unique Skills

● **All Sections**

○ **Fire Immunity**

● **Head**

▶ **Three Breaths**

Mouth spits one of the following breaths: Fire Breath, Blizzard Breath, or Noxious Breath. All of them have “Range: Caster” and “Target: 1 area (6m Radius)/20” around the head.

Head can choose any breath to use (or whether to attack with Bite without using breath). If more than one head breathes the same kind of breath, it is treated as a single attack with increased success value. If two heads breathe the same breath, the breath's success value has a +2 bonus, and the calculated damage is increased by +4. If all three heads breathe the same breath, the success value has a bonus of +4, and the calculated damage is increased by +8.

1: Fire Breath/11(18)/Fortitude/Half

Head exhales fire, dealing 2d+12 fire magic damage to the affected targets.

2: Blizzard Breath/10 (17)/Fortitude/Half

Head spits out a blizzard, dealing 2d+8 water/ice magic damage to the targets and reducing their Defense by -5 points for 30 seconds (3 rounds). This Defense reduction is non-cumulative and does not reduce Defense below 0.

3: Noxious Breath/9(16)/Fortitude/Half

Head spits poison, inflicting 2d+6 poison magic damage to the targets, and they incur a -3 penalty to their Evasion checks for 30 seconds (3 rounds). This effect is not cumulative.

▶▶ **△Techniques**

May use the [Beetleskin] and [Bear Muscle] Techniques.

● **Body**

○ **Attack Obstacle = +4 • None**

Head sections cannot be attacked in melee. Against any ranged attacks, Head sections receive a +4 bonus to Evasion checks.

This effect disappears when the Body section falls to 0 HP or lower.

Loot

Always	Crystallized Daemon's Blood (800G/Red A)	8 - 12	Binding Chain (500G/Black A)
2 - 7	None	13+	Jet-black Binding Chain (3,000G/Black S)

A three-headed daemon dog, a Cerberus is really more the size of a horse. Able to conjure up breath weapons of fire, ice, and poison, it can be a dangerous foe in combat. Also known as the Watchdog of Hell, Cerberuses are typically seen guarding something, whether the entrance to a labyrinth, a vault inside, or something else. While its intelligence is that of an average dog's, a Cerberus will remain loyal to its orders and will fight to the death to carry them out.

12 Lunzemase

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Daemonic **Habitat:** Various
Rep/Weak: 19/23 **Weak Point:** Accuracy +1
Initiative: 19 **Movement Speed:** 24/- **Fortitude:** 15 (22) **Willpower:** 16 (23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	16(23)	2d+18	15(22)	12	119	54

Unique Skills

○2 Actions

Can perform two Major Actions in one round.

○Multiple Declarations - 2 times

○Sparkling Fibers

It isn't easy to see from a distance of Lunzemase. A character who is more than "Range: 1 (10m)" away from this monster receives a -2 penalty on checks (Accuracy check, Spellcasting check, Performance check, etc.) when making ranged attacks, casting a spell, finale, and other unique skills that require visibility of this monster.

►Twin Strike & Double Attack

Can make two Weapon attacks each round, though each attack requires its Accuracy check. They may choose to attack different characters with each attack.

○Abys Blade

If the target is hit by a Weapon attack, the target's Defense is halved for that attack (rounded up). At risk, the monster takes a -1 penalty to Evasion checks.

Loot

Always	Crystallized Daemon's Blood (800G/Red A)	2 - 12	Daemon's Fiber (1,100G/Green S)
Always	Incomprehensible Mask (2,000G/Black White S)	13+	Lustrous Daemon's Fiber (4,400G/Gold Green S)

This daemon wears a giant wooden mask reminiscent of a shield and has a body that looks like layers of strong fibers bound together. The mask is decorated with a pattern of straight lines that affect the creature's spirit if one tries to look at it.

As sparkling fibers make it difficult to see Lunzemase, powerful weapon attacks mercilessly reap the lives of creatures while dazzled.

Lunzemase



Illustration by Yukihiro Maruo

Humanoids

6 Skald

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade common, Arcana, Sylvan, Youma, Barbaric **Habitat:** Various
Rep/Weak: 9/- **Weak Point:** None
Initiative: 13 **Movement Speed:** 16/- **Fortitude:** 8 (15) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	8(15)	2d+9	8(15)	5	35	20

Unique Skills

► **Basic Spellsongs 5 Level/8(15)/All area (50m Radius)**

► **[Finale: Beast's Roar]/8(15)/Willpower /Half**
 Uses [Finale: Beast's Roar] at "Range: 2(50m)", dealing 2d+6 bludgeoning magic damage to up to 3 targets.

This unique skill can be used only on the turn immediately after using [►Basic Spellsongs] two or more times in succession.

○ **Sword's Grace/Change Fate**

Once per day, they may change the result of a Skill Check or Damage roll, by switching the faces of the rolled 2d to the opposite sides and adding +1 to it.

Loot

2 - 5	Weapon (50G/Black White B)	10 - 12	Luxury Instrument (800G/Black White A)
6 - 9	Fine Instrument (100G/Black White A)	13+	Rare Instrument (3,600G/Black White S)

This is a battlefield bard who fights with spellsongs and finales. They are also trained as warriors to stand in the front.

7 Evil Priest

Intelligence: Average **Perception:** Five senses **Disposition:** Hostile
Language: Trade common, Daemonic **Habitat:** Human Settlement
Rep/Weak: 10/- **Weak Point:** None
Initiative: 13 **Movement Speed:** 14/- **Fortitude:** 9(16) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	8(15)	2d+6	8(15)	5	53	44

Unique Skills

► **Divine Magic 7 Level/Magic Power 10(17)**

○ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Hawk Eye], and [Metamagic/Targets].

○ **Sword's Grace/Change Fate**

Once per day, they may change the result of a Skill Check or Damage roll, by switching the faces of the rolled 2d to the opposite sides and adding +1 to it.

Loot

2 - 12	Holy Symbol of the Evil God (600G/Black White A)	13+	Strange Holy Symbol (3,300G/White S)
--------	--	-----	--------------------------------------

This priest believes in an evil god associated with the Second Sword. They are enemies of Humanoid society in various ways, such as those who sneak into Humanoid cities and try to propagate their religion and those who work in partnership with the Barbarous clans. See p. 321 for their gods and spells.

9 Fairy Swordsman Expert

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade common, Sylvan **Habitat:** Various
Rep/Weak: 12/- **Weak Point:** None
Initiative: 15 **Movement Speed:** 18/- **Fortitude:** 11(18) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	12(19)	2d+11	11(18)	7	59	50

Unique Skills

► Fairy Magic 9 Level/Magic Power 12(19)

It can use earth, water/ice, fire, and wind types.

○○ Magic Aptitude

They can use the Combat Feats [Targeting] and [Metamagic/Targets].

◊ Mana Strike = +12 damage

May deal an additional +12 damage to their next melee attack. At risk, they take a -2 penalty to their Fortitude and Willpower checks.

○ Sword's Grace/Change Fate

Once per day, they may change the result of a Skill Check or Damage roll, by switching the faces of the rolled 2d to the opposite sides and adding +1 to it.

Loot

Always	Fairy Tamer's Gem (125G/-) x 4	7 - 10	Bag of Silver (200G/-) x 2d
2 - 6	None	11+	Bag of Silver (300G/-) x 2d

This is a magic warrior who is skilled in Fairy Magic. Rather than using Fairy Magic himself, they prefer to attack with [Mana Strike] while summoning fairies and letting them cast spells.

11 Heavy Shielded Guard

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade common **Habitat:** Various
Rep/Weak: 14/- **Weak Point:** None
Initiative: 16 **Movement Speed:** 15/- **Fortitude:** 15(22) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	14(21)	2d+15	13(20)	15	90	15

Unique Skills

○○△ Bodyguard Knowledge

They can use the Combat Feats [Block] and [Cover II].

◊ Power Strike I

They can deal an additional 12 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

►►△ Techniques

They may use the [Cat's Eyes], [Beetleskin], and [Bear Muscle] Techniques.

○ Sword's Grace/Change Fate

Once per day, they may change the result of a Skill Check or Damage roll, by switching the faces of the rolled 2d to the opposite sides and adding +2 to it.

Loot

Always	Well-Kept Large Shield (4,000G/Black White S)	7+	Bag of Silver (300G/-) x 2d
2 - 6	None		

This is a heavy warrior armed with a large shield and metal armor, a one-handed weapon. They are knights who protect important Humanoid strongholds, such as royal castles and customs posts.

Golem Data

In this section, we introduce the data of the created golems used by the conjurer. The golem data consists of the monster data of the golem itself and the Enhancing Items that strengthen it.

Golem Enhancing Items

How to Read Enhancing Items

Golden Cat's Eye Rivet ①

② Price: 200/800

This Enhancing Item is only available when the golem is enhanced with Cat's Eye Rivet. And it replaces the [► Double Attack] ③

④ Twin Strike & Double Attack

Golem can make two attacks each round, but each attack requires its Accuracy check. It may choose ⑤ to attack different characters with each attack.

- ① The name of Enhancing Item.
- ② Price of Enhancing Item in Gamels. Prices vary according to the grade (see p. 92) and are listed in the order of (small)/(medium). Golems can only be enhanced with items of matching grade.
- ③ If there is an annotation regarding the use of the Enhancing Item, it will be written here. Most Enhancing Item data do not have this.
- ④ The name of the unique skill given by the Enhancing Item. Please refer to Core Rulebook I, p. 392, for reading the classification tags.
- ⑤ This is an explanation of the effect of the unique skill.

Cat's Eye Rivet

Price: 200/800

► Double Attack

Golem can attack the same target twice in one action with its attack.

Golden Cat's Eye Rivet

Price: 200/800

This Enhancing Item is only available when the golem is enhanced with Cat's Eye Rivet. And it replaces the [► Double Attack].

► Twin Strike & Double Attack

Golem can make two attacks each round, but each attack requires its Accuracy check. It may choose to attack different characters with each attack.

Tiger's Eye Rivet

Price: 150/600

○Continuous Attack I

If the golem successfully hits a target in melee, it may make a second attack against the same target.

Golden Tiger's Eye Rivet

Price: 300/1,200

This Enhancing Item is only available when the golem is enhanced with Tiger's Eye Rivet. And it replaces the [○Continuous Attack].

○Continuous Attack II

If the golem successfully hits a target in melee, it may make a second attack. If a second attack hits, it can make a third attack against the same target.

Jet Sign

Price: 100/400

○Aimed Attack

When attacking, the Golem can gain a +2 bonus to Accuracy but receives a -4 penalty to damage dealt when doing so.

Sunstone Brilliance

Price: -/1,200

▶Sunstone Brilliance

The Golem takes a large stance in preparation for the next attack. The next round's attack always hits and cannot be evaded. Damage will be increased (the increase is different for each golem).

Spinel Horn

Price: 150/600

▶Charge

This attack can only be used after Normal Move.

Golem charges, spearing an enemy character with a melee attack. On a hit, the damage is increased by +1 point (+2 points in Simplified Combat) for every 5 meters traveled. The distance traveled is measured in a straight line from the start point to the endpoint.

Malachite Feather

Price: 150/600

○All-Out Attack

Golem can deal an additional 8 damage on their next attack. However, any Evasion check made by it this turn receives a -3 penalty.

Lapis Lazuli Weight

Price: 200/800

○Tail Swing I

Golem can use its Tail to attack up to 3 targets in the same skirmish. The attacker's Accuracy check is made only once with a -1 penalty.

Quartz Counterweight

Price: 300/1,200

This Enhancing Item is only available when the golem is enhanced with Lapis Lazuli Weight. And it replaces the [○Tail Swing I]

○Tail Swing II

Golem can use its Tail to attack up to 5 targets in the same skirmish.

Bright Red Ruby**Price:** -/1,600**▶Flame Breath**

Fire-type attack. The data is different for each golem.

Amethyst of Purple Lightning**Price:** -/1,600**▶Discharge or ▶Lightning**

Lightning-type attack. The data is different for each golem.

Blue Lotus Jade**Price:** 600/1,600**▶Water Gun or ▶Blizzard Breath**

Water/Ice type attack. The data is different for each golem.

Calcite Compound Eyes**Price:** -/800**○Breath Control**

When using [▶Flame Breath], [▶Blizzard Breath], or [▶Lightning], any character in the range can be excluded from being a target.

Obsidian Shield**Price:** 150/600**◻△Cover**

It has the same effect as the combat feat [Cover I] (small grade) and [Cover II] (medium grade).

Corundum Protection**Price:** 100/400**○Guardian I**

It has the same effect as the combat feat [Guardian I].

Amber Eye**Price:** 500/2,000**○Ultimate Aim**

Golem gains +4 to Accuracy checks.

Coral Branch**Price:** 100/400**○Block**

It has the same effect as the combat feat [Block]. The item must be used on all sections if a golem has multiple sections.

Garnet of Vitality**Price:** 200/800**○HP Enhancement**

Golem's Maximum HP will be increased by +5 points (small grade) or +10 points (medium grade).

Focused Garnet of Vitality

Price: 300/1,200

Improved HP Enhancement

Golem's Maximum HP will be increased by +5 points (small grade) or +10 points (medium grade). [HP Enhancement] and this effect are cumulative.

Shimmering Onyx

Price: -/600

Mana Coating

Any magic damage the section suffers is reduced by -3.

Red Iron Blood

Price: 100/400

Mobility Enhancement

Golem gains +5 to movement speed. All movement methods are increased when the golem has more than one way to move. The item must be used on all sections if a golem has multiple sections.

Yellow Flint

Price: -/800

Fast Reaction

Golem can use [Footwork] combat feat. The item must be used on all sections if a golem has multiple sections.

Anisotropic Anorthite

Price: 150/600

Golem with [Underwater] will be able to move on the ground. In addition, [Underwater] will be replaced with the following ability. The item must be used on all sections if a golem has multiple sections.

Underwater Specialization

Golem does not suffer any penalties for moving while underwater. On the ground, all action checks receive a -2 penalty.

Moonstone of Serenity

Price: 250/1,000

Golem loses its Weak Point (it becomes "None"). If there is a [... Vulnerability] unique skill, remove it as well. The item must be used on all sections if a golem has multiple sections.

Quartz Disruptor

Price: -/1,000

When creating a golem, the conjurer must determine one specific type of resistance from the earth, water/ice, wind, fire, lightning, and energy. However, the type that is a golem's weak point cannot be selected. The item must be used on all sections if a golem has multiple sections.

Type Resistance

When the damage of the selected type is received by the golem, it is automatically halved. In the case of the "Resistance: Half", if the resistance succeeds, no damage will be dealt.

The item has no effect other than damage, and the golem will receive full effects from that type.

Golem Data

Omitted Data

The following data are common to all golems and are omitted from the individual data.

Golem Classification

All golems are classified as Constructs.

Common Basic Data

Int: Servant **Perc:** Magic **Disp:** Instructed
Lang: None **Hab:** Various

These data are common to all golems. Golem can appear in various places, hence "Habitat: Various," but the ruins of the Magic Civilization Period is still will be the most common place to encounter golems.

Common Abilities of Golems

Golem has the following unique skills in common. Most of these are because they are constructs but have an additional [Knowledge = Conjurer class].

Poison Immunity, Disease Immunity, Psychic Immunity

Golems, as a construct, are immune to any damage or effects of these types.

Can be Detected

The golems can be detected by [Sense Magic] spell and similar effects.

Artificial

Golems cannot be healed with some spells, items, etc. Only with those that restore constructs HP.

Knowledge = Conjurer class

The Conjurer class automatically succeeds in the Monster Knowledge check against golems. They need to have the Sage class and roll against their original success value to know the weak point.

Note on Loot

Loot

The loot from golems can only be obtained from those that have been active for a long time; destroying a golem created by a PC will not give any loot.

Enhancing Items

Golems can also be found with Enhancing Items. This means they will be empowered, but if you defeat them, you will automatically obtain Enhancing Items.

Some golems encountered since the Magic Civilization Period were created using advanced technology that has now been lost. In some cases, Enhancing Items can be used beyond the maximum number allowed. In particular, Garnet of Vitality and Focused Garnet of Vitality, which enhances maximum HP, were often used beyond the current limit.

How to Read Golems Data

① Required Conjurer's Level/Monster Level

The numbers here indicate the Conjurer level at which the golem can be created and the golem's monster level.

② Golem Name

This is the name of the golem.

③ Materials

The following is a description of the materials required to create a golem. Prices in parentheses are for regular/advanced materials.

④ Monster Data

This section describes the data for the golem as a monster. The readings is the same as the general monster data,

⑤ Maximum of Enhancing Items

The maximum number of Enhancing Items that can be used on the golem. A golem with multiple sections can use up to the maximum number of Enhancing Items per section.

4/3 ¹ Straw Bird ²		³ Enchanted Straw Bundle (100/200)					
Rep/Weak: 10/13 Weak Point: Fire Damage +3 points							
Initiative: 13 Movement Speed: -/25 (Flying) Fortitude: 5(12) Willpower: 5(12)							
⁴ Fight Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	
Beak	5(12)	2d+1	5(12)	0	17	-	
Unique Skills							
<input type="radio"/> Fire Vulnerability When Straw Bird is hit by Fire-type damage, it takes an extra 3 damage.			<input type="radio"/> Flight A Straw Bird receives a +1 bonus to Accuracy and Evasion only for melee attacks.				
Maximum of Enhancing Items = 2 ⁵							
Malachite Feather (Small) (150) (☐All-Out Attack=Damage +8, Evasion -3) Amethyst of Purple Lightning (Small) (600) ▶ Discharge/4(11)/Willpower/Half ⁶ Item unleashes an electrical bolt with "Range/Area: 2(20m)/Shot", dealing 2d+3 lightning magic damage. Garnet of Vitality (Small) (200) (○HP Enhancement = Max HP + 5) Red Iron Blood (Small) (100) (○Mobility Enhancement = Movement +5) Moonstone of Serenity (Small) (250) (Remove [○Fire Vulnerability] unique skill and it loses its Weak Point (it becomes "None")).							
Loot							
⁷ 2 - 6	None	7+	Enchanted Straw Bundle (150G/Gold Green A)				
This lightweight bird-shaped golem is made of woven grass stalks. ⁸							

⁶ Enhancing Items

The available Enhancing Items for the golem are listed here. For clarity, each item is supplemented with a price and a summary of what kind of ability it provides in the heading section. For items that require other items for use, dependencies are indicated by connecting them with a "L."

For a golem with multiple sections, the available Enhancing Items may differ depending on the section. In this case, "Any section" means items that can be used in any section. In principle, the effects of Enhancing Items are considered independently for each section, except for "All Section Must be Equipped," which means Enhancing Items are effective only when used one at a time in all sections.

⁷ Loot

This is the data of loot obtained when the golem is defeated as a monster. Golems created and used by PCs do not leave loot.

⁸ Description

Description of the golem.

Golem Detailed Data

3/2 Oak Golem

Enchanted Oak Branch (50/100)

Rep/Weak: 8/12 **Weak Point:** Fire Damage +3 points

Initiative: 9 **Movement Speed:** 9/- **Fortitude:** 4(11) **Willpower:** 4(11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Smash	4(11)	2d	2(9)	2	18	-

Unique Skills

None.

Maximum of Enhancing Items = 4

Cat's Eye Rivet (Small) (200) (▶ Double Attack)

↳ **Golden Cat's Eye Rivet (Small) (200)** (▶ Twin Strike & Double Attack)

Jet Sign (Small) (100) (◁ Aimed Attack = +2 Accuracy and -4 damage)

Obsidian Shield (Small) (150) (◁△ Cover I)

Amber Eye (Small) (500) (○ Ultimate Aim = +4 Accuracy)

Garnet of Vitality (Small) (200) (○ HP Enhancement = Max HP +5)

Red Iron Blood (Small) (100) (○ Mobility Enhancement = Movement +5)

Loot

2 - 8	None	9+	Enchanted Oak Branch (200G/Gold Green Δ)
-------	------	----	--

Oak Golems are made from oak wood. They are humanoid, with a short and stocky form.

3/2 Oak Hound

Enchanted Oak Branch (50/100)

Rep/Weak: 8/12 **Weak Point:** Fire Damage +3 points

Initiative: 10 **Movement Speed:** 9 (4 Legs)/- **Fortitude:** 4(11) **Willpower:** 4(11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	4(11)	2d	3(10)	2	15	-

Unique Skills

None.

Maximum of Enhancing Items = 3

Tiger's Eye Rivet (Small) (150) (○ Continuous Attack)

↳ **Golden Tiger's Eye Rivet (Small) (300)** (○ Continuous Attack II)

Spinel Horn (Small) (150) (▶ Charge)

Garnet of Vitality (Small) (200) (○ HP Enhancement = Max HP +5)

Red Iron Blood (Small) (100) (○ Mobility Enhancement = Movement +5)

Loot

2 - 7	None	8+	Enchanted Oak Branch (200G/Gold Green Δ)
-------	------	----	--

This quadrupedal golem is made of oak wood and, like the Oak Golem, is not very precisely sculpted.

4/3 Straw Bird Enchanted Straw Bundle (100/200)

Rep/Weak: 10/13 **Weak Point:** Fire Damage +3 points
Initiative: 13 **Movement Speed:** -/25 (Flying) **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	5(12)	2d+1	5(12)	0	17	-

Unique Skills

○Fire Vulnerability

When Straw Bird is hit by Fire-type damage, it takes an extra 3 damage.

○Flight

A Straw Bird receives a +1 bonus to Accuracy and Evasion only for melee attacks.

Maximum of Enhancing Items = 2

Malachite Feather (Small) (150) (☞All-Out Attack=Damage +8, Evasion -3)

Amethyst of Purple Lightning (Small) (600)

▶ Discharge/4(11)/Willpower/Half

Golem unleashes an electrical bolt with "Range/Area: 2(20m)/Shot", dealing 2d+3 lightning magic damage. Stray shots cannot occur with this ability.

Garnet of Vitality (Small) (200) (○HP Enhancement = Max HP +5)

Red Iron Blood (Small) (100) (○Mobility Enhancement = Movement +5)

Moonstone of Serenity (Small) (250) (Remove [○Fire Vulnerability] unique skill, and it loses its Weak Point (it becomes "None")).

Loot

2 - 6	None	7+	Enchanted Straw Bundle (150G/Gold Green A)
-------	------	----	--

This lightweight bird-shaped golem is made of woven grass stalks.

4/3 Loam Puppet Enchanted Clay (200/300)

Rep/Weak: 12/15 **Weak Point:** Accuracy +1
Initiative: 10 **Movement Speed:** 10/- **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Smash	4(11)	2d+4	4(11)	2	25	-

Unique Skills

○Earth Immunity

○Mud Body

Bludgeoning weapons treat the Loam Puppet's Defense as 5 points higher.

In addition, a Loam Puppet is immune to criticals from edged weapons.

Maximum of Enhancing Items = 4

Obsidian Shield (Small) (150) (☞△Cover I)

Corundum Protection (Small) (100) (○Guardian I)

Cat's Eye Rivet (Small) (200) (▶ Double Attack)

↳ **Golden Cat's Eye Rivet (Small) (200)** (▶ Twin Strike & Double Attack)

Amber Eye (Small) (500) (○Ultimate Aim = +4 Accuracy)

Garnet of Vitality (Small) (200) (○HP Enhancement = Max HP +5)

Red Iron Blood (Small) (100) (○Mobility Enhancement = Movement +5)

Loot

2 - 7	None	8+	Enchanted Clay (250G/Gold Green A)
-------	------	----	------------------------------------

A golem made from clay is the hopes and desires of its creator-given form. Typically standing around 1m, a Loam Puppet is often humanoid, though it can be any shape the creator wishes. Also, the shape does not make any difference in performance.

5/4 Bone Animal Enchanted Animal Bones (300/500)

Rep/Weak: 12/15 **Weak Point:** Bludgeoning damage +3 points

Initiative: 12 **Movement Speed:** 14 (4 Legs)/- **Fortitude:** 6(13) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	6(13)	2d+5	5(12)	5	32	-

Unique Skills

○Bone Body

Bone Animal is immune to criticals from edged weapons.

Maximum of Enhancing Items = 3

Tiger's Eye Rivet (Small) (150) (○Continuous Attack)

↳ **Golden Tiger's Eye Rivet (Small) (300)** (○Continuous Attack II)

Spinel Horn (Small) (150) (▶ Charge)

Amber Eye (Small) (500) (○Ultimate Aim = +4 Accuracy)

Garnet of Vitality (Small) (200) (○HP Enhancement = Max HP +5)

Red Iron Blood (Small) (100) (○Mobility Enhancement = Movement +5)

Loot

2 - 8	None	9+	Enchanted Animal Bones (250G/Gold Red A)
-------	------	----	--

It is a golem made from the bones of an animal, and all that remains is the skeleton of the original animal.

5/4 Leather Fish Enchanted Leather (300/500)

Rep/Weak: 12/15 **Weak Point:** Physical damage +2 points

Initiative: 10 **Movement Speed:** -/15 (Swimming) **Fortitude:** 6(13) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tail	6(13)	2d+4	6(13)	4	36	-

Unique Skills

○Underwater

Leather Fish doesn't receive penalties for moving or taking action in the water. However, it can't perform any Action without water.

Maximum of Enhancing Items = 3

Lapis Lazuli Weight (Small) (200) (↻Tail Swing I)

↳ **Quartz Counterweight (Small) (300)** (↻Tail Swing II)

Blue Lotus Jade (Small) (600)

▶ Water Gun/5 (12)/Fortitude/Half

Golem sprays a jet of water with "Range/Area: 2(20m)/Shot" onto "Target: 1 Character", dealing 2d+4 water/ice magic damage and causing it to fall prone. Stray shots cannot occur with this ability.

Amber Eye (Small) (500) (○Ultimate Aim = +4 Accuracy)

Garnet of Vitality (Small) (200) (○HP Enhancement = Max HP +5)

Anisotropic Anorthite (Small) (150) (Ground movement 10 (crawling), [○Underwater Specialization])

Loot

2 - 8	None	9+	Enchanted Leather (150G/Gold Red A)
-------	------	----	-------------------------------------

This fish-shaped golem is made from animal skin. It does not have scales and has a slimy texture.

6/4 Flabby Golem		Enchanted Flesh (500/1,000)				
Rep/Weak: 10/14 Weak Point: Physical damage +2 points						
Initiative: 13 Movement Speed: 8/- Fortitude: 7(14) Willpower: 8(15)						
Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Smash	7(14)	2d+5	5(12)	2	35	-
Unique Skills						
None.						
Maximum of Enhancing Items = 5						
Obsidian Shield (Small) (150) (◁△Cover I) Corundum Protection (Small) (100) (○Guardian I) Cat's Eye Rivet (Small) (200) (▶Double Attack) ↳ Golden Cat's Eye Rivet (Small) (200) (▶Twin Strike & Double Attack) Amber Eye (Small) (500) (○Ultimate Aim = +4 Accuracy) Coral Branch (Small) (100) (○Block) Garnet of Vitality (Small) (200) (○HP Enhancement = Max HP +5) ↳ Focused Garnet of Vitality (Small) (300) (○Improved HP Enhancement = Max HP +5) Red Iron Blood (Small) (100) (○Mobility Enhancement = Movement +5)						
Loot						
2 - 8	None	9+	Treasure (200G/Gold White A) x 1d			
It is a golem made of flesh. It is about 2 to 3 meters in size and looks like a simplified version of the human form.						

7/5 Stone Servant

Enchanted Stone (1,000/2,000)

Rep/Weak: 11/15 **Weak Point:** Accuracy +1**Initiative:** 13 **Movement Speed:** 18/- **Fortitude:** 13(20) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	8(15)	2d+6	6(13)	7	40	-

Unique Skills

○Stone Body

A Stone Servant is immune to criticals from edged weapons and all magic damage, except for Energy-type damage.

Maximum of Enhancing Items = 5**Cat's Eye Rivet (Medium) (800)** (▶ Double Attack)↳ **Golden Cat's Eye Rivet (Medium) (800)** (▶ Twin Strike & Double Attack)**Jet Sign (Medium) (400)** (↻ Aimed Attack = +2 Accuracy and -4 damage)**Obsidian Shield (Medium) (600)** (↻△ Cover II)**Corundum Protection (Medium) (400)** (○ Guardian I)**Coral Branch (Medium) (400)** (○ Block)**Amber Eye (Medium) (2,000)** (○ Ultimate Aim = +4 Accuracy)**Garnet of Vitality (Medium) (800)** (○ HP Enhancement = Max HP +10)↳ **Focused Garnet of Vitality (Medium) (1,200)** (○ Improved HP Enhancement = Max HP +10)**Red Iron Blood (Medium) (400)** (○ Mobility Enhancement = Movement +5)

Loot

2 - 5	None	13+	Mithril (2,600G/Gold S)
6 - 12	Magical Stone (250G/Gold A)		

A golem made of stone, this golem is about 2 meters in size, and as long as it has arms and legs, its shape can be freely set by the creator, but it cannot be made very precise, nor can its color or texture be changed. Also, the shape does not make a difference game-wise.

8/6	Brasswing						Enchanted Brass (1,500/3,000)
Rep/Weak: 11/15 Weak Point: Bludgeoning Damage +3 points							
Initiative: 13 Movement Speed: -/25 (Flying) Fortitude: 8(15) Willpower: 8(15)							
Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	
Beak (Head)	8(15)	2d+6	7(14)	5	40	-	
Claws (Body)	8(15)	2d+6	7(14)	5	40	-	
Sections: 2 (Head / Body) Main Section: None							
Unique Skills							
●All Sections <input type="radio"/> Brass Body A Brasswing is immune to criticals from edged weapons and all magic damage, except for Energy-type damage.			●Body <input type="radio"/> Flight A Brasswing receives a +1 bonus to Accuracy and Evasion only for melee attacks.				
Maximum of Enhancing Items - 3							
※Head Only							
Bright Red Ruby (Medium) (1,600)							
▶ Flame Breath/8(15)/Fortitude/Half Golem spits out the fire with "Range/Area: 2(20m)/Shot" and "Target: 1 area (3m Radius)/5," dealing 2d+6 fire magic damage. This ability cannot be used on consecutive turns. It also cannot be used on the turn immediately after using [▶ Lightning].							
Amethyst of Purple Lightning (Medium) (1,600)							
▶ Lightning/8(15)/Fortitude/Half Golem unleashes an electrical bolt with "Range/Area: 30m/Line", dealing 2d+6 lightning magic damage to the target. This ability cannot be used on consecutive turns. It also cannot be used on the turn immediately after using [▶ Flame Breath].							
Calcite Compound Eyes (Medium) (800) (○Breath Control)							
※Body Only							
Obsidian Shield (Medium) (600) (◁△Cover II)							
Malachite Feather (Medium) (600) (◁All-Out Attack=Damage +8, Evasion -3)							
※Any Section							
Amber Eye (Medium) (2,000) (○Ultimate Aim = +4 Accuracy)							
Garnet of Vitality (Medium) (800) (○HP Enhancement = Max HP +10)							
Shimmering Onyx (Medium) (600) (○Mana Coating = Magic damage -3)							
※All Section Must be Equipped							
Red Iron Blood (Medium) (400) (○Mobility Enhancement = Movement +5)							
Yellow Flint (Medium) (800) (○Fast Reaction = [Footwork])							
Loot							
2 - 5	None		13+	Mithril (2,600G/Gold S)			
6 - 12	Magical Brass (400G/Gold Black A)						
This bird-shaped golem is made by layering thin sheets of brass.							

9/7 Scale Flipper

Enchanted Rock Slag (1,500/3,000)

Rep/Weak: 12/16 **Weak Point:** Physical Damage +2 points**Initiative:** 13 **Movement Speed:** -/20 (Swimming) **Fortitude:** 10(17) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	9(16)	2d+11	9(16)	10	50	-
Tail (Body)	9(16)	2d+10	9(16)	10	60	-

Sections: 2 (Head / Body) **Main Section:** None

Unique Skills

● **All Sections**○ **Stone Body**

A Scale Flipper is immune to criticals from edged weapons and all magic damage, except for Energy-type damage.

○ **Underwater**

Scale Flipper doesn't receive penalties for moving or taking action in the water. However, it can't perform any Action without water.

Maximum of Enhancing Items - 4※**Head Only****Spinel Horn (Medium) (600)** (▶ Charge)**Blue Lotus Jade (Medium) (1,600)**

▶ Blizzard Breath/9 (16)/Fortitude/Half

Golem sprays a jet of water with "Range/Area: 20m/Shot" in a "Target: 3m Radius/5", dealing 2d+7 water/ice magic damage. This ability cannot be used on consecutive turns.

Calcite Compound Eyes (Medium) (800) (○Breath Control)※**Body Only****Lapis Lazuli Weight (Medium) (800)** (㊤Tail Swing I)└ **Quartz Counterweight (Medium) (1,200)** (㊤Tail Swing II)※**Any Section****Amber Eye (Medium) (2,000)** (○Ultimate Aim = +4 Accuracy)**Garnet of Vitality (Medium) (800)** (○HP Enhancement = Max HP +10)└ **Focused Garnet of Vitality (Medium) (1,200)** (○Improved HP Enhancement = Max HP +10)※**All Section Must be Equipped****Anisotropic Anorthite (Medium) (600)** (Ground movement 10 (crawling), [○Underwater Specialization])

Loot

2 - 10 | Magical Stone (250G/Gold A) | 11+ | Mithril (2,600G/Gold S)

It is a fish-shaped golem made of light, perforated rock.

10/8		Rock Golem		Enchanted Rock (2,000/5,000)			
Rep/Weak: 13/18 Weak Point: Energy damage +3 points							
Initiative: 8 Movement Speed: 10/- Fortitude: 11(18) Willpower: 11(18)							
Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	
Fist (Right Side)	10(17)	2d+14	7(14)	12	60	-	
Fist (Left Side)	10(17)	2d+14	7(14)	12	60	-	
Sections: 2 (Right Side / Left Side) Main Section: None							
Unique Skills							
<ul style="list-style-type: none"> ● All Sections ○ Rock Body <p>The Rock Golem is immune to criticals from edged weapons and all non-Energy-type Magic damage.</p>							
Maximum of Enhancing Items = 5							
<p>※Any Section</p> <p>Obsidian Shield (Medium) (600) (☞△Cover II)</p> <p>Corundum Protection (Medium) (400) (○Guardian I)</p> <p>Jet Sign (Medium) (400) (☞Aimed Attack = +2 Accuracy and -4 damage)</p> <p>Sunstone Brilliance (Medium) (1,200) (▶Brand=Next attack cannot be evaded, damage +5)</p> <p>Amber Eye (Medium) (2,000) (○Ultimate Aim = +4 Accuracy)</p> <p>Garnet of Vitality (Medium) (800) (○HP Enhancement = Max HP +10)</p> <p>└Focused Garnet of Vitality (Medium) (1,200) (○Improved HP Enhancement = Max HP +10)</p> <p>Shimmering Onyx (Medium) (600) (○Mana Coating = Magic damage -3)</p> <p>※All Section Must be Equipped</p> <p>Coral Branch (Medium) (400) (○Block)</p> <p>Red Iron Blood (Medium) (400) (○Mobility Enhancement = Movement +5)</p> <p>Moonstone of Serenity (Medium) (1,000) (Golem loses its Weak Point (it becomes "None"))</p> <p>Quartz Disruptor (Medium) (1,000) (○Type Resistance)</p>							
Loot							
2 - 8	Magical Stone (250G/Gold A)		9+	Mithril (2,600G/Gold S)			
Rock Golems are humanoid constructs built entirely out of rocks of various sizes and stand menacingly around 3m tall.							

Golem Name:**Intelligence:** Servant**Perception:** Magic**Disposition:** Instructed**Language:** None**Habitat:** Various**Rep/Weak:** /**Weak Point:****Initiative:****Movement Speed:** / ()**Fortitude:** ()**Willpower:** ()

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
()	()	2d +	()			
()	()	2d +	()			
()	()	2d +	()			

Sections:**Main Section:** None

Unique Skills

 Poison Immunity, **Disease Immunity**, **Psychic Immunity**

Golems, as a construct, are immune to any damage or effects of these types.

 Can be Detected

The golems can be detected by [Sense Magic] spell and similar effects.

 Artificial

Golems cannot be healed with some spells, items, etc. Only with those that restore constructs HP.

 Knowledge - Conjurer class

The Conjurer class automatically succeeds in the Monster Knowledge check against golems. They need to have the Sage class and roll against their original success value to know the weak point.

_____ (Section: _____)

_____ (Section: _____)

_____ (Section: _____)

Material and Price:	(_____)
Enhancing Items/Maximum =	
Section: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	
Section: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	
Section: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	
Item: _____	Ability: _____
Effect: _____	

Power Tables

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
1	*	0	0	0	1	2	3	3	3	4	4
2	*	0	0	0	1	2	3	4	4	4	4
3	*	0	0	1	1	2	3	4	4	4	5
4	*	0	0	1	2	2	3	4	4	5	5
5	*	0	1	1	2	2	3	4	5	5	5
6	*	0	1	1	2	3	3	4	5	5	5
7	*	0	1	1	2	3	4	4	5	5	6
8	*	0	1	2	2	3	4	4	5	6	6
9	*	0	1	2	3	3	4	4	5	6	7
10	*	1	1	2	3	3	4	5	5	6	7

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
11	*	1	2	2	3	3	4	5	6	6	7
12	*	1	2	2	3	4	4	5	6	6	7
13	*	1	2	3	3	4	4	5	6	7	7
14	*	1	2	3	4	4	4	5	6	7	8
15	*	1	2	3	4	4	5	5	6	7	8
16	*	1	2	3	4	4	5	6	7	7	8
17	*	1	2	3	4	5	5	6	7	7	8
18	*	1	2	3	4	5	6	6	7	7	8
19	*	1	2	3	4	5	6	7	7	8	9
20	*	1	2	3	4	5	6	7	8	9	10

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
21	*	1	2	3	4	6	6	7	8	9	10
22	*	1	2	3	5	6	6	7	8	9	10
23	*	2	2	3	5	6	7	7	8	9	10
24	*	2	3	4	5	6	7	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
26	*	2	3	4	5	6	8	8	9	9	10
27	*	2	3	4	6	6	8	8	9	9	10
28	*	2	3	4	6	6	8	9	9	10	10
29	*	2	3	4	6	7	8	9	9	10	10
30	*	2	4	4	6	7	8	9	10	10	10

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
31	*	2	4	5	6	7	8	9	10	10	11
32	*	3	4	5	6	7	8	10	10	10	11
33	*	3	4	5	6	8	8	10	10	10	11
34	*	3	4	5	6	8	9	10	10	11	11
35	*	3	4	5	7	8	9	10	10	11	12
36	*	3	5	5	7	8	9	10	11	11	12
37	*	3	5	6	7	8	9	10	11	12	12
38	*	3	5	6	7	8	10	10	11	12	13
39	*	4	5	6	7	8	10	11	11	12	13
40	*	4	5	6	7	9	10	11	11	12	13

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
41	*	4	6	6	7	9	10	11	12	12	13
42	*	4	6	7	7	9	10	11	12	13	13
43	*	4	6	7	8	9	10	11	12	13	14
44	*	4	6	7	8	10	10	11	12	13	14
45	*	4	6	7	9	10	10	11	12	13	14
46	*	4	6	7	9	10	10	12	13	13	14
47	*	4	6	7	9	10	11	12	13	13	15
48	*	4	6	7	9	10	12	12	13	13	15
49	*	4	6	7	10	10	12	12	13	14	15
50	*	4	6	8	10	10	12	12	13	15	15

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
51	*	5	7	8	10	10	12	12	13	15	15
52	*	5	7	8	10	11	12	12	13	15	15
53	*	5	7	9	10	11	12	12	14	15	15
54	*	5	7	9	10	11	12	13	14	15	16
55	*	5	7	10	10	11	12	13	14	16	16
56	*	5	8	10	10	11	12	13	15	16	16
57	*	5	8	10	11	11	12	13	15	16	17
58	*	5	8	10	11	12	12	13	15	16	17
59	*	5	9	10	11	12	12	14	15	16	17
60	*	5	9	10	11	12	13	14	15	16	18

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
61	*	5	9	10	11	12	13	14	16	17	18
62	*	5	9	10	11	13	13	14	16	17	18
63	*	5	9	10	11	13	13	15	17	17	18
64	*	5	9	10	11	13	14	15	17	17	18
65	*	5	9	10	12	13	14	15	17	18	18
66	*	5	9	10	12	13	15	15	17	18	19
67	*	5	9	10	12	13	15	16	17	19	19
68	*	5	9	10	12	14	15	16	17	19	19
69	*	5	9	10	12	14	16	16	17	19	19
70	*	5	9	10	12	14	16	17	18	19	19

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
71	*	5	9	10	13	14	16	17	18	19	20
72	*	5	9	10	13	15	16	17	18	19	20
73	*	5	9	10	13	15	16	17	19	20	21
74	*	6	9	10	13	15	16	18	19	20	21
75	*	6	9	10	13	16	16	18	19	20	21
76	*	6	9	10	13	16	17	18	19	20	21
77	*	6	9	10	13	16	17	18	20	21	22
78	*	6	9	10	13	16	17	19	20	22	23
79	*	6	9	10	13	16	18	19	20	22	23
80	*	6	9	10	13	16	18	20	21	22	23

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It has been two months since our adventure on the continent of Alframe began. Our staff has done its best to bring you this book to help you enjoy the adventure even more.

New classes, Fairy Tamer, Enhancer, and Bard, have been added along with a new race Meria, and new rules such as Standard Combat, reputation system, and Abyss weapons. In addition, a description of the new adventure stage Dorden Region, a detailed description of each race, and introductions to famous NPCs will allow players to learn more about the world of SW2.5.

And for those of you who have already played with Core Rulebook I to some extent and have mastered the characters and fellows, we have prepared new data, new elements, and many new monsters up to the 10th level of this book. We hope you will fully use them and embark on an even tougher adventure with big opportunities.

This book is as large as Core Rulebook I. We want to thank all the editors, designers, and illustrators who did their best to meet the tight schedule of this book.

In addition, I would like to express my gratitude and appreciation to all the staff members who helped with the writing and test-playing of this book and to Hitoshi Yasuda, the boss who supervised this project.

From this book, the expansion of the world of SW2.5 has begun. We look forward to your continued support.

Group SNE official website (see here for errata, etc.) <http://www.groupsne.co.jp/>

Fujimi Shobo Official TRPG ONLINE (see here for additional materials)

<https://fujimi-trpg-online.jp/>

Staff List

Game Design

Kei Kitazawa

Systems Design

Tanaka Kouji

World Design

Kei Kitazawa

Akita Miyabi

Sanae Fujisawa

Tadaaki Kawahito

Bethe Yuli Kurosaki

Jun Kawabata

Supervision

Hitoshi Yasuda

Ryo Mizuno

Miyuki Kiyomatsu

Development

Group SNE

Cover Illustration

Kususaga Rin

Anji Majima

Sample Character Illustrations

Susumu Kuroi

Frontispiece Illustrations

Kususaga Rin

Anji Majima

Kawasumi Taira

Akitsu Ishosho

Konno Takashi

Shiroichi Ohno

Item Illustrations

Usui Rina

Kankuro

Wizard Classes Illustrations

Usui Rina

Susumu Kuroi

Konno Takashi

NPC Illustration

Tai Nakajima

Mikako Mikagi

Monster Illustrations

Shiroichi Ohno

Yukihiro Maruo

Map Illustrations

Yuya Kobayashi

Illustrations

Takahiro Sato

Ikumin Tokumoto

Design

Takahiro Sato

Cover Design

Masataka Hamasaki (NARTI;S)

Editing

Tomonori Kumagai

Production

Satomi Misaki

Yuko Nagase

Translation Team

Translation & Editing

Auquid

Sword World 2.0 Translation

Aniodia

Momo

Additional Translation

Auquid

Momo

Alondaar

Proofreading

essenbee

MomijiLoop

Dionysos

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**This is a free, unofficial, fan-based translation.
Please support original creators by buying Sword World
books and supplements.**

Sage Rider **Class Levels** + Intelligence Modifier = Scout Fighter Grappler Fencer Marksman **Class Levels**

Monster Knowledge Scout Initiative Limited Move **3** Normal Move Full Move

+ Agility Modifier = Treat as 0 if no levels in relevant classes Agility Movement enhancements

+ Dexterity Modifier = **※Base Accuracy**
 + Strength Modifier = **※Extra Damage**

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage	
							*													
							*													
							*													
							*													
							*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

Fighter Grappler Fencer **Class Levels** + Agility Modifier = Base Evasion

Armor Name/Notes	Min STR	Evasion	Defense
Armor			
Shield			
Other			

※Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

Class Name Class Name Class Name

Total Evasion **Total Defense**

Evasion, Defense enhancements, etc.

HP

Fortitude

MP

Willpower

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15

Consumables

The new realm of Alframe will be revealed here and now! Detailed information on the Burlight region in the southern part of the continent and the Dorden region in the northwestern part, as well as the new race Meria. The remnants of Magitech Civilization throughout the continent will make your adventure even more exciting!

With the addition of Fairy Magic, Bard, and Enhancer classes, your character will become even more powerful! Embark on new adventures in the Land of Curses and Blessings!

✂The Sword World 2.5 Core Rulebook I is required to use this book.