

SWORD WORLD

Presented by
Kei Kitazawa
/Group SNE

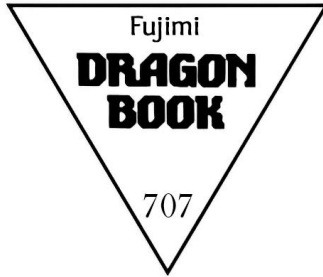
2.5

Core Rulebook

III

SW
2.5
RPG





Sword World 2.5

Core Rulebook III

Kei Kitazawa / Group SNE

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Introduction

Illustration by Kususaga Rin, Anji Majima

Go to Even More Adventures!

Have you ever dreamed of a grand adventure, flying on a dragon, manipulating spells like dropping meteorites, or watching a deity show up before you?

Have you ever longed to be a hero who defeats many vicious monsters, one after another?

This book will allow you to become a hero such as those, carving your legacy out to sit among the ones that have come before.

The time has finally come for your adventure to become a legend!

This book contains data for adventurers up to 15 levels. This is the highest level that a Humanoid can normally reach.

This book mainly has spells from 11 to 15 levels, combat feats, techniques, spellsongs, and finales up to 15 levels. Of course, it takes more than 30 adventures to reach the 10 levels. You will not be able to reach it in a short time. But that is why this book's spells and combat feats are so powerful.

Additionally, new monsters come with new powers and abilities to use. These new foes are quite powerful in their rights, often strong enough to repel a full-frontal attack on their own. Some may be even more powerful than a whole party at the 15th level, so proper tactics learned over your characters' long adventures, and new abilities will be the way forward.

There are still many threats waiting for you in the world of Raxia. We hope you will hone your skills, have many adventures, and achieve great glory.

In addition, you can find in this book Rider and Alchemist newly introduced classes.

Rider class allows you to ride your favorite horse, mythical beast, or magitech and fight together. You can fight with your partner in the wilderness, on the plains, or even in the sky or the sea, giving you the excitement you cannot experience with other classes.

The Alchemist class can use Evocations, which uses cards instead of MP, to produce magical effects, to weaken enemies or strengthen allies. It is a useful class for both frontline and rearguard since Evocations can be used with Minor Actions.

Two new races have been added: Tiens, which is a good match for the Rider and can become excellent warriors, and Leprechauns, which are skilled in handling items. In addition, many high-level sample characters are also included, allowing you to enjoy heroic adventures right out of the box.

In addition, rules for creating high-level characters, destroying structures, making connections with famous people, and a list of famous people in new regions and locales are included to broaden the scope of the play. GMs are encouraged to take advantage of these rules to create more adventures.

Let the heroic adventure begin!

Your journey of adventure will never end.

As long as you keep trying new adventures, your journey will continue.

Create your own legend.

I am sure you can do it.

Good luck!

When Reading This Book

Fill in the Character Sheets Techniques, Stunts, and Evocations

Techniques used with the Enhancer class and Spellsongs and Finales used with the Bard class were added in Core Rulebook II. Please fill Stunts used with Rider class and Evocations used with Alchemist class added in this book in the "Techniques, Spellsongs, Stunts, etc." column on the character sheet.

Rider class can be used for Monster Knowledge check (but cannot detect weak points). Rider class, Bard class, and Alchemist class also have check packages. So, fill these for the Monster Knowledge check and check package fields of the character sheet by writing the class name in the blank spaces.

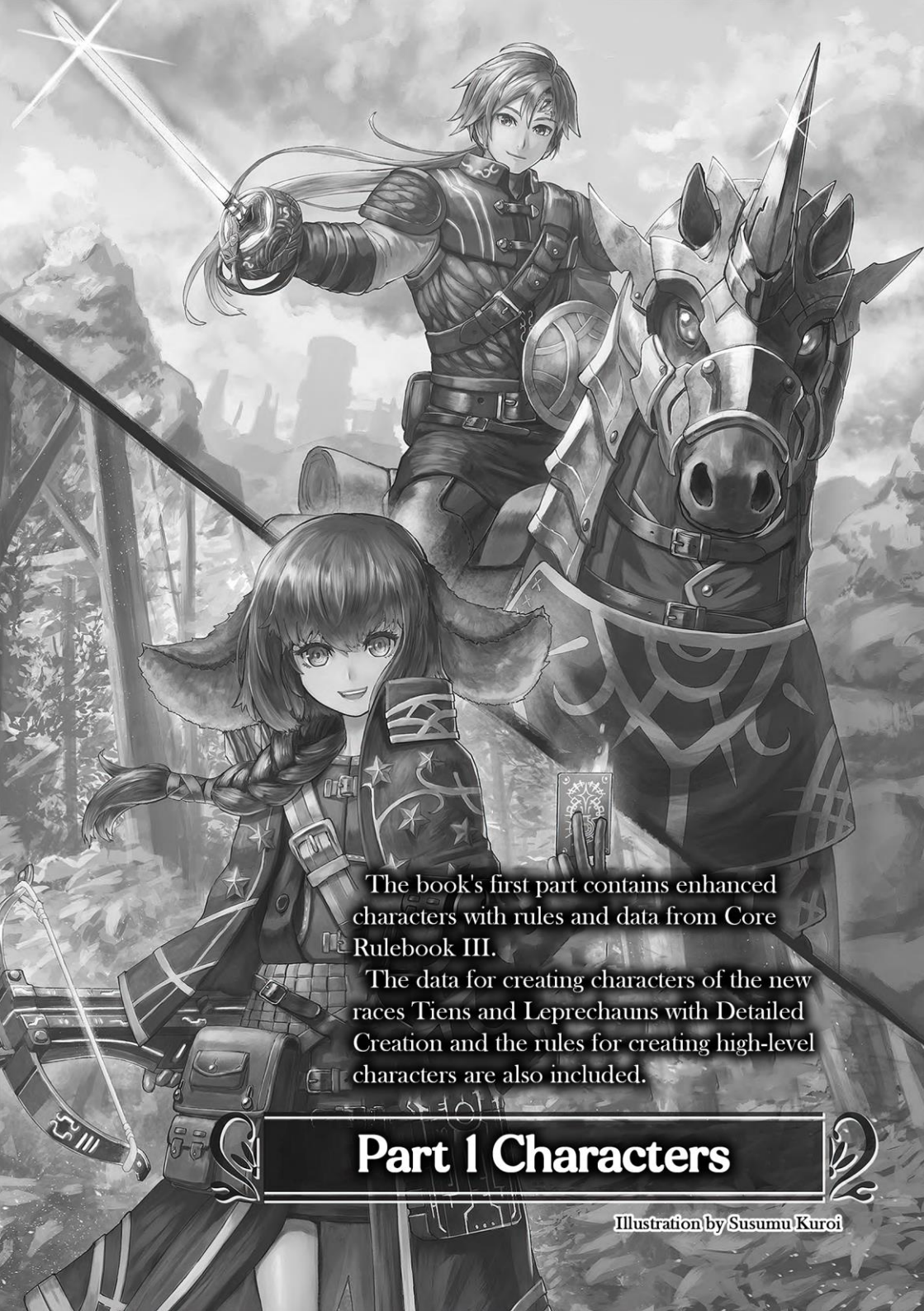
Mount Management

In this book, the rule and data of the mounts are listed together with the Rider class. This is an important entity that cannot be separated from the Rider class.

When dealing with mounts, it is convenient to copy the page containing the mount data to be used. For variable values such as HP, it is recommended to use the HP column of the PC to have two numbers simultaneously.

References to Core Rulebook I and Core Rulebook II

When it is necessary to refer to "Core Rulebook I" or "Core Rulebook II" in this book, it will be done in brackets (see CR I, p. XXX) and (see CR II, p. XXX).



The book's first part contains enhanced characters with rules and data from Core Rulebook III.

The data for creating characters of the new races Tiens and Leprechauns with Detailed Creation and the rules for creating high-level characters are also included.

Part 1 Characters

Illustration by Susumu Kuroi

Additional Data for Character Creation

This section provides data for the races for PCs added in this Core Rulebook III.

In addition, in order to allow you to immediately start adventuring at the high levels provided by this book, we have also included sample characters from Core Rulebook I and Core Rulebook II grown up to 10 - 11 levels.

Additional Data for Easy Creation (Sample Characters)

On pages 13-25, we provide two sample characters at usual starting levels that can be used with Easy Creation (see CR I, p. 20). Both of them use the races and classes added in this Core Rulebook III. You may choose these characters if you are attracted by the new races and classes.

10-11 Level Character Data

We also introduce 12 characters of 10-11 level, including those of the two additional sample characters and those of the previous Core Rulebook I and Core Rulebook II (see p. 25-65). Those who wish to play the high-level adventures provided by this book right now are encouraged to use these data.

Sample Characters Features

When choosing a character in "Easy Creation," there are a few notes (see CR I, p. 22, "Balanced Choice"). The sample characters in this book have the following characteristics.

Tiens Cavalier

This character is "Frontline Type," "Cannot Heal," "Not an Explorer," and "Limited in Knowledge."

Leprechaun Alchemist

This character is a "Rearguard Type" that is "Cannot Heal," "Not an Explorer," and "Limited in Knowledge."

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	-	◎	○
Lildraken Bodybuilder	Front	-	△	-
Grassrunner Minstrel	Rear	-	◎	△
Meria Feytouched	Rear	○	△	◎
Tiens Cavalier	Front	-	-	△
Leprechaun Alchemist	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



Tiens Cavalier

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**“Are you ready to head into the Abyss?
Me and my buddy we’re ready to go.”**

CHARACTERS

Character Description

Tiens Cavalier rides a horse, also a swordsman, armed with a one-handed sword and leather armor. Both the jockey and the horse can fight and support from the frontline.

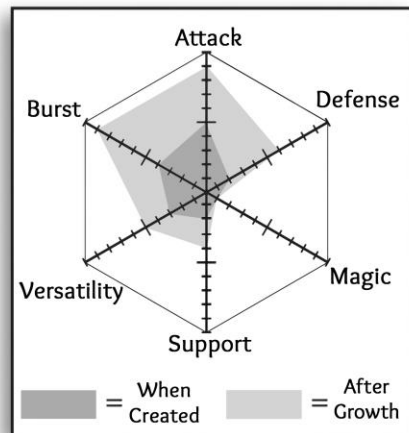
Tiens is a race that is said to have been created to compete with Abyss Daemons and has sphere-like protrusions on the part of its body. It has an excellent ability score with no noticeable weak points and has the racial ability to communicate with nearby creatures without language ([Intercommunication]). This allows them to communicate with the mount it rides and fight more potently.

Ride your horse and experience the exhilarating combat at high speed!

Character After Growth

The Tiens Cavalier, who has grown to a high level, has changed their armaments to powerful ones, and the horse they ride is a top-class Divine Horse.

Tiens' racial ability [Intercommunication] is now more powerful, and their and their mount's fighting ability is greatly enhanced by the numerous Stunts brought by their improved Rider class. With the help of the newly acquired Enhancer and Alchemist classes, this character can fight on the frontlines and spearhead the battlefield!



Sage Rider || Class Levels + Intelligence Modifier = **14** **14** Scout Class Levels + Agility Modifier = **Initiative** Treat as 0 if no levels in relevant classes Limited Move **3** m Normal Move **24** m X3 = Full Move **72** m

Fighter Grappler + Dexterity Modifier = **Base Accuracy 15** Fencer || Marksman Class Levels + Strength Modifier = **Extra Damage 14** Movement enhancements

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
Excellent Rapier + I	IH	10	+1	16	20	*	1	2	3	4	5	6	7	8	9	10	9	+1	18(20)
						*													
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	Hunter's Eyes
Ears	
Neck	Bear Claws
Back	
Right Hand	Ring Of The Mind
Left Hand	Alchemy Kit
Waist	Black Belt
Feet	Light Boots
Other	

Fighter Grappler Class Levels + Agility Modifier = **Base Evasion 15** Fencer ||

Armor Name/Notes	Min STR	Evasion	Defense
Armor Tiger Band +1	10	+1	6+3
Shield Buckler	1	+1	
Other [Evasive Maneuvers] [Black Belt] [Improved Attack Obstruction]		+2(4)	+1

Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc. Total Evasion **19(21)** Total Defense **10**

Evasion, Defense enhancements, etc.

Alchemist Class Name Class Name Class Name

HP **53** Fortitude **14**

MP **24** Willpower **16**

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 **1,260G**

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Mako Stone (3 pts) x 10
 Mount Contract (Divine Horse)
 Sunlight Charm (2) x 2
 Moonlight Charm (2) x 2

Consumables
 []] □ □ □ □ □
 []] □ □ □ □ □
 []] □ □ □ □ □
 []] □ □ □ □ □

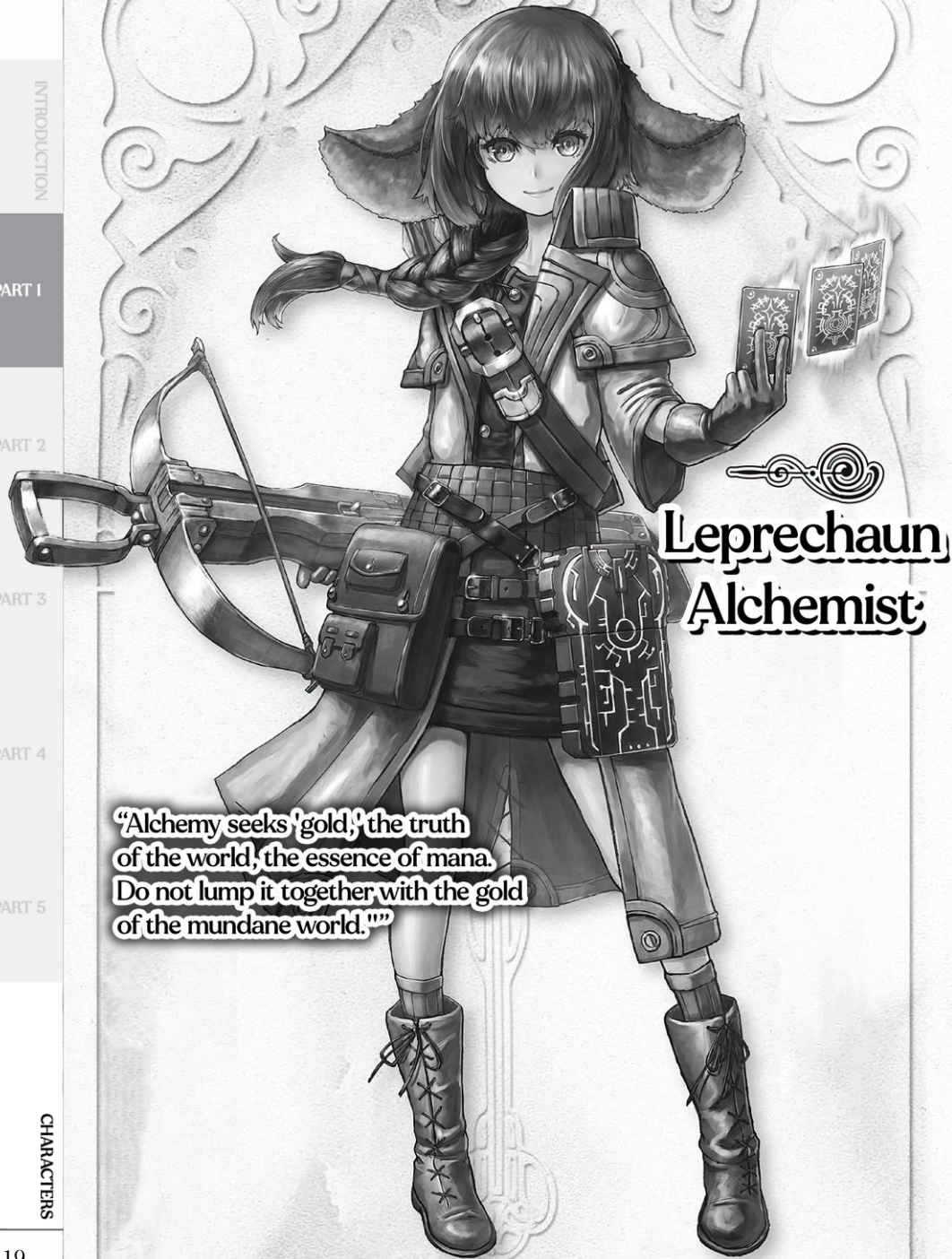
Material Cards in Possession


Color	B	A	S	SS
White	0	10	4	0
Gold	10	9	0	0

Abyss Shard x 15

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




Leprechaun
Alchemist

**“Alchemy seeks ‘gold,’ the truth
of the world, the essence of mana.
Do not lump it together with the gold
of the mundane world.”**

Character Description

This Leprechaun with Alchemist class deals with unique techniques called Evocations. At the same time, they have also acquired the Marksman class and can fire with their crossbow.

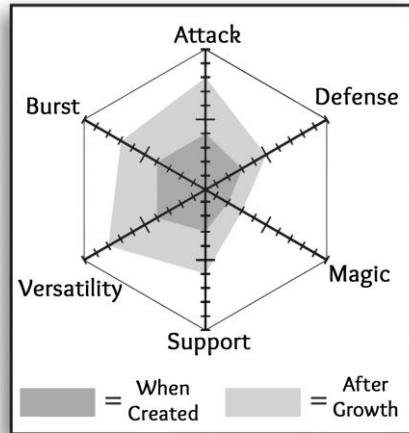
Evocations excel at providing support for fellow players and blocking the enemy. Their effectiveness depends on the rank of the Material Card spent on them, and a high-ranked card can potentially turn the tide of the war in a flash. However, high-rank cards are also expensive, and if you play them too often, you will lose all rewards from the adventure. So, please be careful, and aim to use them when they are needed.

Character After Growth

Leprechaun's racial ability [Invisible Hand] comes into full play when he reaches a higher level. It can equip up to three accessories in the Others section, and the accessory can be changed with Minor Action, so they can be swapped quickly.


The Alchemist class has increased in level and can use many Evocations. The Conjurer class has also been acquired at a lower level. It can use [Counter Magic] and other spells to support their companions. On the other hand, the Marksman class has more offensive abilities and can provide support with direct attacks.

Choose the best action and effect from many options, and control the battle!





Human Warrior



**“Defeat all enemies.
And protect all my friends.
It's always the same.”**

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Character Description

Armed with Claymore, this Human warrior can attack the enemy directly with this two-handed weapon.

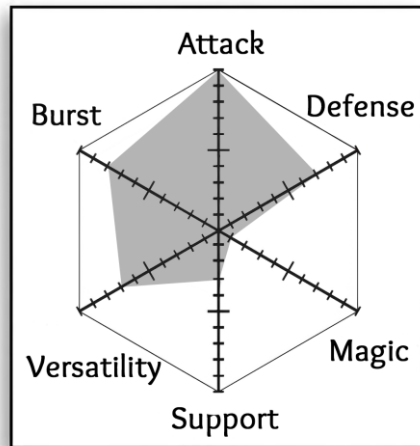
Human's racial ability [Sword's Grace/Change Fate] gives +2 to changed roll (enhanced at the 11th level). This is useful for a crucial move that requires high success value or large damage.

In addition to Fighter, the character has mastered Scout class, which helps them to get ahead in exploration and combat, and Enhancer, which strengthens them through breathing techniques.

The most notable combat feat is [Power Strike II], which produces serious damage, and the [Cleave II], which can attack many enemies. By using these two types of feats according to the situation, these combat feats can be highly effective.

Character is equipped with many accessories and items to protect themselves. Although they do not have shields, their armor is not low, thanks to the effects of Dontrecia's Great Armor of Perseverance.

Charge in front of the enemy and decimate them with overwhelming power!



Sage Rider Scout Initiative Limited Move Normal Move Full Move
 Class Levels + Intelligence Modifier = Monster Knowledge Class Levels + Agility Modifier = Agility m m m m m
 13 m m m m m
 Fighter II Grappler Fencer Marksman Class Levels + Dexterity Modifier = Base Accuracy Extra Damage
 Class Levels + Strength Modifier = Movement enhancements
 15 14

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
Claymore +1	IH†	26	+1	16	36	*	3	5	5	7	8	9	10	11	11	12	(10)	+4	19
	2H	26	+1	16	46	*	4	6	7	9	10	10	12	13	13	14	(10)	+4	19
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	Keen-Flash Glasses
Ears	
Neck	Bear Claws
Back	Hero's Mantle
Right Hand	Super Strong Bracelet
Left Hand	
Waist	Black Belt
Feet	Lucky Feathers
Other	

Fighter II Grappler Fencer Class Levels + Agility Modifier = Base Evasion
 14

Armor Name/Notes	Min STR	Evasion	Defense
Armor Dontrecia's Great Armor of Perseverance	21	-	8
Shield			
Other [Armor Proficiency], Black Belt			+2

※ Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

<input type="text"/>	<input type="text"/>	<input type="text"/>
Class Name	Class Name	Class Name

Total Evasion	Total Defense
14	10

Evasion, Defense enhancements, etc.

HP 83 Fortitude 14
 MP 14 Willpower 13

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 120G

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Consumables

Scout's Tools
 Lucky Feathers
 Mako Stone (3 pts) x 20
 Guardian Stone (5 pts) x 2
 Sunlight Charm (+1) x 4
 Sunlight Charm (+2) x 2
 Sunlight Charm (+3) x 4
 Moonlight Charm (+1) x 4
 Moonlight Charm (+2) x 2
 Moonlight Charm (+3) x 1
 Key Of Unlocking x 1
 Abyss Shard x 15

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



Elf Priest Swordmaster

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"I do not forgive evil, but those who
have done it should be forgiven"

Illustration by Susumu Kuroi

Character Description

This character is a priest and a swordsman with high magic power. They are often in charge of covering and healing their companions. While their main role is to help their friends as a priest, they can show their power as a swordsman when the number of enemies is large or after providing sufficient support and recovery.

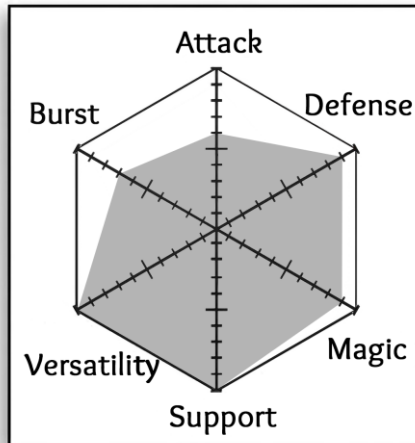
[Sword's Grace/Gentle Water] (enhanced at the 11th level) now has the same effect as 6 hours of sleep by resting in water for 1 hour. If you use it for a 1-hour rest during the exploration, you can support your companions for a longer time.

This character acquired the Priest class for support and recovery, the Fencer class for attacks, and the Sage class for knowledge checks. So they can support the party in various ways.

The combat feats enhance Divine Magic and swordsmanship. The major feature of this character is that they can declare [Multi-Action] and [Metamagic/Targets] at the same time with the help of [Rune Master]. This allows the character to attack at the same time as providing support and recovery to their companions.

The most notable piece of equipment is the Weakness Revealer weapon. By attacking, it can reveal the monster's weak point. Since its attack power is low, use Rapier +1 if the damage is important to you.

Be clever in your actions, assessing the situation and the enemy's position, sometimes covering, sometimes attacking!





Dwarf Paladin



"I will not fall and my friends as well."

Character Description

Like the Elf Priest Swordsman, this character can cover and heal while participating in battle, but they can also cover allies from attacks with [Cover II], making them a reliable and unsinkable ship.

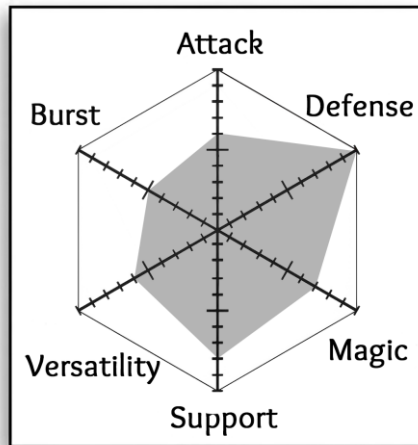
Dwarven racial ability [Sword's Grace/Body Of Flame] was enhanced at the 6th level, and they can touch one of their companions to give the same benefit.

This character has Fighter and Priest classes at a high level. Also, since they have Ranger class at a high level, they have [Indomitable] combat feat, which prevents them from fainting even if they fall to 0 HP.

At the same time, they have a high defense with [Armor Proficiency S/Metal Armor], and even if they are attacked because of [Cover II] and [Guardian II] many times, they will be able to withstand them.

Their armor is Dontrecia's Stiff Armor of Perseverance, which is similar to the Human Warrior's armor but more robust. If a shield is held, Defense may exceed 20. It is not strong against magic damage, so the character should try to resist it with something like Moonlight Charm.

Be on the front line, taking the enemy's attacks, healing yourself and your allies, and dominating the battlefield!





Tabbit Magician

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CHARACTERS



“There is no limit to the greatness of the magic. I'm just getting started.”

Character Description

This is a Tabbie Magician who has mastered Truespeech Magic and Spiritualism Magic at a high level. They are equipped with a large staff and many useful accessories.

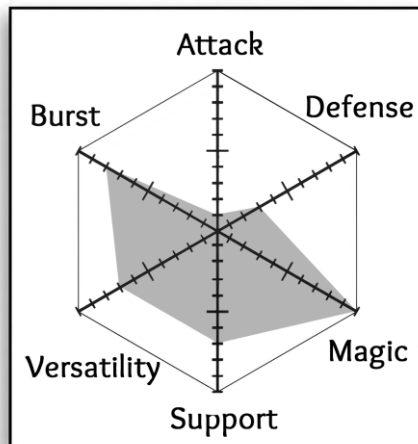
With the racial ability [Sixth Sense] at the 6th adventure level, they can make Spot Trap check with "Adventurer level + Intelligence modifier." Which increases their survivability.

They know a lot of spells, so choose wisely which spell to use in which situation. If they can earn money to create a golem, the golem will increase the character's potential.

Their combat feats affect spells. Especially when they use ranged magic, they can declare [Magic Control], which will deal large damage only to the enemy. Suppose they don't have any allies in range. In that case, they can declare [Violentcast I] and aim for a higher success value than the enemy's resistance. They have also mastered the Sage class and can make good use of their high intelligence in Monster Knowledge checks.

When the character grows up and reaches the adventurer level of 11, they will automatically learn [Rune Master]. By selecting [Powerful Magic I] and so on, they can cast spells with more power.

Master all the spells and use your knowledge for the benefit of your friends!





Runefolk Gunner



“Protecting the master is a given.
It is only when you can go beyond
that that it is worthwhile.”

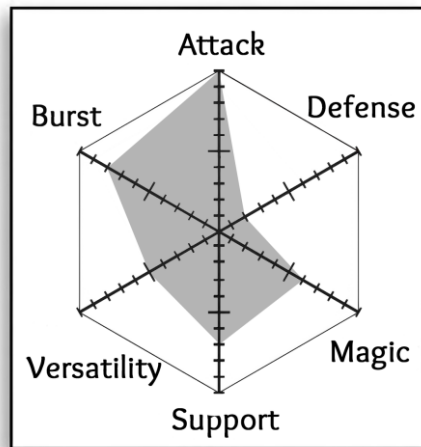
Character Description

Runefolk Gunner is equipped with large guns, and their destructive power of a single shot can exceed that of a warrior's full power.

Their adventurer level is now 11, and racial ability [HP Conversion] can be performed up to twice a day with **Minor Action**. In addition to this, with the increase in the Artificer class and the possession of items such as mako stone, they will have no trouble with **MP**.

Marksman has a higher level than the Artificer class, so it has a very high Accuracy check. This character can be the main source of damage for the party. Since they have no Evasion, they need to be protected by frontline warriors. The Alchemist class can enhance the front allies. Evocations can be used to weaken enemies, so use them efficiently in between gunshots. Observation and knowledge of the Sage class will also help you and your friends.

Aim to kill the enemy with a single gunshot!





Nightmare Magic Warrior

**"Don't underestimate Abyss.
Our common sense doesn't work there."**

Character Description

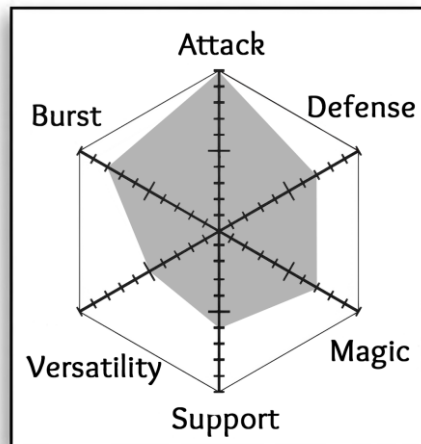
This is a magic warrior armed with a huge two-handed axe and leather armor reinforced with bones. They look like a rugged warrior but can also provide magical support.

Nightmare's racial ability [Alternate Form] increases their damage by 1 point at the 6th adventure level. It is effective against weapon and magic attacks, so they can rely on it when using the combat feat [Multi-Action].

They have learned Fighter and Conjurer classes as a magic warrior, but they are more focused on attack. Especially their combat feat [Mana Strike] has higher damage output than [Power Strike II]. Combined with magic support and techniques, it may exceed a pure warrior. However, they need to be careful because it reduces Fortitude and Willpower.

Using Spiritualism Magic [Remote Doll], they can do scouting with a doll. Still, they are not good at exploration and knowledge. In adventures, they will need to be assisted by other characters in that.

Basically, this is a character who can be very effective in combat. Wield a huge axe and help your friends on the battlefield!



Sage Rider **Class Levels** + Intelligence Modifier = **Monster Knowledge** Scout **Class Levels** + Agility Modifier = **Initiative** ※ Treat as 0 if no levels in relevant classes

Limited Move 3 **Normal Move** 19 **Full Move** 57 m **Agility** $\times 3 =$

Fighter **Grappler** **Fencer** **Marksman** **Class Levels** + Dexterity Modifier = **Base Accuracy** 13 + Strength Modifier = **Extra Damage** 13

Movement enhancements

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
Couse +I	2HS	26	+I	14	51	*	5	7	8	10	10	12	12	13	15	15	(11)	+4	(7)(18)
(magical implement)	2HP	26	+I	14	46	*	4	6	7	9	10	10	12	13	13	14	(10)	+4	(7)(18)
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	Bear Claws
Back	Hero's Mantle
Right Hand	Super Strong Bracelet
Left Hand	Ring Of The Mind
Waist	Black Belt
Feet	Lucky Feathers
Other	Light Boots

Fighter **Grappler** **Fencer** **Class Levels** + Agility Modifier = **Base Evasion** 13

Armor Name/Notes	Min STR	Evasion	Defense
Armor Bone Vest +I	16	-	7
Shield			
Other [Armor Proficiency], Black Belt			+2

※ Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

Total Evasion 13 Total Defense 9

Evasion, Defense enhancements, etc.

14

Class Name Class Name Class Name

Conjurer

HP 72 **Fortitude** 14

MP 48 **Willpower** 14

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 4,420G

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Consumables
 [] [] [] [] [] []
 [] [] [] [] [] []
 [] [] [] [] [] []
 [] [] [] [] [] []

Awake Potion
 Mako Stone (5 pts.) x 20
 Sunlight Charm (+1) x 4
 Sunlight Charm (+2) x 2
 Sunlight Charm (+3) x 1
 Moonlight Charm (+1) x 4
 Moonlight Charm (+2) x 2
 Moonlight Charm (+3) x 1
 Abyss Shard x 15

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



Lykant Boxer



"I don't need to get serious
with you guys, but let me
show you..!"

Character Description

This a skilled Lykant fighter with a high level of Grappler class and is good at fighting with fists and kicks.

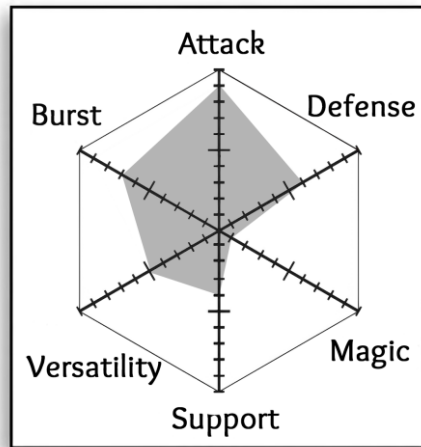
Lykant's symbolic racial ability [Beast Form] increases their Agility modifier at their 11th adventure level, giving them an advantage in Evasion and Initiative checks.

Since the Grappler class does not use weapons, the damage per attack is low, but the [Armor Piercer II] combat feat compensates for this. The Grappler can sometimes aim for large damage by utilizing this feat aggressively.

Since this character has acquired the Scout and Sage classes, it can make all checks and be useful in many situations.

Their armor is designed with an emphasis on evasion. It can easily evade the attacks of enemies of the same level. At the same time, their minimum defense is nice, and their total survivability is quite good.

Be active to take advantage of the high standard values in all check packages!



Character Name/Player Name

Race Age Gender

Lykant

Racial Abilities

[Darkvision (Beast Form)], [Beast Form]



Base Ability Scores	Correction	Growth	Ability Scores	Ability Score Modifiers
Skill 13	A 3	7	Dexterity 23+1	+6 4
	B 8	9	Agility 30	+6 5
Body 5	C 9	6	Strength 20	+6 3
	D 6	1	Vitality 12	+6 2
Mind 7	E 10	7	Intelligence 24	+6 4
	F 3	4	Spirit 14	+6 2

Reputation 820/900 Points

Rank

Adventurer Level

11

History, Profile

Background Spy

Class	Level	Check Packages	Treat as 0 if no levels in relevant classes
Grappler	11	<input checked="" type="checkbox"/> Scout 9	Technique 13
Scout	9	<input type="checkbox"/> Ranger	Movement 14
Sage	8	<input type="checkbox"/>	Observation 13/12
		<input checked="" type="checkbox"/> Sage 8	Knowledge 12

Combat Feats	Techniques, Spellsongs, Stunts, etc.
1 [Armor Prof. A/ nonm. armor]	
3 [W. Prof. A/Wrestling]	
5 [Armor Piercer II]	
7 [Tenacity]	
9 [Armor Prof. S/ nonm. armor]	
11 [W. Prof. S/Wrestling]	
13	
15	
Automatically acquired, etc. [Chain Attack] [Shadow Sneak] [Counter] [Keen Eyes] [Treasure Hunt] [Weakness] [Fast Action] [Exploit]	

Experience Points

Soulscars 0

Automatic Failures: []

Languages	Talk Read	Daemonic		
Trade Common	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Regional()	<input type="checkbox"/>	Barbaric	<input type="checkbox"/>	<input type="checkbox"/>
Ancient Celestial	-	Lycant	<input type="checkbox"/>	<input type="checkbox"/>
Arcana	<input type="checkbox"/>			
Magitech	<input type="checkbox"/>			
Sylvan	<input type="checkbox"/>			

Sage 8 Rider **Class Levels** + Intelligence Modifier = **12** Scout 9 Marksman **Class Levels** + Agility Modifier = **14** **Initiative** **14** Limited Move 3 Normal Move 30 Full Move 90 **Agility** **30** $\times 3 =$ **90**

Fighter Grappler II Fencer Marksman **Class Levels** + Dexterity Modifier = **Base Accuracy 15** + Strength Modifier = **Extra Damage 14** **Movement enhancements**

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
Sharp Arms +I	IH	10	+2	17	20	*	1	2	3	4	5	6	7	8	9	10	(11)	+4	18(20)
Gilded Sabaton	IH#	15	-	15	30	*	1	2	2	3	3	4	5	6	6	7	(11)	+4	18(20)
Throw	2H	0	-	15	10	*	1	1	2	3	3	4	5	5	6	7	(12)	+3	17(19)
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	Hunter's Eyes
Neck	
Back	
Right Hand	Ring Of Skill
Left Hand	Ring Of The Mind
Waist	True Black Belt
Feet	Light Boots
Other	

Fighter Grappler II Fencer Marksman **Class Levels** + Agility Modifier = **Base Evasion 16**

Armor Name/Notes	Min STR	Evasion	Defense
Armor Lynx Vest	8	+2	3
Shield			
Other [Armor Proficiency], True Black Belt			+5

Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

Total Evasion **18(19)** Total Defense **8**

Evasion, Defense enhancements, etc.

Class Name Class Name Class Name

HP **60** **Fortitude** **13**

MP **14** **Willpower** **14**

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 **5,010G**

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Scout's Tools
 Sunlight Charm (+1) x 4
 Sunlight Charm (+2) x 2
 Moonlight Charm (+1) x 4
 Moonlight Charm (+2) x 2
 Key Of Unlocking x 3

Consumables
 [] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []

Abyss Shard x 15

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



Lildraken Bodybuilder

INTRODUCTION

PART 1

PART 2

PART 3

PART 4

PART 5

"I'm not close to the dragon yet, but I think I'm getting there. Would you like to give it a try?"

CHARACTERS

Character Description

This character is armed with huge weapons and heavy metal armor. They are good at fighting while reinforcing themselves with various techniques.

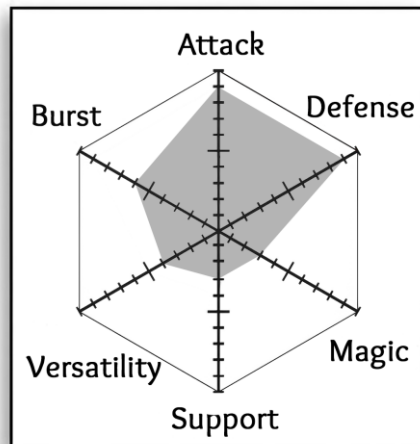
[Sword's Grace/Wings Of The Wind] at the 11th adventure level allows using twice as long per day. If you limit its use to combat, you will never run out of time.

They have acquired the **Fighter** class for fighting and the **Enhancer** class for strengthening them. They have also acquired the **Ranger** class, so they can effectively use medicinal herbs and potions and explore the wild.

They know many techniques, but it is not necessary to use them all simultaneously. If you use many techniques, you will lose MP and mako stones at once, so it is better to choose the one you want to use according to the situation.

Although they wear armor that lowers their evasion, their high Defense compensates for it. They can use [Power Strike II], which deals a large amount of damage to one character, or [Cleave II], which simultaneously deals with multiple enemies. Depending on the number of enemies, you must decide how to wield their double-handed hammers.

Be a shield for your allies and an impregnable wall for your enemies!





Character Name/Player Name _____

Race _____ Age _____ Gender _____

Lildraken

Racial Abilities
[Scaly Hide], [Tail As Weapon],
[Sword's Grace/Wings Of The Wind]

Reputation _____ Points _____
900

Rank _____

Adventurer Level
11

Base Ability Scores	Correction	Growth	Ability Scores	Ability Scores Modifiers
Skill	A		Dexterity	+6
5	+ 6	+ 7	18	3
	B		Agility	+6
	+ 7	+ 6	18	3
Body	C		Strength	+6
14	+ 6	+ 9	29+1	5
	D		Vitality	+6
	+ 14	+ 7	35	5
Mind	E		Intelligence	+6
6	+ 2	+ 1	9	1
	F		Spirit	+6
	+ 9	+ 4	19	3

History, Profile _____
Background Warrior

Experience Points _____ Soulscars 0

Automatic Failures:

Class	Level	※ Check Packages	※ Treat as 0 if no levels in relevant classes
Fighter	11	<input type="checkbox"/> Scout	Technique = 12 Movement = 12 Observation = 10 Knowledge =
Ranger	9	<input checked="" type="checkbox"/> Ranger 9	
Enhancer	8	<input type="checkbox"/>	
		<input type="checkbox"/> Sage	
		<input type="checkbox"/> Class Levels	

Combat Feats
1 [Power Strike I]
3 [Weapon Prof. A/Mace]
5 [Tenacity]
7 [Cleave]
9 [Weapon Prof. S/Mace]
11 [Armor Prof. A/Metal Armor]
13
15
Automatically acquired, etc.
[Toughness]
[Survivability]
[Indomitable]
[Potion Master]

Techniques, Spellsongs, Stunts, etc.
[Beetleskin]
[Bear Muscle]
[Cat's Eyes]
[Gazelle Feet]
[Meditation]
[Recovery]
[Giant Arms]

Languages	Talk	Read	Daemonic		
Trade Common	<input type="checkbox"/>	<input type="checkbox"/>	Barbaric	<input type="checkbox"/>	-
Regional()	<input type="checkbox"/>	<input type="checkbox"/>	Dragonid	<input type="checkbox"/>	-
Ancient Celestial	-				
Arcana					
Magitech					
Sylvan		-			

<input type="checkbox"/> Sage <input type="checkbox"/> Rider Class Levels	+ Intelligence Modifier =	<input checked="" type="checkbox"/> Monster Knowledge	<input type="checkbox"/> Scout <input type="checkbox"/> Class Levels	+ Agility Modifier =	<input type="checkbox"/> Initiative	<small>※ Treat as 0 if no levels in relevant classes</small>	Limited Move 3 m	Normal Move 18 m	Full Move 54 m
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<input checked="" type="checkbox"/> Fighter II <input type="checkbox"/> Grappler <input type="checkbox"/> Fencer <input type="checkbox"/> Marksman Class Levels	+ Dexterity Modifier =	※ Base Accuracy 14	Movement enhancements
+ Strength Modifier =	※ Extra Damage 16		

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
Troll Buster +1	2H	30	+3	17(18)	50	*	4	6	8	10	10	12	12	13	15	15	(12)	+4	
Tail	2H#	1	+1	15(16)	11	*	1	2	2	3	3	4	5	6	6	7	(12)	-	5
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	
Back	Hero's Mantle
Right Hand	Herculean Ring
Left Hand	Ring Of The Mind
Waist	Black Belt
Feet	Lucky Feathers
Other	Light Boots

<input checked="" type="checkbox"/> Fighter II <input type="checkbox"/> Grappler <input type="checkbox"/> Fencer <input type="checkbox"/> Class Levels	+ Agility Modifier =	※ Base Evasion 14		
Armor Name/Notes		Min STR	Evasion	Defense
Armor	Fortress +1	27	-3	10+1
Shield				
Other	Scaly Hide, Black Belt			+2
※ Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.		Total Evasion		Total Defense
		11(12)		13
<input type="checkbox"/> Class Name <input type="checkbox"/> Class Name <input type="checkbox"/> Class Name		Evasion, Defense enhancements, etc.		

HP 98	Fortitude 16
MP 19	Willpower 15

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
1,600G

Items in Possession, etc.		Adventurer Set	
Awake Potion		Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife	
Lifegrass x 10			
Magic Herb x 5			
Healing Potion x 5			
Dexterity Potion		Consumables	
Anti-Magic Potion		[]□□□□□□
Mako Stone (3 pts.) x 20		[]□□□□□□
Sunlight Charm (+1) x 4		[]□□□□□□
Sunlight Charm (+2) x 2		[]□□□□□□
Moonlight Charm (+1) x 4		[]□□□□□□
Moonlight Charm (+2) x 2		[]□□□□□□
Abyss Shard x 15			

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



Grassrunner Minstrel

"It's getting exciting!
Okay, let's try the next song!"

Character Description

This Grassrunner Minstrel, with a magic instrument, they are light on its feet but ready to face the many challenges of the journey.

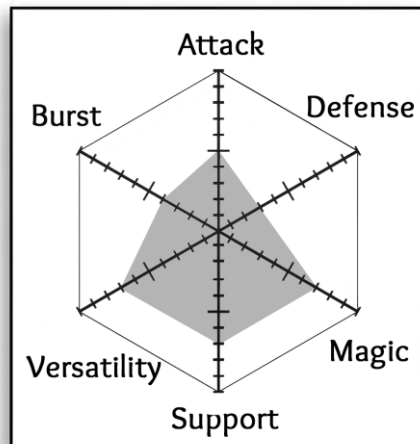
Grassrunner's racial ability [Mana Interference] becomes difficult to be detected by magic perception at the 11th adventurer level. It may be useful in many cases.

This character mainly plays musical instruments and performs spellsong with Bard class, affecting the battlefield. With generated Rhythm, it can use other spellsongs and finales. Although it is a little different from other characters in terms of usability, once you master it, its convenience will surely help your friends.

They have also acquired the Marksman class and are proficient in crossbows. They are sufficient as a supplemental offense in situations where spellsongs are unnecessary.

The Alchemist class can be highly effective regardless of the class level if the value of the cards used is high. Use high-rank cards sparingly when the time comes.

Use a large number of classes appropriately and make your own presence felt!





Meria Feytouched!



"There must be more fun things to do in this world! Come on, let's go look for them!"

Character Description

This is Meria, who uses Fairy Magic. They have no weapons and simple armor, but they have some fairy tamer accessories.

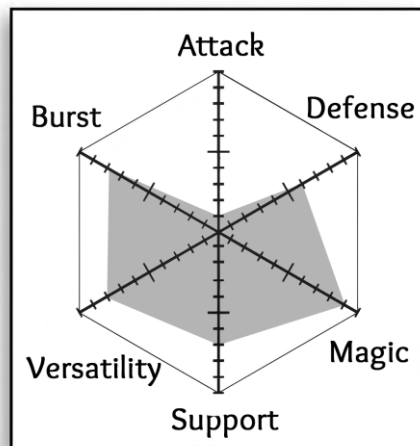
Meria's character's racial ability [Thriving Life] is enhanced at the 11th adventure level. They can recover HP and MP twice a day, significantly improving their ability to continue adventures.

Fairy Tamer is a Wizard-Type Class that needs to select 4 types from 6 types to use spells of those types. They can also summon fairies according to their level of the fairy tamer. The summoned fairy will cooperate with the fairy tamer and protect the fairy tamer for a short time. Since the number of spells that can be selected increases at a high level, this character has an extensive selection available.

They have a lot of spell-related combat feats. Especially with [Metamagic/Targets] and [Magic Control], they should be able to deal with most situations. In addition, since they have learned Sage class at a high level, it is reliable that they have [Mana Save] to reduce MP.

In addition, this character has mastered the Rider class. By bringing a mount that can support from the rear, the character can provide more versatile support. If the character is mounted, they will be able to cast Fairy Magic while moving.

Mesmerize enemies and friends alike with the colorful magic, with numerous elements and your fairies as allies!





Character Name/Player Name

Race Age Gender

Meria

Racial Abilities

[Thriving Life]

Base Ability Scores	Correction	Growth	Ability Scores	Ability Scores Modifiers
Skill 8	A 3	1	Dexterity 12	+6 2
	B 4	6	Agility 18	+6 3
	C 1	4	Strength 12	+6 2
Body 7	D 15	7	Vitality 29	+6 4
	E 5	7	Intelligence 26	+6 4
Mind 14	F 3	9	Spirit 26	+6 4

Reputation 900 Points
Rank



History, Profile

Background Feytouched

Class	Level
Fairy Tamer	11
Sage	9
Rider	8

※ Check Packages

※ Treat as 0 if no levels in relevant classes

Scout

+Dexterity Modifier =

Ranger

+Agility Modifier =

Rider 8

+Intelligence Modifier =

Class Levels

Sage 9

+Intelligence Modifier =

Class Levels

Technique

Movement

Observation

Knowledge

Experience Points

Soulscars 0

Automatic Failures:

Languages	Talk	Read	Daemonic		
Trade Common	<input type="checkbox"/>	<input type="checkbox"/>	Barbaric	<input type="checkbox"/>	<input type="checkbox"/>
Regional()			Drakish	<input type="checkbox"/>	
Ancient Celestial	<input type="checkbox"/>	<input type="checkbox"/>			
Arcana	<input type="checkbox"/>	<input type="checkbox"/>			
Magitech	<input type="checkbox"/>	<input type="checkbox"/>			
Sylvan	<input type="checkbox"/>	<input type="checkbox"/>			

Combat Feats

1 [Targeting]
3 [Metamagic/Targets]
5 [MP Save/Fairy Tamer]
7 [Magic Convergence]
9 [Magic Control]
11 [Capacity]
13
15
Automatically acquired, etc. [Rune Master] [Keen Eyes] [Weakness Exploit] [Mana Save]

Techniques, Spellsongs, Stunts, etc.

[Enhance Mount]
[Search Command]
[Mount's Devotion]
[HP Enhancement]
[Magic Command]
[Steady Command]
[Unique Skill Release]
[Improved Magic Command]

Sage 9 Scout Initiative Limited Move 3 Normal Move 18 Full Move 54
 Rider 8 Class Levels + Intelligence Modifier = $\frac{13+1}{12+1}$ Class Levels + Agility Modifier = $\frac{\text{Treat as 0 if no levels in relevant classes}}$ m m $\times 3 =$ m

Fighter Grappler Fencer Marksman Class Levels + Dexterity Modifier = Base Accuracy Class Levels + Strength Modifier = Extra Damage Movement enhancements

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	Cattleya Garland
Face	
Ears	
Neck	Ornate Jewelry
Back	Smart Animal Sack
Right Hand	Ring Of The Mind
Left Hand	
Waist	
Feet	Lucky Feathers
Other	

Fighter Grappler Fencer Class Levels + Agility Modifier = Base Evasion

Armor Name/Notes	Min STR	Evasion	Defense
Armor Soft Leather	7	-	3
Shield Round Shield	8	-	1
Other			

Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

<input type="checkbox"/> Total Evasion	<input type="checkbox"/> Total Defense
0	4

Evasion, Defense enhancements, etc.

15
 Class Name Class Name Class Name

Fairy Tamer

HP 64 Fortitude 15(19)

MP 74 Willpower 16

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

4,370G

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Fairy Tamer's Gem II-12 Levels x 6
 Awake Potion
 Magic Herb x 5
 Mako Stone (5 pts) x 5
 Guardian Stone (5 pts) x 4
 Sunlight Charm (+1) x 4
 Sunlight Charm (+2) x 2
 Sunlight Charm (+3) x 1
 Moonlight Charm (+1) x 4
 Moonlight Charm (+2) x 2
 Moonlight Charm (+3) x 1
 Mount Contract (War Horse)
 Mount Contract (Emerald Raccoon)
 Abyss Shard x 15

Consumables
 [] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []

Gardner Shell
 Manatite Plating
 Mount Reduction Tag III x 2

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

Additional Data for Detailed Creation

From here, we will introduce the race descriptions and additional data for Tiens and Leprechauns, which have been added as PC races, when creating a PC with Detailed Creation.

Creating a PC is the same procedure described in Core Rulebook I, page 61. Please use it as a reference with the addition of new races and background tables.

Determination of Ability Scores

The ability score of Tiens and Leprechauns should be determined by rolling the dice according to the following table.

Each of these is added to "skill," "body," and "mind" as an ability score (see CR I, p. 70). 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.

	Tiens	Leprechaun
A	2d	2d
B	2d	1d
C	1d	2d
D	1d+3	2d
E	2d	2d
F	2d+3	2d

Tiens

The Tiens is a race found primarily in the northern part of the Alframe continent. They are believed to have been created by magically combining humans and monsters during the Magic Civilization Period. Their mission is to guard the Wall of the Abyss.

They are characterized by their excellent physique, strong body, metallic-colored hair, and jewel-like eyes. They also have jewels on their foreheads, chests, and the backs of their hands, which are crystallized from the mana in their bodies (the location and number of jewels vary from person to person).

They come of age at 15. Their lifespan is about 50 years, but they can enter a state of suspended animation at will, during which they do not age. To awaken from suspended animation, another person must pour 20 MP into the jewel.

Starting Languages: Tiens can speak Daemonic and speak, read, and write Trade Common.

Restricted Classes: None

Racial Abilities

[Intercommunication]: You can communicate with any character within 10 meters (up to the adjacent area in Simplified Combat) who is visible or knows each other well. It is not necessary to have a language in common. However, it takes about the same amount of time as a normal conversation. Minor action or combat preparation can be used to designate or switch between targets.

When used on an animal or mythical beast mount, in addition to the aforementioned effects, it also inspires the mount, giving it a +1 bonus to its Accuracy Check and Evasion Check (if it has multiple sections). The inspiration effect lasts for one continuous minute (6 rounds) and may only be used once every 6 hours.

Tiens Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Cavalier	Rider	10/11/7	2,500
5 - 6	Brawler	Grappler	9/13/6	2,000
7	Warrior	Fighter	8/12/8	2,000
8 - 9	Cleric	Priest	7/12/9	2,000
10 - 12	Magician	Sorcerer	6/12/10	2,000

Leprechaun

A diminutive race of about 130 cm in stature, Leprechauns inhabit various parts of the Alframe continent, mainly in urban areas. They are said to have contributed to the development of the Magitech Civilization Period and show great talent in the use of items and magitech.

They are characterized by large, hairy ears, and the males often have full beard.

They live underground or in the ruins of Magitech Civilization, either alone or in family units, and thus are seldom seen. Because they have the ability to turn invisible, making use of this power, they live their lives in such a way that they do not appear in public as much as possible. However, they will show themselves in front of and spend time with people they like.

Most live in hiding, avoiding contact with others, but some may help or play tricks on others without being noticed.

They reach adulthood at age 15 and are thought to live for about 200 years.
Starting Languages: Leprechauns can speak, read and write Magitech and Trade Common.

Restricted Classes: None

Racial Abilities

[Darkvision]: Leprechauns can see in the darkness as well as they can during the daytime.

[Invisible Hand]: Leprechauns can wear two "Other" accessories.

[Unseen Artisan]: As a Major Action, the Leprechaun can spend 5 MP to turn invisible. This functions the same way as the Truespeech spell [Conceal Self] (see CR I, p. 224). However, there are no restrictions on equipment, etc.

Leprechauns Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Agile Warrior	Fencer	13/5/5	2,500
5 - 6	Archer	Marksmen	12/6/5	2,500
7	Spy	Scout	14/4/5	2,500
8 - 9	Feytouched	Fairy Tamer	11/4/8	2,000
10 - 12	Agile Warrior	Fencer	11/5/7	2,500

Additional Background Tables

Detailed here you can find additional background tables for Tiens and Leprechauns. You may use these instead of the ones found along the race descriptions.

Tiens Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Archer	Marksman	11/12/5	2,500
5 - 6	Spy	Scout	10/10/8	2,000
7	Magic Warrior	Fighter & Sorcerer	9/11/8	2,000
8 - 9	Feytouched	Fairy Tamer	7/11/10	2,000
10 - 12	Scholar	Sage	8/11/9	2,000

Leprechauns Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Wanderer	Ranger	12/5/6	2,500
5 - 6	Hobbyist	Sage & Bard	13/4/6	2,000
7	Magitech	Artificer	12/4/7	2,000
8 - 9	Cleric	Priest	10/5/8	2,000
10 - 12	Magician	Sorcerer or Conjuror	11/3/9	2,000

PC Growth Addition

Growth to 15 Level

In this Core Rulebook III, characters can grow up to 15 levels. The experience points required to grow a class for each type are as follows.

Table of Experience Points (up to 15 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)
11	7,500(35,000)	6,000(28,000)
12	9,000(44,000)	7,500(35,500)
13	10,500(54,500)	9,000(44,500)
14	12,000(66,500)	10,500(55,000)
15	13,500(80,000)	12,000(67,000)
Major Classes Fighter, Grappler, Sorcerer, Conjuror, Priest, Artificer, Fairy Tamer		
Minor Classes Fencer, Marksman, Scout, Ranger, Sage, Enhancer, Bard, Rider, Alchemist		

※ number in parentheses () is a cumulative XP needed

Enhanced Racial Abilities

When a character reaches the 11th adventurer level or higher, their racial abilities are strengthened.

Tiens and Leprechauns will also be described, along with the enhancement at the 6th level and above (see CR II, p. 37).

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

Description: When using [Sword's Grace/Change Fate], add +2 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: By soaking their whole body in water for 1 hour, the character can recover HP and MP as though sleeping 6 hours. This can be done once per day and does not interfere with normal sleeping and recovery.

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

Description: The Dwarf now resists Energy-type damage from any source as well. When dealt Energy-type damage, it is automatically halved. If the source of the damage has Resist: Half, then a successful Fortitude or Willpower check (as appropriate) will be treated as Resist: Neg.

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

Description: When making a Danger Sense or Avoid Trap check, add +4 to the result.

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

Description: [HP Conversion] can now be used twice per day.

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

Description: When in [Alternate Form], all Accuracy and Spellcasting checks receive a +1 bonus.

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

Description: When transformed using [Beast Form], the Lykant now gains +1 to your Agility modifier.

Race: Lldraken **Enhanced Racial Ability:** [Sword's Grace/Wings of the Wind]
Description: Flying using [Sword's Grace/Wings of the Wind] can last up to 2 minutes (12 rounds) per day.

Race: Grassrunner **Enhanced Racial Ability:** [Mana Interference]
Description: The Grassrunner is now harder to be detected by magic perception. When fighting monsters with "Perception: Magic", the Grassrunner receives a +1 bonus to Accuracy and Evasion. The same +1 bonus also applies when performing a Hide check against them.

Race: Meria **Enhanced Racial Ability:** [Thriving Life]
Description: In addition to recovery at 6:00 a.m., the Meria will now recover HP and MP at 6:00 p.m. in the evening as well.

Race: Tiens **Enhanced Racial Ability:** [Intercommunication]
6th Level: The range of the Tiens [Intercommunication] now becomes "within 30 meters (all areas in Simplified Combat).
11th Level: The Accuracy and Evasion bonus granted to inspired mounts by [Intercommunication] is further increased by +1 (+2 in total).

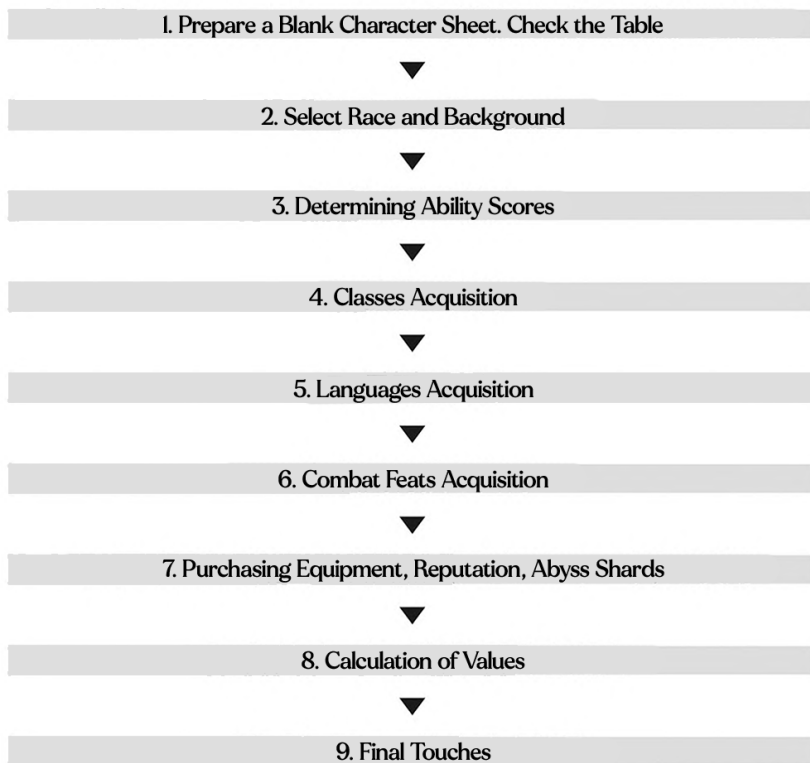
Race: Leprechaun **Enhanced Racial Ability:** [Invisible Hand]
6th Level: The Leprechaun's [Invisible Hand] now grants the ability to wear a total of three "Other" accessories.
11th Level: The Leprechaun's [Invisible Hand] now allows them to change equipment in the accessory section as a Minor Action once every 10 seconds (1 round).

Creating High-level Characters

Here are the rules for creating a character of a certain level with more experience points and money. Use this rule when you want to create a character for a scenario or when you want to start a campaign at a higher level.

This character creation follows Detailed Creation's procedure (see CR I, p. 61). Reputation and Abyss Shards are good considerations when purchasing items.

Step-by-step Chart for Creating High-Level Characters



I. Prepare a Blank Character Sheet. Check the Table

Copy and prepare the character sheet (you can find one at the end of the book).

The GM should choose the appropriate column from the High-Level Character Creation Table below according to the scenario and their own intention.

High-Level Character Creation Table

Average Adventurer Level	Number of Growth	Additional Experience Points	Money	Current Reputation	Abyss Shards in Possession
3 - 4	2	+2,500	2,500G	30	1
4 - 5	5	+7,000	6,000G	80	2
5 - 6	9	+13,000	14,000G	150	3
6 - 7	13	+20,000	24,000G	250	5
7 - 8	17	+27,000	36,000G	350	7
8 - 9	22	+37,000	54,000G	500	9
9 - 10	28	+47,000	80,000G	700	12
10 - 11	34	+62,000	120,000G	900	15
11 - 12	44	+82,000	160,000G	1,300	21
12 - 13	54	+102,000	210,000G	1,700	30
13 - 14	65	+132,000	270,000G	2,200	39
14 - 15	77	+162,000	350,000G	2,800	48
15+ A	90	+197,000	450,000G	3,500	57
15+ B	100	+217,000	500,000G	4,000	66
15+ C	110	+247,000	550,000G	4,500	75

This table assumes that each character has acquired a reasonable number of classes to be useful in adventures and to fulfill their assigned role. It is not recommended to create a character that exceeds this guideline by concentrating on a single class or to create a character that does not meet the guideline by learning too many classes at once, just because it is possible in terms of experience points.

Columns "15+A" through "15+C" are used when creating a character with multiple 15th-level classes.

2. Select Race and Background

Select a race and determine the background. Then, write initial classes, basic ability scores, and initial experience points.

3. Determining Ability Scores

First, determine the character's ability score (initial ability scores) according to Detailed Creation.

Then, check the "Number of Growth" column of the "High-Level Character Creation Table" and grow the ability scores by that number of times (see CR I, p. 188).

When the number of times an ability score grows is large and rolling the dice is too much trouble, use the "Average Growth Table." Then you should add 6 numbers for 6 different ability scores. It is up to the player to decide which score to increase by which value from the table.

In the case of 13 or more growths, there are two patterns: one is to focus on some of the best scores, and the other is to grow on average. It is up to the player to decide which pattern to use.

Average Growth Table

Average Adventurer Level	Number of Growth	Growth ①	Growth ②	Growth ③	Growth ④	Growth ⑤	Growth ⑥
3 - 4	2	1	1	0	0	0	0
4 - 5	5	1	1	1	1	1	0
5 - 6	9	2	2	2	2	1	0
6 - 7	13	4	3	3	2	1	0
		3	3	2	2	2	1
7 - 8	17	5	4	3	3	2	0
		4	3	3	3	2	2
8 - 9	22	6	5	4	4	2	1
		5	4	4	4	3	2
9 - 10	28	8	6	5	5	3	1
		6	5	5	5	4	3
10 - 11	34	9	7	7	6	4	1
		7	6	6	6	5	4
11 - 12	44	12	10	9	7	5	1
		10	9	7	7	6	5

12 - 13	54	15	12	10	9	6	2
		12	10	9	9	8	6
13 - 14	65	18	14	13	11	7	2
		14	13	11	11	9	7
14 - 15	77	21	17	15	13	9	2
		17	15	13	13	11	8
15+ A	90	25	20	17	15	10	3
		20	17	15	15	13	10
15+ B	100	28	22	19	17	11	3
		22	19	17	17	14	11
15+ C	110	31	25	21	18	12	3
		25	22	18	18	15	12

4. Classes Acquisition

First, the character should select classes according to Detailed Creation without an additional XP from 1st step.

Then, use the experience points in the "Additional Experience Points" column in the "High-Level Character Creation Table" to grow the classes. You can also learn new classes and grow them to the appropriate level.

When learning class, the basic guideline is that the main class should be around "Average Adventurer Level" in the "High-Level Character Creation Table." Lower-level characters will have a hard time with Skill Checks and HP and are more likely to be unable to keep up with adventures.

On the other hand, it is not recommended to grow a character beyond this guideline. Such a character tends to be unable to keep up with the diverse adventures.

Even if you have grown your main class to the appropriate level, you should still have enough experience points to learn and grow other classes in accordance with your character. When learning the Scout class, Sage class, or Ranger class, which are required to assist adventuring in many situations, it is advisable to learn them at least 2 levels below the specified adventurer level.

Additional experience points do not have to be all used up. You can leave some unused for future growth.

Don't forget to check the accumulated experience points required for the class. Add the remaining unused experience points to the total. If the result is equal to "additional experience points + 3,000", then the class has been learned correctly. If not, there is a mistake somewhere, and you should correct it.

5. Languages Acquisition

First, check the character's race and then the language obtained by the classes learned.

Then, if you have mastered the Sage class, you will learn to speak or write any language per level. If you have mastered Bard class, you will learn to speak any language per level.

6. Combat Feats Acquisition

Assuming that each odd-numbered level character gets one learning slot, have the character learn the combat feat. To avoid inconsistencies in prerequisites and timing of replacements, make the character learn the feat in order of 1st level, 3rd level and so on, learning and replacing as the character grows.

Adventurer Levels and Learning Slots

Adventurer Level	Learning Slots
1 - 2	1
3 - 4	2
5 - 6	3
7 - 8	4
9 - 10	5
11 - 12	6
13 - 14	7
15	8

Apart from that, please also check the automatically acquired combat feats.

Automatically Acquired Combat Feats

Class	Adv. Level	Combat Feat	Reference
Fighter	7	[Toughness]	CR II, p. 209
	13	[Battle Master]	p. 204
Grappler	1	[Chain Attack]	CR I, p. 265
	7	[Counter]	CR II, p. 209
	13	[Battle Master]	p. 204
Scout	5	[Treasure Hunt]	CR I, p. 265
	7	[Fast Action]	CR II, p. 210
	9	[Shadow Sneak]	CR II, p. 210
	12	[Treasure Master]	p. 204
	15	[Skill Master]	p. 204
Ranger	5	[Survivability]	CR I, p. 265
	7	[Indomitable]	CR II, p. 210
	9	[Potion Master]	CR II, p. 210
	12	[Shukuchi]	p. 205
	15	[Run-and-Gun]	p. 205
Sage	5	[Keen Eyes]	CR I, p. 265
	7	[Weakness Exploit]	CR II, p. 210
	9	[Mana Save]	CR II, p. 211
	12	[Mana Resistance]	p. 205
	15	[Sage's Wisdom]	p. 205
Any Wizard-Type Class	11	[Rune Master]	p. 204

§7. Purchasing Equipment, Reputation, Abyss Shards

Refer to the "Money" column in the "High-Level Character Creation Table" and use it as the character's money. The money (1200G) at the time of creation in "Detailed Creation" should not be used. The money of a character will be only the one in the "High-Level Character Creation Table."

The character has also acquired a reputation and Abyss Shards in the appropriate columns and can use them at this time.

In a high-level character adventure, it is desirable to have a reasonable number of consumable items. It may be not very easy to calculate the cost of these items in detail. In this case, please use the following list of recommended items. It will help you to buy a group of standard and frequently used items (at a price that is easy to calculate).

▽Potions, Herbs 1,000G Set

Name	Classification	Price	Reference
Magic Herb x 5	Herbs	100G x 5	CR I, p. 293
Healing Potion x 3	Potions	100G x 3	CR I, p. 294
Awake Potion x 2	Potions	100G x 2	CR I, p. 294

▽Potions, Herbs 3,000G Set

Name	Classification	Price	Reference
Magic Herb x 7	Herbs	100G x 7	CR I, p. 293
Healing Potion x 3	Potions	100G x 3	CR I, p. 294
Magic Perfume x 3	Potions	600G x 3	CR I, p. 294
Awake Potion x 2	Potions	100G x 2	CR I, p. 294

▽Potions, Herbs 5,000G Set

Name	Classification	Price	Reference
Magic Herb x 20	Herbs	100G x 20	CR I, p. 293
Healing Potion x 10	Potions	100G x 10	CR I, p. 294
Magic Perfume x 3	Potions	600G x 3	CR I, p. 294
Awake Potion x 2	Potions	100G x 2	CR I, p. 294

▽Potions, Herbs 10,000G Set

Name	Classification	Price	Reference
Magic Herb x 20	Herbs	100G x 20	CR I, p. 293
Healing Potion x 10	Potions	100G x 10	CR I, p. 294
Treat Potion x 2	Potions	500G x 2	CR I, p. 294
Magic Perfume x 3	Potions	600G x 3	CR I, p. 294
Awake Potion x 2	Potions	100G x 2	CR I, p. 294
Antidote Potion II	Potions	2,000G	CR II, p. 221
Cure Stone Potion II	Potions	2,000G	CR II, p. 222

▽Potions, Herbs 30,000G Set

Name	Classification	Price	Reference
Magic Herb x 26	Herbs	100G x 26	CR I, p. 293
Healing Potion x 10	Potions	100G x 10	CR I, p. 294
Treat Potion x 2	Potions	500G x 2	CR I, p. 294
Magic Perfume x 4	Potions	600G x 4	CR I, p. 294
Awake Potion x 2	Potions	100G x 2	CR I, p. 294
Dexterity Potion x 2	Potions	2,000G x 2	CR II, p. 222
Anti-Magic Potion x 2	Potions	3,000G x 2	CR II, p. 222
Scarlet Potion x 2	Potions	1,400G x 2	p. 221
Cure Stone Potion III	Potions	10,000G	p. 221

▽Magic Damage Reducing/Resistance Increasing Consumables 5,000G Set

Name	Classification	Price	Reference
Guardian Stone (2 pts.) x 5	Adventure Tools (Consumables)	400G x 5	CR I, p. 296, 304
Sunlight Charm (+1) x 3	Adventure Tools (Consumables)	500G x 3	CR I, p. 296, 305
Moonlight Charm (+1) x 3	Adventure Tools (Consumables)	500G x 3	CR I, p. 296, 305

PART 1

▽Magic Damage Reducing/Resistance Increasing Consumables 10,000G Set

Name	Classification	Price	Reference
Guardian Stone (2 pts.) x 5	Adventure Tools (Consumables)	400G x 5	CR I, p. 296, 304
Sunlight Charm (+1) x 2	Adventure Tools (Consumables)	500G x 2	CR I, p. 296, 305
Sunlight Charm (+2) x 2	Adventure Tools (Consumables)	1,500G x 2	CR I, p. 296, 305
Moonlight Charm (+1) x 2	Adventure Tools (Consumables)	500G x 2	CR I, p. 296, 305
Moonlight Charm (+2) x 2	Adventure Tools (Consumables)	1,500G x 2	CR I, p. 296, 305

PART 2

PART 3

▽Magic Damage Reducing/Resistance Increasing Consumables 30,000G Set

Name	Classification	Price	Reference
Guardian Stone (5 pts.) x 4	Adventure Tools (Consumables)	2,500G x 4	CR I, p. 296, 304
Sunlight Charm (+1) x 4	Adventure Tools (Consumables)	500G x 4	CR I, p. 296, 305
Sunlight Charm (+2) x 2	Adventure Tools (Consumables)	1,500G x 2	CR I, p. 296, 305
Sunlight Charm (+3)	Adventure Tools (Consumables)	5,000G	CR I, p. 296, 305
Moonlight Charm (+1) x 2	Adventure Tools (Consumables)	500G x 2	CR I, p. 296, 305
Moonlight Charm (+2) x 2	Adventure Tools (Consumables)	1,500G x 2	CR I, p. 296, 305
Moonlight Charm (+3)	Adventure Tools (Consumables)	5,000G	CR I, p. 296, 305

PART 4

PART 5

▽Mako Stones 10,000G Set

Name	Classification	Price	Reference
Mako Stone (10 pts.) x 2	Class-Specific Items	2,000G x 2	CR I, p. 295
Mako Stone (5 pts.) x 6	Class-Specific Items	500G x 6	CR I, p. 295
Mako Stone (3 pts.) x 10	Class-Specific Items	300G x 10	CR I, p. 295

▽Mako Stones 30,000G Set

Name	Classification	Price	Reference
Mako Stone (20 pts.) x 2	Class-Specific Items	8,000G x 2	CR I, p. 295
Mako Stone (10 pts.) x 4	Class-Specific Items	2,000G x 4	CR I, p. 295
Mako Stone (5 pts.) x 20	Class-Specific Items	500G x	CR I, p. 295

8. Calculation of Values

Check and calculate various values such as adventurer level, HP, MP, Fortitude, and Willpower, the standard value of each Skill Check, values related to weapons and armor, etc., and write them on the character sheet.

The abilities that are individually acquired along with class acquisition, such as techniques (see CR II, p. 97), spellsongs and finales (see CR II, p. 100), stunts (see p. 85), evocations (see p. 107), etc., are also should be written on the character sheet.

9. Final Touches

Decide on the character's name, gender, age, physical characteristics, history, and motivation for the adventure, and fill in the character sheet.



Part 2 Game Rules

Here you can find the description of the rule for riding mounts.

In addition to the rules for playing the new Rider and Alchemist classes, there are also rules and supplements for situations that have not been explained in the previous Core Rulebook II.

Illustration by Yukihiro Maruo

Additional Skill Checks and Packages

Additional Skill Checks

In this book, the following checks have been added. All of them are related to the classes added in this book, and please refer to the descriptions of those classes for detailed explanations.

Riding

Standard Value: Rider level + Agility modifier

Time Required: 1 minute (6 rounds)

Description: This check is used to control the mount (see p. 92) ridden with the Rider class. See page 85 for a detailed explanation.

Weakness

Standard Value: Rider level + Intelligence modifier

Time Required: Instant

Description: This is a check used to prevent an enemy from knowing the weak point of a Mount. See page 85 for a detailed explanation.

Evocation

Standard Value: Alchemist level + Intelligence modifier

Time Required: Instant

Description: This check is required use Evocations (see p. 107). See page 108 for a detailed explanation.

Additional Check Packages

The Alchemist and Rider classes found in this book can perform several Skill Checks that form new packages.

Alchemist Knowledge Check Package

Standard Value: Alchemist level + Intelligence modifier

Insight check (see CR I, p. 106)

Literature check (see CR I, p. 107)

Herbology check (see CR I, p. 108)

Rider Movement Check Package

Standard Value: Rider level + Agility modifier

Tumble check (see CR I, p. 104)

Riding check (see p. 85)

Rider Knowledge Check Package

Standard Value: Rider level + Intelligence modifier

Weakness check (see p. 85)

Cartography check (see CR I, p. 107)

Monster Knowledge check (see CR I, p. 108)

Rider Observation Check Package ✖Rider must learn stunt [Search Command]

Standard Value: Rider level + Intelligence modifier

Track check (see CR I, p. 106)

Notice check (see CR I, p. 106)

Danger Sense check (see CR I, p. 106)

Search check (see CR I, p. 107)

Spot Trap check (see CR I, p. 109)

**GM Guide: Sage Knowledge Check Package**

The rule that the Sage class should be used with the Knowledge Check Package is no longer valid, since that Package has been added to the Alchemist and Rider classes. Therefore, the Knowledge Check Package that use the Sage class for their Standard Value calculation will henceforth be called the “Sage Knowledge Check Package”.

Rider Class and Mount Rules

This section details the Rider class and its features. The class allows you to ride various animals, mythical beasts, magitech creations (known generically as Mounts) and so on, as well as engage in mounted combat.

Rider Other-Type Minor Class

A class can control Mounts of various types. Those PCs with Rider class levels are colloquially known as Jockeys. With the Rider class, the following Skill Checks are possible. Some of them are collected into Packages (see CR I, p. 114).

Riders are proficient in the following:

First Aid checks (see CR I, p. 102)

Tumble checks (see CR I, p. 104)

Riding checks (see p. 85)

Weakness checks (see p. 85)

Cartography checks (see CR I, p. 107)

Monster Knowledge (see CR I, p. 108)

Rider Movement Check Package

Rider Knowledge Check Package

※Identifying monsters only; cannot determine Weaknesses

Note on Monster Knowledge Check with Rider Class

Those with a Rider class can perform a Monster Knowledge check using “Rider level + Intelligence modifier” as the Standard Value.

However, such a check using the Rider class for the Standard Value calculation cannot detect the weak point of a monster, and any high Success Value, including an automatic success, only reveals the monster’s data.

If a character has both Sage and Rider class levels and Rider is the higher, then Monster Knowledge checks are usually rolled using the Rider class. However, if the Success Value achieved is greater than or equal to the monster’s weak point value when you add Sage class levels instead of Rider levels, then the monster’s weak point is learned. The same situation applies to an automatic success.

Terms: Riding, Rider, Jockey, Mount, Stunt

Riding

This is an act of riding a horse, a manabike or other Mount. It is what makes it possible to move around on a Mount.

A character cannot ride more than one Mount at the same time.

Rider

The term "rider" is a generic term used to describe a character riding, or attempting to ride, a Mount.

Jockey

Among riders, those who have mastered the Rider class are called "Jockeys." Jockeys can perform various special actions associated with Mounts that are available only to them.

Mount

This is an animal, mythical beast, or manabike that can be ridden by a rider. Mounts come in wide varieties.

Stunt

Stunts are special abilities that are acquired as you rise in Rider class level.

Rider Class Skill Checks

Riding

Standard Value: Rider level + Agility modifier

Time Required: 1 minute (6 rounds)

Description: This check is used to control the Mounts ridden by Jockeys. The check is not necessary for riding under normal circumstances, but if the GM judges that success is not assured (e.g., charging down a steep hill or crossing a rickety wooden bridge), they can ask for this check. One successful roll allows safe travel for 1 minute (6 rounds).

This check is also used when you need to avoid imminent danger, such as dodging falling rocks or stopping abruptly on the edge of a cliff.

Weakness

Standard Value: Rider level + Intelligence modifier

Time Required: Instant

Description: Each Mount has a weak point. If an enemy Faction finds out this weak point, their attacks on the Mount will inflict more damage, just as when the PCs discover the weak point of a monster. This check is performed at the same time as the PCs perform their Monster Knowledge checks, during Combat Preparation.

During Combat Preparation, the enemy Faction determines their Standard Value and Success Value using the following guidelines, and compares the result with the Success Value of the Jockey's Weakness check. The enemy Faction is the active side, and the Jockey is the passive side, in this comparison.

Determination of the Standard Value and Success Value

Here are the possible Standard Values for the enemy Faction. The check itself cannot be performed if an enemy character does not fit any of the following cases.

- ① If an enemy character clearly has a Sage class and has PC-like data, then they perform the Monster Knowledge check using Sage Level + Intelligence Modifier.
- ② Apart from case ① above, if a monster can cast spells, its Magic Power should be used as the Standard Value for this check.

For each of the characters corresponding to either ① or ②, determine the Success Value (the GM may use a fixed value). Then, the highest of these is compared with the Success Value of the Jockey's Weakness check.

If the opponents have a higher result, weak points are applied. Weak points are not applied if there is a tie, or the Jockey's Success Value is higher.

If none of the enemy corresponds to ① or ② above, there is no need to perform a Weakness check, and the mount's weak point is remains hidden.

Acquiring Stunts

When taking a level of the Rider class, including the first, you can choose a Stunt from the Stunts available at your level (see p. 180). Some of the more powerful Stunts are restricted by level, limiting their use to more experienced Riders. These can only be acquired after growth once your Rider level is high enough. Generally, Stunts can only be performed while riding a Mount. They are typically not magical effects and do not cost MP to perform.

Some Stunts can only be learned if your Rider level is above a certain level. Other Stunts require the acquisition of another Stunt to learn them. Such Stunts cannot be acquired unless all prerequisites have been met.

Rules for Riding

Riders and Jockeys

While anyone can ride a horse, for example, and be called a rider, others take the time to master everything there is to know about their Mounts. These gifted individuals are better known as "Jockeys," having mastered the Rider class.

Without the Rider Class

Characters who wish to mount up, but do not have levels in the Rider class, are limited in the Mounts they can choose. Specifically, such riders are limited to Horses, War Horses, Minibikes, and Manabikes. In this case, their Mount Level should be the lowest value of the Mount's Appropriate Level (see p. 251).

With the Rider Class

On the other hand, a Jockey can ride almost any Mount, so long as their Rider class level is equal to or higher than the Mount's Appropriate Level.

Benefits of Riding

For Riders

The most obvious benefit of riding a Mount is being able to move using the Movement Speed and movement methods of the Mount in question, regardless of the Rider's own Movement Speed.

For Jockeys

If a character has levels in the Rider class, they can use their Adventurer Level to enhance their Mount's skills. No vocalizations or gestures are required to give instructions. Additionally, Jockeys have access to Riding Stunts, special techniques only they can perform, capable of coaxing out the full potential of the Mount. See the individual Stunt data (see p. 180) for the details.

Turn Order While Riding

When riding, the Rider and Mount take their turns at the same time in the Round.

When mounted, the Rider and Mount move simultaneously. When the Rider is riding, both Rider and Mount move to the same position (area and coordinates) at the same time.

Characters who do not have the Rider class cannot have their Mounts perform Major Actions. Such riders do not have any Riding Stunts and ride limited Mounts, so only the rider can perform Major Actions on their turn; the Mount cannot.

Jockeys, on the other hand, can instruct their Mount to perform Actions, and each Action is resolved on a character-by-character basis. The Actions of the Jockey and Mount, respectively, are resolved for each character. It is up to the player who performs their Action first.

If a Rider dismounts during their turn, and the Mount can perform an exceptional Action, such as with the Stunt [Remote Command], then the Mount can perform that action after the Jockey.

Raising a Mount's Level

When a Jockey is riding, their Mount's "Mount Level" (see p. 251) is considered to be the same as the Jockey's Adventurer Level. If the Jockey's Adventurer Level is higher than the maximum value of the Mount's Appropriate Level, then its Level becomes the maximum value instead.

Perception When Riding and Commanding the Mount

Each Mount has senses (Perception) separate from those of the Jockey. If a rider or Jockey gives a command to a Mount, and the Mount cannot understand the command due to a lack of Perception (e.g., it cannot find the destination or an appropriate target), then the command will be ignored. Any bonuses and penalties to Perception are handled separately between the Jockey and Mount.

Restrictions When Riding

When riders and Jockeys mount up, they must adhere to certain restrictions. Riders, for example, must take up the means of controlling their Mount (whether reins, handlebars, or something else) in both hands and cannot use either hand for anything else. Jockeys, on the other hand, can ride one-handed and so can use their free hand for weapons, items, spells, magical implements, etc.

Getting On and Off Mount

When getting on and off a Mount, Jockeys use a *Minor Action*, but all other riders need to use a *Major Action*.

All riders can only mount or dismount once per turn. This restriction is applied without regard to the type of Action (*Major* or *Minor*) required nor the number of *Major Actions* the character can perform.

Any character can get onto a Mount following their own move. After their move, the Mount will share the same position (area, coordinates) as the rider. If it is, then the Mount's turn to move that round, and both Rider and Mount move together on its turn.

If the Jockey dismounts with a *Minor Action*, they may move if the Mount has not already moved that round. If the Mount has already moved that round, the Jockey cannot move, even if they dismount.

First, Let Mount Stand Up

It is worth remembering that a character cannot ride a Mount whilst prone. Characters who fell during their turn, including those who fell off their Mount (see p 89), cannot stand up during their turn (see CR I, p. 142). In other words, they cannot remount on the same turn.

Also, no character may ride on a prone Mount.

Falling from a Mount

Should a mounted rider or their Mount fall prone for any reason, the rider will fall off the Mount.

If a rider falls from a Mount, they suffer fall damage (see CR I, p. 143) and become dismounted. Regardless of the reason for falling from a Mount, the rider will end up prone.

The distance of a fall from a falling Mount is determined based on the movement of the Mount as follows. However, in all cases, the fall is treated as being from a height of at least 2m.

Fall during Rider's Turn

- Before the type of move and the destination are declared
1/5 of the distance moved in the previous turn (rounded up)
- After the type of move and the destination are declared
1/5 of the distance traveled in accordance with the declaration, even if the full move was not actually completed (rounded up)

Fall not during Rider's Turn

1/5 of the distance moved in the previous turn (rounded up)

In the case of Simplified Combat, while applying this condition, no area change or a 1 area move results in a 2m fall, whilst a 2 area move results in a 4m fall.

All conditions when falling (see CR II, p. 80) should be applied as usual.

Note that Tumble checks are effective in reducing falling damage caused by a fall from a Mount.

Passengers and Double Riding

A rider or Jockey can have another character riding on the same Mount. Such a character is known as a "Passenger," and riding with a passenger is "Double Riding."

Even carrying a passenger, the Mount does not change its Movement Speed or types of movement, and its data does not change. Additionally, both the rider and passenger will move at the Mount's Movement Speed, taking their Moves simultaneously. It takes a Major Action for a character to either mount or dismount as a passenger.

When Double Riding, riders (including Jockeys) receive a -4 penalty to all action checks. In addition, passengers cannot use their hands for anything but holding on, and the only Action they may take, Major or Minor, is to dismount.

If a passenger or rider falls prone, follow the procedure described in "Falling from a Mount" (see the previous page). A rider who falls off their Mount during their (or the Mount's) turn, may not ride on the Mount during their turn.

About [Mounted]

Some Mounts have a unique skill called [Mounted]. Mounts with the "Mounted" ability cannot have other characters as passengers. Instead, those characters are considered "Mounted".

A mounted character is dependent on the Mount for movement, but unlike a passenger, is not penalized on Action checks nor restricted in which Actions they can perform. And, regardless of how the Mount moves, they can perform any Action possible with a Limited Move on their turn. Apart from movement, their turn is independent of the Mount's turn. Another character's turn can be resolved between that of the Jockey and the Mount.

A character can mount with a Major Action and dismount with a Minor Action. If they dismount using a Minor Action and the Mount has not yet moved in that round, the dismounting character can themselves then move.



Jockey's Benefits Summary

- Can control mount with one hand
- Uses a Minor Action mount/dismount.
- Can make Riding checks (see p. 85).
- Can raise a Mount's Level to be the same as their Adventurer Level.
- Can use Stunts.
- Can rent Mounts from the Rider's Guild (see p. 267). Can also purchase equipment for Mounts and use it.



Illustration by Konno Takashi

Mounts

A Mount is an object, animal or character intended to be ridden and controlled by a rider through holding a bridle and reins or a control stick, or issuing commands in some other manner.

A Jockey who has mastered the Rider class belongs to the Rider's Guild (see p. 267) and can rent Mounts and purchase equipment for Mounts.



GM Guide: Handling Mounts During Gameplay

The GM (and players) must be aware of the extent to which Mounts will be useful in a session. For example, a Mount cannot enter an extremely narrow passage, and it would be impolite to ride a horse or a motorcycle into the interior of a house.

However, if Mounts are not allowed to enter all locations, the player may feel that the Rider class itself is a waste of time.

The GM should try to ensure that scenarios that negate a Rider's abilities are either not created or are adjusted to some extent to accommodate the class. Usually, if the scenario is designed thoughtfully, it is unlikely to be discriminatory. It is unreasonable for multi-section monsters to be lurking at the end of a narrow corridor, for example. Dungeons would need open spaces for such a monster to roam about. Mounts can often be carried about in statue-form (see p. 95), so even inside a house under attack by Barbarous, PCs with such Mounts should be able to use them imaginatively. As a player, it is your prerogative to actively devise ways to allow your Rider skills to be useful, such as luring an enemy into the open, where a mount would be usable (but be careful not to ruin the scenario for everyone else).

If you have a small dungeon, a one-shot session, or a special scenario that isn't Mount-friendly, talk to your players who plan to use the Rider class, so everyone is on board.

Riding Conditions and Proper Level

When riding a mount as a Jockey, the Jockey's levels in the Rider class must at least equal the Mount's minimum Appropriate Level, if not exceed it.

Mount Classification

Like monsters, there are several classifications of Mounts.

Animal Mounts

Animal Mounts are the most common. Most are horses, but elephants and other animal Mounts also exist.

They are inexpensive and easy to handle.

Mythical Beasts Mounts

There are many mythical beast Mounts, such as flying Mounts and those with multiple sections. Unlike animals, some mythical beasts possess high intelligence and can cast spells or communicate through spoken language.

They are generally difficult to handle due to their high Appropriate Level and are considered rare even within Rider Guilds.

Magitech Mounts

Magitech Mounts are so-called “vehicles” such as motorcycles or cars. They do not have a will of their own and do not move at all unless a Jockey controls them.

A magitech Mount does not eat or sleep. The Jockey must spend 1 MP when encasing the Mount in, or releasing it from, a Mount Contract Sphere, Proprietary Mount Sphere, or Manabike Storage Sphere.

Securing Ownership and Certificates

Jockeys can rent Mounts by purchasing a Mount Contract (for an animal or mythical beast) or Mount Contract Sphere (for a magitech Mount) from the Rider's Guild. Each type of Contract must be prepared separately for each kind of rental. Once you purchase a Mount Contract/Sphere, you can rent that type of Mount for no cost as often as you like.

Several Contracts of the Same Type

A character can only purchase one Mount Contracts/Sphere for each type of Mount. Therefore, it is not possible to rent and use multiple Mounts of the same type at the same time (e.g., renting out two Horses at once). However, Mounts of different types can be rented at the same time.

Mount Upkeep

Whether buying a Mount to own or renting one from the Guild, upkeep and maintenance costs will need to be paid. To keep bookkeeping simple, the upkeep and maintenance costs for a Mount are the same as the PC's requirements for food and shelter.

Magitech Mounts, as well as those that are in statue-form (see p. 97), do not incur such upkeep and maintenance costs.

Returning the Mount

At the end of the session, Mounts rented from the Riders' Guild must be returned. If there is anything wrong with the Mount when the Jockey returns it, they will earn themselves an Infamous Jockey Title (see p. 101).

Buying Mount

Proprietary Certificated and Spheres

If a character purchases a Mount from the Riders' Guild (not just rents one), they are given a Proprietary Mount Certificate or a Proprietary Mount Sphere. This is proof that the character owns a particular Mount.

The Proprietary Mount Certificate is prepared for each individual Mount, and the character's name is added to the Certificate as well, so it will end up being "(Character Name)'s Proprietary Mount Certificate."

Even if someone else has a Mount Contract for the same type of Mount, it will not have had the Guild's seal ritual performed on it, and so it will not obey anyone other than its proper owner.

Exclusive Certificates and Normal Contracts

Purchasing a Mount from the Riders' Guild doesn't preclude the Jockey from continuing to rent others from the Guild. It is possible to have an owned Mount and a rental Mount at the same time. While a rental Mount still needs to abide by the rules in the Contract with the Riders' Guild, a purchased Mount does not need to follow the same rules.

It is also possible to purchase several Mounts of the same type.

Advantages of Buying Mount

The Jockey is not obligated to return a purchased Mount at the end of the session. They will not earn an Infamous Jockey Title (see p. 101), even if they kill or destroy the Mount.

For any Mount whose owner has a Proprietary Certificate (or Sphere), you may increase all their sections' maximum HP by 10.

Some Mounts can be equipped with weapons, armor, accessories, and additional armaments which are exclusive to Mounts.

A Mount that costs Reputation cannot be rented, only purchased.



Commercial Horses and Bikes

Even if a character does not have a Rider class and does not belong to the Rider's Guild, Horses, War Horses, Mini Manabikes, and Manabikes (and their Renowned Item equivalents) can be purchased from the general market. However, such characters cannot obtain a "Proprietary Mount Contract/Sphere" and so cannot carry their Mounts as statues or stored in a magsphere.

Additionally, Horses and War Horses cannot be promoted through special training (see p. 98).

Mount Ownership

To protect a Mount from being stolen or manipulated by others, the Jockey needs to establish ownership of it. In doing so, the Mount will recognize the Jockey as the one in control and will refuse to work with anyone else. Mounts owned by the Jockey will respond to their commands exclusively.

To show ownership of the Mount and to establish a contract with the Riders' Guild, the Jockey needs to have a Mount Contract. However, to show ownership of a specific Mount, the Jockey also needs to have a Proprietary Mount Contract. One of the benefits of such a Proprietary Certificate is that the Jockey can transform the Mount in question into a statue form.

Ownership by Mount Contract/Sphere

A "Mount Contract/Sphere" is mandatory when renting a Mount from the Rider's Guild. Each kind of Mount requires a separate one, prefixed with the type of Mount, such as "Mount Contract for Horse", "Mount Contract for Draconet", and so on.

When renting a Mount at the Riders' Guild, the character presents the Contract Certificate and signs a contract to temporarily become the Mount's master. When making a contract, a simple ritual is performed, and a magical mark is inscribed onto the Mount to signify ownership. This contract lasts until the Mount is returned to the Riders' Guild, at which point the mark fades away. The magical mark is not removed if either the Jockey or Mount dies.

To be eligible to ride a contracted Mount and receive Stunt benefits, the Jockey must be the person who took out the contract for that Mount and must be in possession of the "Mount Contract/Sphere" at the time of the contract. Therefore, only a Jockey with a contract for the Mount can ever claim ownership of it. Also, a Jockey who loses a "Mount Contract/Sphere" for some reason cannot ride that Mount, and Stunts will no longer be effective.

The Mount Contract/Sphere magically records the purchaser's details (biological characteristics that identify the purchaser) and can only be used by that person. Stolen or found Mount Contracts/Spheres presented to the Rider's Guild are easily discovered, since the true owner is definitively identifiable.

If a character loses a Mount Contract/Sphere, they must pay the same amount to have it reissued. After reissuing, the original will be destroyed by magic. Thus, it is not possible to have more than one contract by fraudulently requesting a reissue.

Ownership by Proprietary Mount Contract/Sphere

When a Mount is purchased, a Proprietary Mount Contract/Sphere is given to the owner by the Rider's Guild. This means that the Jockey is always under contract with the Mount.

A Proprietary Mount Contract/Sphere can be transferred to another person and requires both the original owner and the new owner to go to the Rider's Guild so that the old "Proprietary Mount Contract/Sphere" can be destroyed and a completely new one issued.

Ownership and Rent of Multiple Beasts

If characters own different types of Mount Contracts/Spheres, they can rent those Mounts from the Rider's Guild. There are no restrictions on possessing multiple Proprietary Mount Contracts/Spheres.

This allows the Jockey to have multiple Mounts. However, the Jockey can only give commands to the one Mount that they are riding, and the effects of the Stunt are only applied to that Mount.

Even though the [Remote Command] Stunt allows a Jockey to give instructions while they are not riding, the Jockey can only give instructions to one Mount per turn.

Mount Without a Contract or Proprietary Certificate

An animal or mythical beast that has been trained but does not have a contract (e.g., a “Mount Contract”) will be controlled by the Jockey who temporarily rode it. The Jockey can give instructions, enhance the Mount’s data, and apply Stunt effects.

The magitech Mounts that the Rider’s Guild rents and sells to its members are designed to be used with a Mount Contract Sphere or a Proprietary Mount Sphere. Therefore, only the authorized owner of the magitech vehicle can operate it.

Mini Manabikes and Manabikes sold on the open market, and Manabikes made by the magitech spells [Automobile], [Automobile II] and [Skybike], can be ridden and controlled without a Mount Contract Sphere or a Proprietary Mount Sphere.

Wild Mounts

Wild monsters that are not trained by the Rider’s Guild and have an unbroken temperament cannot be treated as Mounts as they stand.

If the GM gives special permission, a character can make them their Mount, if they form a special bond with the wild creature. In this case, the character can apply to the Rider’s Guild for a “Proprietary Mount Contract” for the Mount, free of charge. In such cases, “Mount Reduction Tag I-III” (see p. 248) can be used to turn these wild Mounts into statues (see below).



Carrying Mount

Animal and Mythical Beasts Statues

A Jockey can have a Mount turned into a statue by affixing a Mount Certificate, Proprietary Certificate, or other paperwork used in the Guild Contract Ritual (such as a Reduction Tag) directly to the Mount. In doing so, the Mount becomes a statue and shrinks to about the size of a human palm, making it impervious to harm and easy to carry around. However, the Jockey must own the Mount in question, and if they lose ownership of it, then it cannot be recalled from a statue form.

A Mount in statue form cannot move on its own and is treated as though for it. No time has passed since it was put into its statue form. To recall the Mount, the attached tag must be removed from the statue. It is strongly advised that the statue be placed on the ground before the tag is removed, as the Mount will return to normal size upon tag removal. The tag can be removed by anyone.

Advantages and Limitations of the Mount Reduction Tag

When turning a Mount into a statue or recalling a Mount from that form, if a Mount Certificate or Proprietary Certificate is used in the process, it is a Major Action to either affix or remove the Certificate.

However, when using any of the Reduction Tags (I to III) (see p. 248), affixing or removing the tag can be done with a Minor Action (or during Combat preparation).

Reduction Tags aren't the strongest of magics, so when two Mounts are turned into statues via these Tags near one other, the magic of one tag will interfere with the other, causing both Mounts to revert to normal size. For this reason, characters can only carry one Mount as a statue if a Mount Reduction Tag is used.

A Mount Reduction Tag is a consumable item. Once attached, if the tag is removed, it loses its magic power and cannot be used again. On the other hand, a Mount Contract or Proprietary Mount Contract can be used indefinitely.

Storing and Release Magitech-Type Mounts

The Mount Contract Sphere, the Proprietary Mount Sphere, and the Manabike Storage Sphere can store magitech Mounts. Stored magitech Mounts are fully integrated into the sphere and as such are untouched by the passage of time.

Only the Jockey in possession of the magitech Mount can store and release it. To do so, they must expend 1 MP point whilst holding the storage sphere in their hand.

Advantages of the Storage Sphere

While a Mount Contract Sphere or a Proprietary Mount Sphere can be used with Major Action, the Manabike Storage Sphere can be used with a Minor Action or during Combat Preparation to store/release a magitech Mount.

Manabike Storage Spheres do not suffer from the same interference properties as Mount Reduction Tags. A character can carry more than one of them and use them as they see fit.

Promotion of Purchased Mounts

A Horse, War Horse or Legendary Horse purchased and owned by a Jockey can be promoted to a War Horse, Legendary Horse or Divine Horse respectively, by giving them special training at the Rider's Guild. The Jockey

must apply to the Rider's Guild for these services and pay the specified price in advance. The Mount will then be promoted ready for the next session.

A Fast Horse, Exceptional Horse or Daredevil Horse (Renowned versions of a Horse, War Horse, and Legendary Horse), can also be promoted. For this to happen, the difference in Reputation, as well as cash, must be paid.

When a Mount is promoted, the Proprietary Mount Contract is retained.

Fees Required for Promotion

Before Promotion	After Promotion	Cost (G)/ Reputation
Horse/Fast Horse	War Horse/Exceptional Horse	7,500/30
War Horse/Exceptional Horse	Legendary Horse/Daredevil Horse	15,000/40
Legendary Horse/Daredevil Horse	Divine Horse/King of Horses	40,000/50

Conditions of Death, Destruction, Resurrection, and Restoration

Death And Resurrection Of The Animals And Mythical Beast Mounts

An animal or mythical beast Mount must make a Death Check when it's HP (or the HP of its main section if it is one with multiple sections) falls to 0 or less. If it fails, the Mount dies.

As a rule, Mounts do not accept resurrection, but may be resurrected by using [Resurrection] if both the GM and the PCs agree. The resurrected Mount has its "soulscar" count increased the same as for PCs (see CR I, p. 185).

Disabled Sections Of Animal Or Mythical Beast Mount

Mounts with multiple sections do not die until all their sections have their HP reduced to 0 or the main section has its HP reduced to 0. If a non-main body section has its HP reduced to 0 and it fails its Death Check, it will be treated as a Disabled Section.

Disabled Sections cannot recover HP nor have effects such as [Awaken] used on them.

However, the item "Secret Medicine of Section Regeneration" (see p. 249) will restore a Disabled Section to full functionality.

Destruction And Restoration Of Magitech Mounts

Magitech-type Mounts are not considered to be either alive or dead, even when functioning. However, if a Magitech-type Mount's HP reaches 0, it is destroyed.

A Restore Kit can be used to repair a piece of magitech, bringing its HP up to 1.

Returning Problematic Mounts

In the case of the death, destruction, or disabling of a section of a rented Mount, it is considered dishonorable to return it to the Rider's Guild in such a state.

Return of Dead Mounts

In case of the death of a Mount, if it was rented from the Rider's Guild, the Jockey will get an Infamous Jockey Title (see p. 101). No special compensation is required.

In principle, the Jockey is not obliged to return a dead Mount, but they must return it if they revive it. Even if they resurrect a dead Mount, the Jockey will still get an Infamous Jockey Title.

Return of Mounts with Disabled Sections/Destroyed Magitechs

If a Jockey returns a destroyed magitech or a Mount with a disabled section, to the Rider's Guild, they will receive an Infamous Jockey Title.

Disabled sections can be healed using the Secret Medicine of Section Regeneration and destroyed magitech can be repaired with a Restore Kit. These can be purchased from Rider's Guild and used just before returning the Mount. In this case, no Infamous Jockey Title will be bestowed.

Cannot Return

In some cases, a Mount may be completely lost and cannot be returned. In such cases, the Jockey will still get an Infamous Jockey Title, although no monetary compensation is required.

Death or Destruction of Proprietary Mounts

If a Mount purchased or obtained by a Jockey dies or is destroyed, the "Proprietary Mount Contract" or "Mount Proprietary Sphere" will no longer be valid. An Infamous Jockey Title will not be acquired in such cases.

Infamous Jockey Title

If rented in a Rider's Guild Mount is killed, suffers a disabled section, or is destroyed, a special title called an "Infamous Jockey Title" will be acquired. This title is bestowed for mishandling a Rider's Guild mount, and once earned, knowledge of it will be spread to all branches in the continent.

The Infamous Jockey Title is also considered dishonorable for an adventurer and results the acquisition of Disgrace (see CR II, p. 118).

Requirements for Infamous Jockey Title

The PC gets the Infamous Jockey Title in the following cases

- Rented mount (animal, mythical beast) was killed.
- Rented mount (animal, mythical beast) was returned with a disabled section.
- Rented mount (magitech) was returned destroyed.
- Rented mount (regardless of classification) can no longer be returned.

The first time one of these situations occurs, the PC will get the Infamous Jockey Title of "Horse Killer."

Deterioration of Infamous Jockey Title

If a Jockey has an Infamous Jockey Title and they get another one, their title will be one step worse.

List of Infamous Jockey Titles

Title	Additional Fee	Additional Disgrace (Cumulative)
"Horse Killer"	0.2x	20
"Abandoner"	0.5x	30(50)
"Guild Ruiner"	1x	50(100)
"Mount Killer"	2x	100(200)
"Corpse Rider"	Temporary Banishment	150(350)

Additional Fee Based on Infamous Jockey Title

If a Jockey has an Infamous Jockey Title, they will be required to pay an additional fee when they rent or buy a Mount from the Rider's Guild. The additional fee is determined by multiplying the original rental/purchase price by the multiplier in the "List of Infamous Jockey Titles" above.

For example, if they have the Infamous Jockey Title of "Horse Killer", they will need to pay an additional 50G to rent a Horse and 2,000G to purchase a Manabike.

Additional fees are required per session for each rental.

Acquisition of Disgrace

Earning an Infamous Jockey Title means earning Disgrace at the same time; a PC who earns an Infamous Jockey Title immediately gains Disgrace as listed in the "List of Infamous Jockey Titles."

Since this is a Disgrace, it also leads to a Dishonor Mark and so will have a negative impact on the adventurer (see CR II, p. 119). Any Disgrace gained from other causes is cumulative with that gained from an Infamous Jockey Title.

When a PC's Disgrace is solely due to the acquisition of an Infamous Jockey Title, or very close to it, it is rarely referred to by a Dishonor Mark Title (like "Goblin Nuisance"). The Infamous Jockey Title is mainly used to clarify the cause and responsibility.

For adventurers with Disgrace other than from an Infamous Jockey Title, that cannot be ignored, the Infamous Jockey Title is used in as well as the general Dishonor Mark. In this case, it depends on the circumstances. For example, Rider's Guild members will often refer to the disgraced Jockey solely by their Infamous Jockey Title.

Temporary Banishment

PCs who have earned the worst Infamous Jockey Title of "Corpse Rider" will be temporarily banned from the Rider's Guild.

They will not be able to rent Mounts, and they will not be able to purchase Mounts or items from the Rider's Guild. Nor will they be able to get a Proprietary Mount Contract for a Mount that they have obtained through other means.

Removing Infamous Jockey Title

An Infamous Jockey Title may be removed. To do so, the character can pay the corresponding Reputation and offset it against the Disgrace earned by the title. This will reduce the severity of the Infamous Jockey Title by one level. For example, if they have the "Guild Ruiner" Infamous Jockey Title and spend 50 points of Reputation to offset the Disgrace, it will be reduced back to "Abandoner."

With a sufficient Reputation spend, removing more than one Infamous Jockey Title at a time is possible.

Once an Infamous Jockey Title is removed, it still is earned again (or deteriorated) if a situation is repeated, such as another death of a rented Mount.

Mounted Combat

This section mainly describes the processes used when a Mount is ridden in combat.

Notes Regarding Mounts in Combat

When a rider brings their Mount to a battle, there are a few changes to the flow of combat. This section will go into detail regarding those changes.

Riding in Battle

Both the mounted PC and Mount can actively participate when engaging in combat. The mounted PC and Mount are considered to have the same position (area, coordinates), and the movement type and speed used are those of the Mount. Whilst ridden, the Mount moves and performs Major Actions as commanded by its Rider. As a rule, if the Mount is not being ridden, it will not move nor take Major Actions on its own, but it will act on its instincts.

Just like a monster with multiple sections, a Mount and Rider can act independently from each other and are targeted separately for attacks/spells/effects.

Mount's Weak Point

Mounts have a weak point, which is different for each mount type.

Whether the Mount's weak point has been determined or not is done during Combat Preparation according to the details noted for Weakness checks (see p. 85).

Elven and Dwarven Racial Ability When 6th Level and Above

Elves and Dwarves of Adventurer level 6 or higher can affect 1 Character that they touch with their racial ability.

If an Elf or Dwarf is mounted, their Mount can be treated as having this effect applied constantly.

If an Elf or Dwarf is riding as a Jockey (in other words, can use one hand), they can touch another character to bestow this effect, but doing so will cancel the effect on the Mount.

Actions While Riding in Combat

What Rider Can Do

The range of things a character can do while riding is very different comparing Jockeys and non-Jockeys.

What Rider Can Do

	Own Actions	Tell Mount What to Do
Riders other than jockeys	○(However, can't use both hands)	X
Jockeys	○(In general, can't use one hand)	○

As you can see from the table, non-Jockey riders are greatly restricted whilst riding and are practically limited to concentrating only on movement.

Type of Move Restriction While Moving on a Mount

The Rider's movements in combat are based on the Mount's; if the Mount makes a Normal Move, the Jockey is also considered to have made a Normal Move.

Weapon Restrictions while Riding

Riders are not allowed to attack with wrestling weapons.

Riders other than Jockeys require two hands to ride. A Jockey only requires one hand to ride. The hand holding the reins or stick cannot hold or equip weapons or items (it is possible to equip a weapon with "Stance: 1HW" - but not to attack with it since it is a wrestling weapon).

Sealing and Unsealing Statues in Combat

The act of releasing a Mount from statue form or from a sphere depends on whether it is done as a Major or a Minor Action. Please refer to the section "Carrying a Mount" (see p. 97) for details.

Behavior of Mounts in Combat

Mounts can, as their Major Action, use melee attacks and unique skills appropriate to the combat at hand. If they have any abilities that can be used as Minor Actions, they will be noted as such.

All the unique skills of a Mount can be used along with a Normal Move unless otherwise noted.

Other Actions are, in principle, handled in the same way as the Actions that the PC can perform. For example, ranged attacks and casting spells can only be made with a Limited Move.

Unique Skills - Prerequisites And Enhancements

Some of the unique skills of a Mount have “prerequisite” or “enhance” listed after their name.

Those listed with “prerequisites” cannot be used unless the Jockey has mastered the Stunt or Stunts specified as such.

On the other hand, unique skills annotated with “enhance” can be used as is, but if the Jockey has mastered the Stunt indicated, it can be used for more advantageous situations or effects.

Mounts With Multiple Sections

For Mounts with multiple sections, only one section can be commanded per turn, but that section is able to use both Major and Minor Actions. It is possible to command different sections over the course of multiple turns.

To command multiple sections in the same turn, Stunts such as [Lion's Fury] or [Orochi's Fury] must be used.

Note on Rider and Mount As Targets

While mounted, a Mount and Jockey may be treated as separate characters or as a single character, depending on the situation. The following notes are provided for this, including cases where a Rider is forcefully dismounted.

Rider and Mount are a Single Character

In the following cases, a Rider and Mount are treated as a single character (with the number of sections involved being the rider's (1) plus the Mount's sections).

- When determining if the movement of a Rider/Mount can be blocked, or if they can in turn block another's movement.

- When determining if a mounted rider can leave a skirmish without first declaring that they are preparing to do so.
- When deciding if a Rider/Mount is subject to a Throw or similar attack.
- When resolving the use of spells or effects having "Area: Breakthrough" (see p. 114).
- When an effect only occurs if all the characters' sections are affected simultaneously.

Rider and Mount are Separate Characters

In the following situations, the Rider and Mount are treated as separate:

- When resolving spells and effects having "Target: 1 Entire Character" and "Target: 1 Character X".
- For spells and effects having "Target: Caster."

If Rider and Mount can be Arbitrary, Determine

In the following cases, a Rider (or their Mount) can arbitrarily decide whether to include their Mount (or rider) as a target.

- When a spell or effect having "Range: Caster" is used with a wide range area of effect.
- When resolving spells and effects having "Area: Line."

Forcible Dismounts

In the following cases, the Rider is forcibly dismounted, and the Mount falls prone (see p. 89). The Rider and any passengers will fall from the Mount:

- The rider or their Mount falls or loses consciousness.
- When a forced movement effect changes the relative positions (area, coordinates) of a rider and their Mount.

Alchemist Class and Evocation

In this section, we introduce the Alchemist class, which uses abilities called Evocations to aid their allies.

Alchemist Other-Type Minor Class

Some people have the strange ability to process and synthesize items out of basic materials, as well as create Evocations from magically infused cards. These people are called Alchemists. Their Material Cards are made of Prima Materia, the essential element of various substances.

Upon taking a level in the Alchemist class, characters learn to speak and read the Magitech language.

Alchemists are proficient in:

Evocation check (see p. 108)

Insight check (see CR I, p. 106)

Literature check (see CR I, p. 107)

Herbology check (see CR I, p. 108) — Alchemist Knowledge Check Package

Term: Evocation

Evocation

Alchemists use these spells to produce various effects. They are learned as their class level increases. Many of the effects produced support allies and weaken enemies. However, none directly inflict heavy damage on enemies.

Evocations are not magical, so they are not sensed by [Sense Magic] and they cannot be removed by [Dispel Magic] or other similar effects. However, Evocations can be canceled by [Wordbreak] or [Perfect Cancellation].

When using Evocations with "Area: Shot," [Targeting] is effective in preventing stray shots, and [Hawk Eye] allows the user to target an Evocation ignoring character or skirmish shielding. On the other hand, Combat Feats such as [Metamagic/**], which affect only the use of spells, do not work with Evocations.

Alchemist Class Skill Checks

Evocation

Standard Value: Alchemist level + Intelligence modifier

Time Required: Instant

Description: This check is used by Alchemists when using Evocations. Like a Spellcasting check, the character targeted by the Evocation must make a Willpower check to resist. The effect may be reduced if the Success Value of the target character's Willpower check equals or exceeds the Alchemist's Evocation check Success Value.

Acquiring Evocations

Each time a character learns a level in the Alchemist class, they can select a new Evocation (see p. 190). Some Evocations require a minimum class level (such as 5 or 10). These require the Alchemist's class level to be at least that level and they can only be acquired after growth.

For example, a 5th Level Alchemist knows five different Evocations and can learn any Evocation that requires a class level of 5th-level or lower.

Evocations Conditions of Use

Movement Restriction

In a round that an Alchemist uses an Evocation, they are prohibited from making a Full Move.

Alchemy Kit

To use Evocations, Alchemists must have an Alchemy Kit equipped. This kit can be equipped as an accessory in the right hand, left hand, at the waist, or in the "other" equipment section.

Alternatively, the Card Shooter item, which has "Stance: 1H", can be used in place of the Alchemy Kit.

Consumption of Material Cards

Evocations do not consume MP to use; instead, they require the consumption of items called Material Cards.

There are four Ranks of Material Cards (B, A, S, and SS), and the effect of an Evocation varies depending on which Rank of Card is used. Some Evocations cannot be used with B-rank Material Cards, for example.

The number of Material Cards consumed depends on the Evocation (see p. 190).

Using Evocations

Evocations can be used as either a Major Action or a Minor Action. Depending on which action is used, the way they are handled differs.

However, if an Evocation is used as a Major Action, a Minor Action Evocation cannot be used on the same turn, and vice versa.

Evocations can also be used during Combat Preparation (see the corresponding section).

Using Evocation with a Major Action

Evocations can be used once with a Major Action.

When using Evocations as a Major Action, the Alchemist can utilize those having "Target: 1 Character" and "Range: 1 or 2" on several characters simultaneously. In this case, the number of Material Cards consumed is the initial number of Material Cards multiplied by the number of characters. In addition, the Ranks of those Material Cards must be the same. Alchemists can use different Ranks of Material Cards, but the number of required Cards is the same, and the effect is determined by the lowest Rank among all the Cards employed. For example, even if just one Card of Rank B is mixed into some Rank A cards, the effect on all targets will be determined by Rank B.

Evocations having "Target: 1 Character" and "Range: Touch" cannot affect multiple targets at the same time.

Whenever an Evocation is used with a Major Action, an Evocation check (see p. 108) must be performed. The Evocation has no effect in the case of an automatic failure, and all used Material Cards are lost in vain. An Evocation check should be performed only once, even if multiple targets are selected at the same time.

If the target is resisting, the Success Value of the Evocation check is compared with the Success Value of the target's Willpower check. Resistance to Evocations works the same as with spells.

Using Evocation with Minor Action

Evocations can be used with a Minor Action, but only once per turn. Evocations cannot be used more than once in a turn, even with a Minor Action. This is true even if the character can perform multiple Major Actions on their turn. Also, as mentioned above, if an Evocation is used with a Minor Action, another cannot be used as Major Action during the same turn.

Minor Action Evocations can be used at any time during the turn. They can be used before or after a move (or in the middle of a move using Standard Combat), before or after a Major Action, or at any other time.

When an Evocation is used with a Minor Action, no Evocation check is required, so there cannot be an automatic failure and the Success Value is always 0. If used on a target that resists, the target does not roll any dice - they automatically succeed in making the Willpower check.

In addition, when an Evocation is used with a Minor Action, it is not possible to use "Target: 1 Character" to affect multiple characters simultaneously (as is possible with a Major Action).



Point! Use Evocations Differently!

If an Alchemist wishes to affect multiple targets simultaneously using the same Evocation, then they should use a Major Action. Also, if they want to use an Evocation that hinders an enemy somehow, they should also use a Major Action.

However, if an Alchemist only wants to affect a single friendly target, then they should use a Minor Action for it. Additionally, if there is another Major Action the Alchemist wishes to take, then they should use a Minor Action for their Evocation.

Using Evocation during Combat Preparation

Some Evocations can also be used during Combat Preparation. They are resolved in the same way as Minor Actions. That is, an Evocation check is not performed and it is not possible to use "Target: 1 Character" to affect multiple characters simultaneously. Only one Evocation can be used during Combat Preparation.

Material Cards

For an Alchemist to use any of their Evocations, they must have the appropriate Material Cards in their Alchemy Kit. While an Alchemist can

make Cards themselves, it is far more practical to purchase them from the local Institute of Magitechology. Material Cards come in five different colors, each corresponding to the type of Material used for the Card, and they are separated into four different Ranks, depending on the quality of the Material used to create the Card.

Five Colors of Material Cards

There are five colors of Material Cards: red, green, black, white, and gold. In alchemy, every element in the world can be broken down into the basic building blocks of matter, distilling the entirety of an item into its very essence. Every item is different and is often composed of several different essences in various ratios. Material Cards are created when an Alchemist takes these essences and stores them inside specially prepared Cards for later use.

- **Red Material Cards**

Red Material Cards are created using the essence of animals, often manifesting as ferocity, motivation, and intensity. Animal essences are associated with the color red due to healthy animal blood and muscles typically being red. These Material Cards are often used in Evocations that enable the target to be active and mobile

- **Green Material Cards**

Green Material Cards come from the essence of plants, projecting quietness, calm, and stability. Green grasses and leaves give these Material Cards their color, and Green Cards are often used in more relaxing Evocations.

- **Black Material Cards**

Black Material Cards are formed through the essence of minerals and have a heavy, sharp feeling about them. While they are often used for defensive Evocations, Black Material Cards also have the potential for variety and fusion.

- **White Material Cards**

White Material Cards come from spiritual essences, drawing upon higher mental functions. Intelligence, ingenuity, and philosophy provide the power behind these Cards, and they can be used to empower intellectual and mental abilities

- **Gold Material Cards**

Gold Material Cards hold the essence of energy within, calling upon intangible forces such as light, sound, color, and heat to provide the Alchemist

with power. These forces are often thought to be the closest to the actual essence of the world itself and are quite powerful when harnessed correctly.

Four Ranks of Material Cards

Distinct from the color of a Material Card is its Rank. Purer, denser essences provide higher-rank Cards, and there are four different Ranks, much like weapons and armor: B, A, S, and SS. The Rank of a Card determines the price of purchase, regardless of its color.

Prices of Material Cards

Card Rank	Price
B-Rank	20G
A-Rank	200G
S-Rank	2,000G
SS-Rank	20,000G

Illustration by Konno Takashi



Crude Material Cards

In general, an Alchemist will have a good idea of the number and types of Cards they will need on a particular adventure, so purchasing them from the Institute of Magitechology before heading out is a practical idea. Depending upon their mastery of the Alchemist class, it is not uncommon for an Alchemist to have 10 or more cards of a particular color or Rank. An Alchemy Kit can hold over 100 Cards.

However, it is still possible for an Alchemist to run out of Material Cards. In such emergencies, they can perform a short ritual to extract essences from the various loot and treasures they find. The card's color is determined by the type of loot used, while the Rank is determined by the selling price of that piece of loot.

Prices of Crude Material Cards

Card Rank	Loot Sale Price※
B-Rank	10 - 99G
A-Rank	100 - 999G
S-Rank	1,000 - 9,999G
SS-Rank	10,000G+

※Loot with a sale price of less than 10G cannot be used to create Material Cards.

For loot obtained from existing monsters, both color classification and Rank are listed in the respective monster data. If the GM has created original loot items for a monster, then they should determine the color and Rank of the Material Cards that can be created from them.

Red: Created from animal parts (fur, claws, teeth, etc.)

Green: Created from plant material (flowers, vines, petals, seeds, etc.)

Black: Created from base metals (like iron and iron ingots), as well as magitech components

White: Created from weapons, clothes, tools, and armor.

Gold: Created from gems, precious metals, and jewelry created from such materials.

Required Equipment and Time

To create a Material Card from a monster's dropped loot, an Alchemist needs both their Alchemy Kit and 10 uninterrupted minutes to create a single Card.

If the Alchemist who makes such a Crude Card themselves performs Loot Determination, then both loot acquisition and Card-making can be performed in the same 10 minutes.

Destroying Loot and Selling Crude Material Cards

To create a Material Card from loot, an Alchemist strips the loot of its essence and rebinds it into the Card. In doing so, the original loot is rendered worthless and, in many cases, will crumble into dust entirely. Even if the original loot does retain its shape, it is still worthless and cannot even be used to craft new items.

On the other hand, the Crude Card itself has intrinsic value. If you make a Crude Card and bring it back without using it, then it can be sold to the Institute of Magitechology. The Institute refines such Crude Cards, remaking them into several legitimate Material Cards, and reselling them for a profit (the Institute of Magitechology's advanced processes and facilities produce an order of magnitude more Material Cards than can be made by an Alchemist fashioning Crude Material Cards).

When selling Material Cards to the Institute in this way, they pay Gamels equal to the value of the original loot used.



Point! Affordable Cards

There is almost no disadvantage to converting loot into Crude Material Card as long as they can be sold for the same value later. In particular, if the selling price is less than the purchase price of a Card of the same Rank (10-20G/100-200G/1,000-2,000G/10,000-20,000G), Alchemists can save money by converting loot into Crude Cards.

Additional Rules

Fairy Tamer Class Additions

Fairy Tamer's Gems Required at 11th level or above

Fairy Tamer of level 11 or higher will need more expensive Fairy Tamer's Gems.

Prices of Fairy Tamer's Gem

Level	Price (1 Gem)	Price (6 Gems)
1 - 2	50	300
3 - 4	100	600
5 - 6	150	900
7 - 8	200	1,200
9 - 10	250	1,500
11 - 12	300	1,800
13 - 14	350	2,100
15	400	2,400

Summoning of Olden Fairies

There exist fairies called Olden Fairies. These have multiple types rather than just a single one. To summon an Olden Fairy, all its types must be included in the four types selected by the PC at the time of the summoning.

Area: Breakthrough

"Area: Breakthrough" is an effect where the character using it pushes forward in a straight line and affects everyone in their path.

Range of Breakthrough

The range of effects with "Area: Breakthrough" is, in principle, as follows:

For Simplified Combat, "1".

For Standard Combat, the character's Movement is in meters, i.e., the distance of their Normal Move.

Hence, the notation for range and area is "Range/Area: 1 (movement m)/Breakthrough". In rare cases, "movement m" may be replaced with other values.

Breakthrough Usage Guidelines

Declaring Breakthrough Effect

Effects with "Area: Breakthrough" move along with a character. A character who intends to use Breakthrough does not declare their type of move (Limited, Normal, or Full) on their turn, but instead states the intent to use it prior to moving or performing a Major Action.

Minor actions and Active Combat Feats can be executed before the declaring Breakthrough.

Cannot Breakthrough While in Melee

As a rule, a character in a melee cannot declare the use of a Breakthrough effect.

Selection of Targets

Those using the "Area: Breakthrough" effect must specify one target point (area, coordinates) or character (section).

With Simplified Combat, you can only specify one area ahead or a character (section) there.

With Standard Combat, any coordinates or character (section) within range can be specified, but it must be visible.

Regardless of the combat rules in use, you cannot specify the same location (area, coordinates) as yourself or any other character in that location.

When Targeting a Character in Skirmish

When targeting a character (section) in a skirmish, the one who tries to Breakthrough must have the Combat Feat [Targeting] or a similar ability.

Note that this is not necessary if the target is a point (area, coordinates).

Declaration of Breakthrough Endpoints (Standard Combat)

With Standard Combat those using Breakthrough can either select a target point or the location of a character OR specify a direction passing through the target point/character, out to the full range of the effect. When using the latter, the area of effect always the full range - no stopping halfway!

In Simplified Combat, all Breakthrough effects have a range of "1 (YY)". Therefore, there is no need for endpoint clarification.

Breakthrough Resolution

If the effect of "Area: Breakthrough" is used, it is handled as follows.

Exclusion Near Starting Position

A character using the Breakthrough effect can exclude a certain range from the starting position (their initial position) from its effects.

In Simplified Combat, users can exclude the area in which they were initially located.

In Standard Combat, they can exclude up to their Limited Move range from the starting position.

If a character is excluded from the area of effect, all characters in the same area are automatically excluded as well, regardless of their Faction.

Determination of Effect Range

The area of effect of a Breakthrough is basically all positions (areas, coordinates) extending from the endpoint to the starting point, except for any excluded area as explained in "Exclusion Near Starting Position". In Simplified Combat, the area of effect will be limited to the area adjacent to and ahead of the character.

Determination of the Affected Characters

If the target is specified to be a character (section), then that character (section) will always be affected by the Breakthrough effect.

In addition, characters and structures (see p. 120) in the effect area will be affected with a probability of 50%, as a rule. This check is processed by rolling 1d; where 1 - 3 means they are affected, and 4 - 6 means that they evaded it.

This is the same process as for "Area: Line" effects (see CR I, p. 163). Spells, items, or other things that change this probability, such as Lucky Feathers (see

CR II, p. 240), are also good for “Area: Breakthrough.” When [Magic Control] is declared for [Area: Breakthrough], the caster can exclude any character within the area of effect.

Stopping Breakthrough

A spell or effect with "Area: Breakthrough" always involves the user's own movement. Therefore, if any condition exists on the path to the endpoint that obstructs movement, the Breakthrough will also be prevented.

Crash into a Wall, etc.

If a wall or other obstacle stands in the path of the Breakthrough, the attempted Breakthrough collides with the wall, and the character falls prone. In this case, falling damage is applied: calculated as 2 meters (Simplified Combat) and one-fifth of the distance from the starting point to the endpoint of the Breakthrough declaration (rounded up) for Standard Combat.

Structures as Walls

If the wall or structure in question has Defense and HP values, it may be damaged by the Breakthrough effect. If the wall is destroyed, the Breakthrough continues toward its endpoint. If the wall isn't destroyed, the user is assumed to have collided with it, and they suffer the damage mentioned above.

[Fire Wall]

If the path is blocked by the Fairy Magic [Fire Wall] spell (see CR II, p. 171), a Willpower check should be made to determine if the fire damage is halved or not. Regardless of the success or failure of the check, the Breakthrough continues through to the endpoint.

Falling

In case of failing to stop and running off a cliff, the GM should make a ruling based on the situation.

The Character cannot be Blocked

In principle, the Breakthrough effect cannot be blocked (see CR II, p. 61) or stopped by any other character, no matter how huge it is.

Halfway Targets

Should the Breakthrough be blocked by an obstacle, any target within the effect up until the obstacle, will be affected by the Breakthrough.

Riding and Breakthrough of Multiple Section Characters

The Riding Stunt [Trample] allows a mounted Jockey and their Mount to make an "Area: Breakthrough" attack. Some monsters have multiple sections and can also Breakthrough.

Self-Exclusion

When using the Breakthrough effect, all sections of the Jockey and Mount are excluded from its effects.

Position (area, coordinate) Change at the Same Time

When the Breakthrough effect is used, all sections of a multi-section character, or a rider and Mount, are moved to the endpoint of the Breakthrough.

If Effect Worked

In the case of multi-section characters and mounted riders/Mounts, all of them are considered to have performed an action (Major Action or Minor Action, depending on the effect) when a Breakthrough effect is used. All such spells and abilities described in this book are used with Major Actions.

If each section, rider, or Mount can still perform further Actions and they wish to perform them individually, do the following:

1. Perform Minor Action sequentially for each section (Rider, mount) (Movement and Major Action cannot be performed.)



2. Breakthrough Effect



3. Make actions of each section (rider, mount)

Falling off a Mount during a Collision Whilst Riding

If a mounted character encounters some factor that impedes their movement, such as a wall or a cliff, then the rider/Mount will hit the wall, fall off the cliff, or whatever.

Should a Mount crash into a wall, all sections of both rider and Mount suffer damage and fall prone. This will also cause the rider to fall from the Mount (see p. 89), but in this case the rider will not suffer damage for doing so.


Cautions and Notes on Breakthrough

The following is a summary of the notes and caveats concerning the use of Breakthrough

Breakthrough Cannot be Blocked

No character can block a Breakthrough effect (see CR II, p. 61).

Cannot Move After Such Effect

Generally, a character cannot move following the use of a Breakthrough effect. This does not apply if the user has some special ability that allows multiple moves in one turn.

Cannot be Done More Than Once Per Turn

Breakthrough can be used only once per turn, even if a character can perform multiple Major Actions.

Cannot be Done after Move or Major Action

Again, please note that after you have moved or taken a Major Action on your turn, you cannot use the Breakthrough effect, even if you can take an additional Major Action.

In the case of a multi-section character or a mounted rider and Mount, once a Major Action has been taken by one of the sections/characters, Breakthrough cannot be used by other sections, the rider, or the Mount.

Breakthrough While in Melee is Possible Under Certain Conditions

As a rule, a character in a melee situation cannot declare the use of a Breakthrough effect. However, a Breakthrough is possible if the character can leave the skirmish without the need for a Withdrawal action, specifically in the following situations:

- If the ratio of the size of the user's Faction to the opposing Faction exceeds 2:1.

- If the user is invisible (all their sections or both rider and Mount). However, this does not work if a move or a Major Action cancels the invisibility.

- The user knows the Combat Feat [Shadow Sneak] (if they are mounted, both the rider and the Mount must have it).

However, "Exclusion Near Starting Position" (see p. 116) cannot be used when withdrawing from a melee situation. The area of effect, in this case, will always be from the starting point to the endpoint.

Destroying Structures

During an adventure, the PCs may find themselves in a situation where they want to physically destroy a door, wall, box, or other structure. These rules provide guidelines for demolishing such structures.



You Don't Have to Destroy Everything, Do You?

This rule allows for the destruction of many things. There are situations where trying to damage or demolish certain structures can be worthwhile. Examples include smashing down a weak wall to escape a tight spot, or breaking open a treasure chest with a damaged lock.

However, most labyrinths can be conquered without resorting to brute force! There should always be options other than smashing the place up. And remember, demolishing underground structures always comes with the risk of a cave-in. In such cases, the PCs need to be smart and try less extreme measures.

Structure Data

Structure data consists of "Material," "Defense," and "HP." Depending on the material and the construction used, a structure may be immune to criticals or may not be damaged at all (i.e., it cannot be destroyed).

Destroying Structures

Each structure has a "Defense" and "HP" value, and the procedure for destroying them is the same as damaging and defeating a character. In other words, when the HP of a structure is reduced by weapon attacks or damage spells to 0 or less, the structure is destroyed.

Structures cannot perform Evasion checks or resistance checks; unless attackers automatically fail an Accuracy or Spellcasting check, the structure will be subject to the damage caused by weapons and spells.

Physical damage is reduced by the structure's Defense.

The structure can also use its Defense against magic damage. However, Defense should be halved (rounded up) in such cases.

For example, a structure with 5 points of Defense will have any physical damage inflicted on it reduced by 5 points and any magical damage by 3 points.

The time required for a character to perform an Action to damage a structure is the same as for making any attack; what can be done to a character in 10 seconds (1 round) can be done to a structure in 10 seconds (1 round).



You Don't Have to Destroy Everything, Do You? Part 2

During combat, spells or effects that affect a large area may encompass walls, doors, etc. In this case, if there is no intent to destroy the structure, it is assumed that no damage is inflicted on it. Nearby treasure chests will not be destroyed by spells or effects unless the GM says "Take care in this area not to cause collateral damage!"

GMs can sometimes place structures with Defense/HP on the battlefield, informing PCs: "this has X Defense and Y HP", to change the tactics available to them. Do not overuse this idea though; destructible scenery is not as much fun as it sounds!

List of Structures

The following is a list of typical structures. The data presented are only a guide; GMs may change a structure's thickness, increasing or decreasing Defense or HP, as needed.

Structural materials are resilient to certain weapon categories or damage types. Attacks with such weapons or damage types will not critical.

Structure Immunities

Structures are immune to poison, disease, curse, and psychic damage.

Notes on [Lethal Strike III], [Armor Piercer], and [Throw]

If a character knows and declares the Combat Feat [Lethal Strike III], a critical hit can be inflicted on a structure even if it normally could not.

In the case of an attack with a declared [Armor Piercer] Combat Feat, the Defense of the structure is always halved (rounded up). Even if a critical hit is made with [Armor Piercer II/III], the structure's Defense will never be reduced to 0.

Throw and weapons that enhance it are valid only if GM rules that a structure can be lifted and slammed into the ground (e.g., a treasure chest).

Wood Structures

No Criticals: Bows

Wooden Door (Thickness: 2 cm)

Defense: 6 **HP:** 20

Summary: A relatively sturdy door often found in dungeons and private homes.

Wooden Wall (Thickness: 5 cm)

Defense: 8 **HP:** 30

Summary: The outer wall of a standard private home.

Wooden Fence (Thickness: 2 cm)

Defense: 4 **HP:** 15

Summary: A simple barrier meant to run the perimeter of rural areas.

Wooden Gate (Thickness: 8 cm)

Defense: 10 **HP:** 40

Summary: A double-sided gate, often seen used in walls surrounding mansions. When used in outer walls and ramparts, it can be two to three times as thick.

Wooden Chest (Thickness: 1 cm)

Defense: 6 **HP:** 15

Summary: A standard chest made of hardwood. Destroying the chest may also damage or destroy any fragile contents.

Steel Plates Structures

No Criticals: Swords, Spears, Thrown Weapons, Bows, Crossbows, Lightning, Fire, Wind, Water/Ice

Steel Door (Thickness: 2 cm)

Defense: 16 **HP:** 40

Summary: An iron door, occasionally seen in dungeons.

Steel Chest (Thickness: 1 cm)

Defense: 16 **HP:** 30

Summary: A sturdy iron chest. Destroying the chest may also damage or destroy any fragile contents.

Iron Structures

No Criticals: Swords, Axes, Spears, Thrown Weapons, Bows, Crossbows, Lightning, Fire, Wind, Water/Ice, Slashing.

Iron Wall (Thickness: 5 cm)

Defense: 22 **HP:** 80

Summary: A wall made of solid, thick iron. The thicker it gets, the harder it is to penetrate.

Iron Gate (Thickness: 8 cm)

Defense: 26 **HP:** 200

Summary: A sturdy iron gate, often seen in fortified castle walls. It's hard to find a better gate than solid iron.

Stone Structures

No Criticals: Swords, Spears, Thrown Weapons, Bows, Crossbows, Lightning, Fire, Wind, Water/Ice

Stone Wall (Thickness: 10 cm)

Defense: 18 **HP:** 60

Summary: A standard wall made of stone, often seen in dungeons.

Brick Wall (Thickness: 10 cm)

Defense: 12 **HP:** 50

Summary: A wall made of hardened bricks, typically seen as outer walls for upper-class private homes.

[Stone Wall] (Thickness: 50 cm)

Defense: 20 **HP:** 90

Summary: It is a stone wall created by the Fairy Magic spell [Stone Wall] (see CR II, p. 165).

Stone Outer Wall (Thickness: 1 m)

Defense: 22 **HP:** 120

Summary: An outer wall made of solid stone designed to protect small-to-medium fortified towns and cities.

Stone Wall (Thickness: 2 m)

Defense: 30 **HP:** 300

Summary: A standard wall.

Ice Structures

No Criticals: Thrown Weapons, Bows, Wind

Defense Halved/Ignored: Fire

Immune to Damage: Water/Ice

※Structures made of Ice have halved Defense against fire-type physical damage and 0 for magical fire damage. They do not suffer harm from water/ice-type damage at all.

Snow Shelter (Thickness: 30 cm)**Defense:** 8 **HP:** 60**Summary:** These shelters are made by piling up blocks of hardened snow; often built as temporary refuges in extremely cold areas.**[Ice Wall] (Thickness: 50 cm)****Defense:** 15 **HP:** 90**Summary:** It is an ice wall created by the Fairy Magic spell [Ice Wall] (see CR II, p. 168).**NPC Connections (New Reputation Usage)**

PCs can use their Reputation to create personal relationships with certain NPCs.

Connections are handled in a similar fashion to Reputational items; refer to the Connection Table on page 128 to see the Reputation spends required to connect with certain NPCs. On your character sheet, write "Connection: **/(NPC's name)", where ** is the particular stage of the Connection.

There are three stages of Connections with NPCs: Acquaintance, Friend, and Confidant, each of which requires a different Reputation spend. If you already have a Connection at a lower level and want to replace it with a higher level one, you need to spend the difference in Reputation.

To get a Connection, you must meet the NPC and exchange words with them. You cannot connect with an NPC you have never seen. The GM has the final say on whether you can connect with a character.

Connections are acquired similarly to Renowned Items, so a high Adventurer Rank (see CR II, p. 114) may result in a "free" Connection. In this case, when you meet an NPC and exchange words with them, you automatically get a Connection corresponding to your Reputation (as a sign of respect for your adventurer's Rank).

Connection Stages**Acquaintance**

This most basic of bonds shows that the NPC has acknowledged the PC as someone of note and will usually remember the character by name. There may

be a working relationship where the NPC trusts the PC to take care of some simple business or task, but that's about the extent of the Connection.

Friend

The PC and NPC have gotten to know each other and will often allow the other to call them by nicknames or at least be less formal with one other. The NPC and PC have a relationship close enough to help each other out in case of dire straits, but it doesn't go so far as putting themselves out when doing so. The NPC positively reacts on hearing about the PC and will often seek them out first if the strength of an adventurer is needed to handle some business or other.

Confidant

The PC and NPC are very close and able to share deep feelings both publicly and privately. Private worries and secrets are freely discussed, as is otherwise confidential information. A bond this deep is a relationship that has been tested and found to be strong, even in the face of adversity. In case of a crisis, the NPC will do everything in their power to help their friend and will wholly trust the PC with their life if necessary.

Lost Connection

A Connection becomes strained if an action taken against the NPC is extremely detrimental, whether physically, socially, financially, etc. Losing trust and faith in the PC will cause an existing Connection to drop one stage, alienating the NPC. This leads to the acquisition of Disgrace (see CR II, p. 118). The difference between the Connection stages must be added as a Disgrace.

The GM has the final say as to what actions or words can cause the loss of a Connection. Still, it should only be for actively and intentionally defaming or displeasing an NPC, not for simple negligence or a single mistake.

Even if the NPC passes away, the Connection is not lost. However, you will no longer be able to spend your Reputation to further strengthen the relationship



GM Guide: Utilizing NPC Connections

Suppose a PC and NPC become particularly close during a session. In that case, the GM may wish to grant the PC a Connection with that NPC (e.g., Acquaintance because they only appeared as a client and their request was a success, Friend because they retrieved a valuable item or got along well at the dinner party, etc.). When a GM gives a Connection to a PC in this way, the PC does not need to spend Reputation.

If the GM wants to give a Connection to an NPC created by them, please refer to the "NPC Connection Table" and decide the necessary Reputation spend by yourself.

If the PC has a Connection with an NPC, the GM should actively try to bring the NPC into sessions at some point to reinforce the Connection between them. However, Connections represent a relationship built on trust. Suppose the PC tries to use the NPC in a situation convenient for the PC and not the NPC, or generally tries to take advantage of the Connection between the two characters. In that case, the GM should warn the PC that they may be straining the Connection, possibly losing it if such behavior continues.



Dark Dwarf Blacksmiths

Dark Dwarf is a race that emerged in ancient times, at the end of the Divine Civilization when the Gods were at war with each other. The history of Dark Dwarves began when a tribe of Dwarves, stigmatized as traitors in this war, sought a home in Barbarous society.

Since then, the Dark Dwarves, who are Humanoids, have survived in Barbarous society because of their excellent blacksmithing. To survive and learn more, they send out spies to steal technology from Humanoid societies.

Among these spies, some are sometimes inspired by the Humanoids and hide their true identity (posing as Dwarves).

The "Dark Dwarf Blacksmith" at the end of the "NPC Connection Table" indicates this. It is very difficult to get acquainted with such blacksmiths and to establish a friendship with them because of their extreme fear of being discovered. It requires a high level of Reputation.

PCs with an "Acquaintance" connection with a Dark Dwarf Blacksmith will be able to have their weapons treated with Ignidite (see p. 245).

Such blacksmiths exist here and there throughout the continent, but a Connection with one can only be created through spending Reputation.

NPC Connections Table

NPC Name	Main Residence	Acquaintance	Friend	Confidant	Reference
Weiss Harves	Kingdom of Harves	400	900	1,600	CR II, p. 289
Iris Harves	Kingdom of Harves	100	200	400	CR II, p. 290
Vandelken Magnus	Eusiz Magical Principality	450	900	1,800	CR II, p. 290
Donon IV	Rajaaha Empire	500	1,000	2,400	CR II, p. 291
Yecula	Kingdom of Makajahat	300	600	1,600	CR II p. 291
Gautier Gilbert Fier	Kingslay Republic of Iron and Steel	500	1,000	2,000	CR II, p. 292
Kirke Lancaster	Kingslay Republic of Iron and Steel	300	600	1,000	CR II, p. 292
Dougllock Sumbear	Kingslay Republic of Iron and Steel	200	400	800	CR II, p. 293
Luuna Arshonia	Queen State of Arshonia	100	500	1,000	CR II, p. 293
Farfa Esa Fresia	Fresian Forest Country	400	900	1,600	CR II, p. 294
Demian	Dorden Region	-	-	-	CR II, p. 294
Amed Touban	Magnoa Steppe Country	300	600	1,200	CR II, p. 295
Albrecht Ashenshield	Grand Duchy of Gokersburg	100	400	800	CR II, p. 295
Miimiel	Orpheus Lake Country	200	500	1,200	CR II, p. 295
Vii Gared	Northern Fang Mountain Range	100	200	400	CR II, p. 296
Garnet	Dorden Region	50	100	300	CR II, p. 296
Matthias Hipshtall	Harshika Commercial Union	300	600	1,800	p. 291
Erwin Kudrichka	Giginal Island	200	500	1,200	p. 291
Lukasz van Veylen	Skull Castle	-	-	-	p. 291
Nadine-Jame Ginumere	Fairyland Avalf	200	500	1,200	p. 293
Chenakka	Fairyland Avalf	500	1,000	1,400	p. 293
Cedric Montant	Kingdom of Ur-Va-Duul	300	600	1,200	p. 293
Tajwar Valdedarde	Eyutorgo Mounted Nation	450	900	1,800	p. 293
Lidja Algeeva	Sukhbaar Kingdom of the Holy Chain	400	800	1,600	p. 293
Gavril Azarov	Sukhbaar Kingdom of the Holy Chain	100	400	800	p. 293
Josh van Heilen	Sevrey Forest Republic	100	500	1,000	p. 293
Matti Hautaniemi	Haroon Magical Research Kingdom	100	200	400	p. 293
Pat Pot Delroy	Ursyla Region	50	200	500	p. 293
Heisbert Thringel	Haroon Magical Research Kingdom	400	800	1,900	p. 293
Zegan	Zamsaska Region	-	-	-	p. 297
Hadruka Gadgalis	Adventurers Guild Headquarters	100	500	1,000	p. 298
Wanagiska	Wall of the Abyss	50	200	800	p. 298
Gillorm Drexler	Abyss Sea	100	200	500	p. 298
Dark Dwarf Blacksmith	Scattered throughout	100	200	300	p. 298

Additions to the Fellow Action Chart

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

Jockeys and Stunts

Mounts Cannot be Filled In

As a basic premise, Mounts, like golems and summoned fairies, cannot be entered in the Fellow Action Chart. When a master of the Rider class enters an Action that takes advantage of a Mount, only the Jockey can benefit from it.

Passive Stunts are Effective

Stunt effects that are always active, such as [Elevated Attack], should be added to the Actions that they affect.

[Charge], [Super Charge]

When filling in [Charge], use the Mount's movement and add "Range: 1(mount's movement m)". If you have mastered [Super Charge], you can also write "Range: 2(movement's movement x 3m)".

Extra Damage for Standard Combat should be judged by determining the immediate previous position of the Fellow, as for [Flying Kick] (see CR II, p. 124).

Example:

Normal Lance with [Charge], Range 1 (30m)	<i>"Let's Go!"</i>	15	Power 35/Crit Value 10 + Charge Bonus
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[Trample]

Please add "Range: 1(movement's movement m)" and include information about knowing the Combat Feats [Targeting], [Hawk Eye], the Stunt [Mind to Mind], etc., which are necessary to determine the target and the endpoint of a Breakthrough. The player who decides the target and the endpoint is the one who manages the Fellow in the game.

To determine whether [Trample] can be executed, what its target is, and its endpoint should be, etc., it is necessary to know the immediate previous

position in the same way as for [Charge]. Note that the Fellow cannot be in a different position (area, coordinate) from the PC. Both the start and the end of [Trample] must be at the same position as one of the PCs (in this sense, the endpoint is greatly restricted).

Only Jockeys can perform the attack, and only their data should be entered.

Example:

Normal Lance with [Trample], Range 1 (30m), [Targeting], and [Mind to Mind] are effective	<i>"Fortunately, I'm going to show you my stunt."</i>	15	Power 35/Crit Value 10 + 9
---	---	----	----------------------------

Evocations

Note on Material Cards

As a rule, Fellows cannot have their own consumables from the start.

The use of an Evocation can be described, but the PC must prepare and provide the Material Card to be consumed for any Evocations.

When you write the use of an Evocation in the Fellow Action Chart, it is not necessary to write the Rank of the Material Card. However, it is useful to include the color and number of Cards (especially if you have mastered and declared [Card Reduction]), along with a simple numerical value for each Rank.

Example:

[Armorust], 1 black (because of [Card Reduction])	<i>"Don't worry about it."</i>	16	Defense Down (B - 1, A - 3, S - 5, SS - 10)
---	--------------------------------	----	---

Evocations with Minor Actions

It is possible to use an Evocation with a Minor Action and do something else as a Major Action. In this case, a Fellow can execute both Major and Minor Actions or cancel both (if the PC controlling the Fellow wishes). The Success Value of the Evocation should not be entered.

The target of the Evocation and the target of the Major Action may be separate. That decision is made by the player after the Action is selected.

Example:

Minor Action with [Paralyze Mist] (1 green), attacking with Great Sword	<i>"Who should I hit? It is you?"</i>	14	Evasion Penalty (A - 1, S - 2, SS - 4) Power 25/Crit Value 10 + 7
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Note on Added Combat Feats

Multiple Active Combat Feats and Multiple Attacks

The two declarations with [Battle Master] should be treated in the same way as with [Ever-Changing I] (see CR I, p. 210-211).

With [Ever-Changing II], players can declare an active Combat Feat for 3 attacks such as [Dual Wielding] + [Chain Attack]. If the active Combat Feat requires the special note "spend next turn recovering," it will become instead "spend next three turns recovering."

Example:

[Dual Wielding] with "Silver Iron Boxers" (with [Twin Strike]) + [Chain Attack] for 3 attacks, all declared with [Power Strike II] with the help of [Ever-Changing II].	<i>"Silver or iron? My fists are gold!"</i>	23	Power 10/Crit Value 11 + 29 x3, spend next three turns recovering
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[Lethal Strike III]

This active Combat Feat does not require the special note "spend next turn recovering." Please also add "ignore immunity to criticals".



Here you will find spells, techniques, spellsongs, and finales for characters 11 level and above, as well as powerful weapons, armor, and special items. It also includes stunt and mount data for the newly introduced Rider class and Evocation data for the Alchemist class.

Part 3 Data

Additional Magic Data

Additional Magical Elements

Spells with Multiple Types (XX and YY)

Some spells have multiple types, "XX and YY types." For example, "water/ice and lightning type."

For such spells with multiple types, one of the types should be chosen for each target to be more disadvantageous to the target.

If it cannot be clearly decided which is more disadvantageous, the GM should rule out which it is.

Note that there is also "curse + psychic types" for spells or effect with multiple types, but it is handled differently (see CR II, p. 128).

"XX and YY" appear not only in spells but also in other effects. Please treat them in the same way.

Area: Breakthrough

For spells with "Area: Breakthrough see page 114 for details.

Truespeech Magic Data

11 Thunder Bolt						Cost	MP13					
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 50 damage					Type	Lightning					
Eff.	Fires a bolt of lightning at the target dealing Power 50 + Magic Power of magical 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	⑩

11 Slow						Cost	MP8
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	1 minute (6 r)	Resistance	Neg
Sum.	Slows target's movements and actions						
Eff.	The target's movement (for monsters, movement speed) is halved (rounded up). In Simplified Combat, a Full Move is required to move to the adjacent area, and it is not possible to move 2 areas.						
	In addition, the target must roll 1d at the beginning of its turn, and if the roll is "1 or 2", the target cannot take any Major Action in its turn.						

11 Familiar II						Cost	MP30
Tar.	Touch	Range/Area	Touch/-	Duration	Permanent	Resistance	N/A
Sum.	Create an intelligent familiar						
Eff.	Create a construct that will serve as an advanced familiar. See "High-level Familiars" (see p. 430).						
	Casting the spell takes one hour.						

Thunder Bolt

Illustration by Usui Rina



12 Shining Spot							Cost	MP16																							
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half																								
Sum.	Deals Power 40 damage, Crit Threshold 9					Type	Energy																								
Eff.	<p>Concentrated dazzling light destroys the surrounding area with its energy. The target is damaged by Power 40 + Magic Power magic damage. The Critical Threshold of this spell is 9.</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>40</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>9</td> <td>10</td> <td>11</td> <td>11</td> <td>12</td> <td>13</td> <td>⑨</td> </tr> </tbody> </table>							Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	40	4	5	6	7	9	10	11	11	12	13	⑨
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value																				
40	4	5	6	7	9	10	11	11	12	13	⑨																				

12 Shock							Cost	MP15																							
Tar.	1 Character	Range/Area	2(50m)/Shot	Duration	Instant	Resistance	Can't																								
Sum.	Deals Power 30 physical also applies to MP					Type	Bludgeoning																								
Eff.	<p>The target is hit with a chunk of mana, dealing Power 30 + Magic Power of physical damage to both the target's HP and MP.</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>⑩</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	⑩
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																				

12 Become Dragon							Cost	MP20
Tar.	Caster	Range/Area	Caster/-	Duration	1 Day	Resistance	Optional	
Sum.	Transform into a Draconet							
Eff.	<p>The caster is transformed into a Draconet (see p. 396) and should use its data. If the caster's HP is reduced, it will be carried over to the Body section. On the other hand, the damage on the Body section is passed to the caster when this spell is released.</p> <p>The caster's own class, combat feats, and racial abilities are all lost for the duration of the effect, and any weapons, armor, or accessories the caster was equipped with are temporarily lost and cannot be used. Items carried by the caster may only be used for effects that do not have a defined Stance.</p> <p>If the caster wishes, it can act as a mount for another PC. In this case, mount data for Draconet (see p. 259) should be used, the jockey's adventurer-level enhancements and stunt effects applied, and mount equipment can be equipped, but the caster's own actions are limited to those of the mount.</p> <p>A caster of sorcerer class 15 level can shapeshift to Lesser Dragon (monster data CR II, p. 396, mount data p. 260). The spells and technique unique skills of the monster and mount data cannot be used while under this spell. The head section will carry the caster's HP reduction in that case.</p>							

13 Desultory						Cost	MP9
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	30 seconds (3 r)	Resistance	Temporary
Sum.	Spellcasting checks -4					Type	Psychic
Eff.	Disturbs concentration and disrupts magic. The target's Spellcasting checks receive a -4 penalty for the spell's duration.						

13 Teleport						Cost	MP15
Tar.	1 Object or 1 Character X	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Optional
Sum.	Instantly moves the target to a location of the caster's choice						
Eff.	<p>Move the target to either a place the caster has previously been or a place within sight up to 1km away. The target size can be no larger than a 1m radius or 2m high. The spell ignores walls, shields, and other obstructions but will fail if there is no safe place for the object to exist at the destination.</p> <p>If a character is used as a target, it is processed as "Target :1 Character X".</p> <p>It does not affect items held or equipped by other characters.</p>						

13 Lightning Bind						Cost	MP15						
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	1 minute (6 r)	Resistance	Temporary						
Sum.	Restrain and attack the target with Power 20					Type	Lightning						
Eff.	<p>The target is bound with a rope made of lightning and suffers a -2 penalty on all action checks. In addition, at the end of his turn, the target must suffer a "Power 20 + Magic Power" magic damage. This spell cannot be critical.</p> <p>If the target is a character with only one section, or if all sections of a multi-section character are subject to this effect, the target cannot move.</p> <p>Willpower is only checked during the casting of this spell, not during damage determination.</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	None

14 Dimension Gate						Cost	MP23
Tar.	Any Point	Range/Area	1(10m)/Target	Duration	30 seconds (3 r)	Resistance	N/A
Sum.	Creates a gate to a distant destination						
Eff.	Creates a 3m radius gate at the foot of the caster. The gate's exit is at any point the caster knows and specifies when casting this spell, regardless of location or distance. However, the gate may not be created while inside a building. Also, the exit must have a space for a safe exit.						

14 Dimension Sword						Cost	MP18					
Tar.	Any Point	Range/Area	2(50m)/Line	Duration	Instant	Resistance	Half					
Sum.	Deals Power 60 damage					Type	Slashing					
Eff.	Attack with a blade that cleaves through space itself, dealing Power 60 + Magic Power of magic damage.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	60	5	9	10	11	12	13	14	15	16	18	(10)

14 Magic Reflection						Cost	MP17
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Reflects magic spells to the caster						
Eff.	A spell with "Target: 1 Character (including 1 Entire Character, 1 Character X)" may be reflected to the spell's caster. The caster of [Magic Reflection] may choose to know the result of the Spellcasting check for a spell before using this effect. If it bounces back, the caster of the original spell must make a save themselves. If the spell does not reflect, the target may attempt to resist the spell as normal. If the reflected spell's caster is initially one of the targets, the spell affects the caster only once. After a spell is reflected with this effect, the spell ends.						

15 Save The World						Cost	MP50
Tar.	All Areas (500 m Radius)/Space	Range/Area	Caster/-	Duration	1 Hour	Resistance	N/A
Sum.	Creates a mana barrier that cannot be broken						
Eff.	A hemispherical barrier forms at the edge of the targeted area, protecting it from any outside influences or interference. No spell or unique skill can pass						

	through. If the character is standing on the edge of a barrier at the moment of the cast of this spell, they can decide where they want to be (outside or inside). This barrier cannot be broken or removed by any means, physical, magical, or otherwise, even by spells like [Perfect Cancellation]. However, the caster must concentrate for the spell's duration to maintain the effect. If the caster moves or takes Major or Minor Action, the effect dissipates, and the barrier disappears.
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15 Perfect Cancellation						Cost	MP33
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Neg
Sum.	Eradicates all traces of mana within range						
Eff.	All magic, including spells, spellsongs, evocations, unique skills, etc., within range, are subject to cancellation. For each effect within range, if this spell's Spellcasting check is greater than the caster's Magic Power (success value), that effect is canceled.						
	If this spell is cast within an hour's casting time, it may also affect magical items. Items created during the Divine Civilization Period or before cannot be undone by this spell.						
	Magic Item Era			Magic Power			
	Current			25			
Magitech Civilization			30				
Ancient Magic Civilization			40				


15 Meteor Strike						Cost	MP30				
Tar.	1 area (6m Radius)/20	Range/Area	2(50m)/Target	Duration	Instant	Resistance	Half				
Sum.	Deals Power 100 damage. It can be used to damage large areas.					Type	Bludgeoning				
Eff.	Calls a meteor from the sky dealing Power 100 + Magic Power of magical damage. The caster must see the sky, and the subject must be visible from the sky for this spell to succeed.										
	The caster can spend an hour casting this spell. In doing so, the spells changes to "Range: 2(1km)" and "Target: All Areas (500m Radius)/All" as a large-scale meteorite fall attack. This version of the spell deals damage to structures and buildings as well. The buildings' Defense is ignored when dealing damage, and this spell criticals on 8 or higher against buildings.										
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
100	8	12	15	18	19	20	22	24	27	30	⑩


Spiritualism Magic Data


11 Earth Heal II						Cost	MP8					
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Neg					
Sum.	Heals Power 30.											
Eff.	Heals Power 30 + Magic Power HP. Undead, Magitechs and Constructs can be healed by this spell.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value

11 Sneak						Cost	MP7
Tar.	1 Character X	Range/Area	Touch/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Shrouds target in mist, hiding it from magical and mechanical perception						
Eff.	The target cannot be seen by those with Magical or Mechanical means of perception or magical traps that rely on magical sight for the duration of the spell. Characters using the Five Senses as means of perception can see the character normally.						
	If the character takes a Full Move, attacks, uses magic on another target, or any other action that interacts with another character, this effect ends immediately.						

11 Haste						Cost	MP18
Tar.	1 Character X	Range/Area	2(30m)/ Target	Duration	1 minute (6 r)	Resistance	Optional
Sum.	Accelerate the movement of the target						
Eff.	The target's distance with Normal Move is increased by +12 m. The distance with Full Move is increased by +36 m. In Simplified Combat, a Normal Move allows the target to move from one rearguard area to another (if there are no hostile characters in the frontline area).						
	Also, the target can roll 1d at the end of their turn, and if the roll is "5-6", they can perform additional Major Action. This effect can appear only once per turn.						

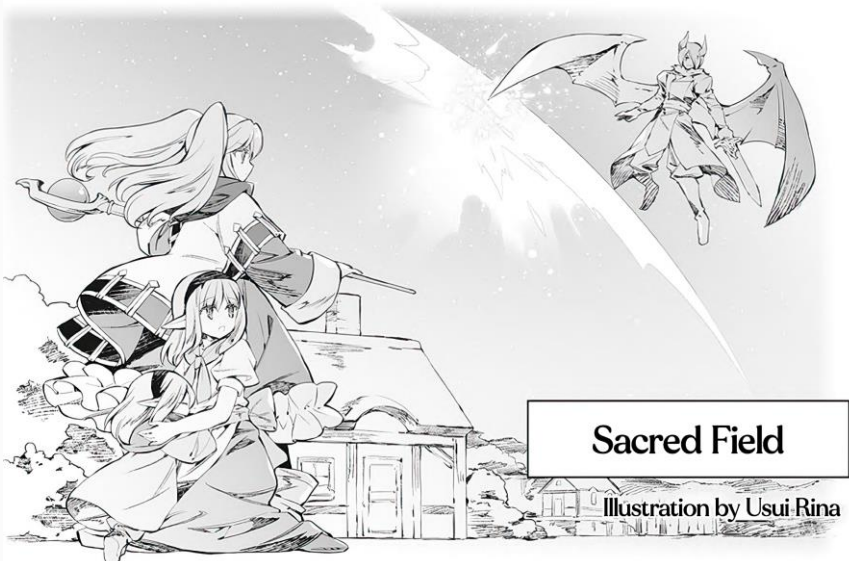
12  Change Position						Cost	MP12
Tar.	1 Doll	Range/Area	2(30m)/Target	Duration	Instant	Resistance	N/A
Sum.	Instantly swaps positions with the doll						
Eff.	The caster swaps its position with a doll or puppet within the spell's range. Walls, barriers, etc., are bypassed by this magic, but the spell fails if there is not enough space for the caster to safely exit in the doll's space before the replacement. This effect allows the caster to automatically escape from the skirmish. This spell may only be used once in 10 seconds (1 round).						

12  Sonic Weapon						Cost	MP8
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Make wind-type attack, Critical Threshold -1, +2 damage						
Eff.	When the target makes a melee or ranged attack, the weapon used in the attack is treated as a wind magic weapon (Translator's Note: weapon still deals physical damage). The physical damage it causes is increased by +2, and the weapon Critical Threshold is lowered by -1 (to a minimum of 8). For fixed-value characters, increase their damage by +4 instead.						

12  Mana Seal						Cost	MP16
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	1 minute (6 r)	Resistance	Neg
Sum.	Blocks the target's use of mana						
Eff.	Targets that fail to resist this spell cannot use more than 10 MP in a single turn, regardless of how they would spend it. For example, three Techniques would only allow the use of one more MP that turn, so a fourth Technique could not be used. MP used from Familiars, or Mako Stones does not count towards this limit.						

13 Raging Earth II						Cost	MP18
Tar.	2 - 3 areas (10m Radius)/Space	Range/Area	1(10m)/ Target	Duration	30 seconds (3 r)	Resistance	Can't
Sum.	Heals 10 points per round						
Eff.	Each character in the area regenerates 10 points of damage at the end of their turn. This even heals creatures of the Undead, Magitechs, and Construct categories.						

13 Wraith Form						Cost	MP20
Tar.	Caster	Range/Area	Caster/-	Duration	1 Day	Resistance	Optional
Sum.	Take the form of a wraith, separating mind and body						
Eff.	<p>The caster's consciousness breaks free, taking the form of a Wraith (see p. 369). The caster's HP, MP, levels, Willpower, Fortitude, classes, and weapons skills remain the same, but it gains the Wraith's Unique Skills [Normal Weapon Immunity] and [Fog Body]. See also p. 327 for [Normal Weapon Immunity].</p> <p>While a Wraith, the caster's body lies unconscious, and the caster cannot directly perceive using its body senses. If the duration elapses or the caster wishes, they may return to their body regardless of distance.</p> <p>However, if the caster's body is destroyed or otherwise lost while in Wraith Form, the spell becomes permanent, and the caster remains as a Wraith, unable to return to their body.</p>						



Sacred Field

Illustration by Usui Rina

14 Copy Doll						Cost	MP20
Tar.	1 Doll	Range/Area	Touch/-	Duration	1 Year	Resistance	N/A
Sum.	Creates a doll indistinguishable from the caster						
Eff.	<p>A doll or stuffed animal is transformed to look exactly the same size and appearance as the caster. Despite being a doll, the caster can manipulate the new body as if it were their own, retaining all physical abilities and still requiring food and sleep. It is impossible to tell that the target is a doll by observing its appearance and behavior.</p> <p>While separated, the caster's original body is unconscious. At any time, the caster can know the condition of their body but cannot perceive through it. If the caster's body dies, the caster itself also dies. If the spell's duration ends or the caster ends it, the caster will return to its body.</p> <p>If the doll's HP drops to 0, the caster returns to its original body while the doll's body crumbles into useless dust.</p> <p>While this spell is in effect, the caster can't cast this spell on another target.</p>						

14 Steal Memory						Cost	MP19
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	Permanent	Resistance	Neg
Sum.	Acquires a memory from the target						
Eff.	<p>The caster can take a specific memory from the target so that the target never even knows they had a memory taken from them.</p> <p>The caster chooses when to begin to take a memory and how long the memory they're taking is, then spends an equal amount of time casting this spell. The caster steals memory in increments of 10 seconds (1 round) at a time, even if the memory they're taking isn't that long.</p> <p>If this effect ends, the target recovers all of their stolen memories. However, this does not cause the caster to lose the memory they stole.</p>						

15 Quick Resurrection						Cost	MP30
Tar.	1 Corpse	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Optional
Sum.	Raise the dead instantly. Soulsкар table rolled with +10.						
Eff.	<p>Revives a corpse immediately. The Target Number is the number of days elapsed since death. The Soulsкар Table (see CR I, p. 186) should also be used as in the case of [Resurrection] (see CR II, p. 135), but the roll is modified with +10.</p> <p>If the revive succeeds, the target is revived with HP 1 (or all of the sections if the target has multiple sections), and the MP is kept as it was just before the death. All the spells and effects the target was under before the death are removed.</p> <p>A target whose soulsкар has reached 5 due to using the “soulsкар table” is revived as a Revenant (see CR I, p. 416). Revenant revives with its maximum HP and attacks the caster who casts this spell as the first priority. After the caster is defeated, the Revenant kills and destroys indiscriminately.</p> <p>Generally, only a limited number of those with unresolved feelings for the world will be resurrected. If the target is PC, it is up to the player's decision. The GM should decide on other Humanoids, Barbarous, Animals, Plants, and Mythical Beasts. Undead, Constructs, Magitech, Fairies, and Daemons cannot be revived under any circumstances.</p>						

15 Death Cloud						Cost	MP26					
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 60, Death Check -20					Type	Curse					
Eff.	Creates a cursed cloud of roiling death, dealing Power 60 + Magic Power damage. If this reduces a character's HP to 0 or less, they receive a -20 penalty to their next Death Check.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	60	5	9	10	11	12	13	14	15	16	18	⑩

15 Revenant Curse						Cost	MP30
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	1 Day	Resistance	Neg
Sum.	Allows the living to rise as a Revenant upon death					Type	Curse
Eff.	<p>If the target dies after casting this spell, they gain 5 soulscards temporarily and rise as a Revenant (see CR I, p. 416). Target follows the caster's orders completely.</p> <p>Once the duration of this spell ends, the target is fully and permanently a Revenant and cannot be resurrected. However, if the spell is canceled via [Remove Curse] before then, all soulscards will disappear, and the body will become a normal corpse.</p>						

Divine Magic Data

Basic Divine Spells

11	Surrender						Cost	MP13
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	Instant	Resistance	Neg	
Sum.	Dampens the fighting spirit of Barbarous					Type	Psychic	
Eff.	Barbarous who fail to resist this spell stop fighting and will follow the caster as a friend. If the target has more than 1/10th of their Maximum HP remaining (rounded down), this spell does not work. In the case of multi-section characters, the HP of all main sections must meet this condition.							

11	Bless II						Cost	MP12
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Increase all of the target's ability scores by +6							
Eff.	Increase all of the target's ability scores by +6, resulting in a +1 bonus to all of their modifiers. This will also increase derived ability scores, such as Maximum HP and MP. For fixed-value characters, increase their Accuracy, Evasion, Fortitude, and Willpower by +1 and Maximum HP, Movement Speed, and MP by +6. Also, GM can decide if this affects any unique skills.							

11	Holy Light II						Cost	MP9					
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant/3 minutes (18 r)	Resistance	Half						
Sum.	Deals Power 50 damage to Undead and decreases Willpower by -2												
Eff.	Deals Power 50 + Magic Power damage to Undead in the area. Targets who fail to resist this spell also receive a -2 penalty to Willpower for 3 minutes (18 rounds).												
		Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
		50	4	6	8	10	10	12	12	13	15	15	⑩

12 Escape						Cost	MP3
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Optional
Sum.	Call on the divine to get the target out of trouble						
Eff.	The target immediately teleports to the closest temple of the god that the caster believes in. This spell ignores any sort of walls, barriers, etc.						

PART 1

12 Sacred Field						Cost	MP20
Tar.	All Areas (100m Radius)/Space	Range/Area	Caster/-	Duration	Instant/1 Day	Resistance	N/A
Sum.	Creates a barrier blocking Barbarous and Undead						
Eff.	<p>The target area has a barrier formed around it, preventing any Barbarous or Undead from passing through. This barrier also prevents any spells or abilities from Barbarous or Undead from passing through as well.</p> <p>When this spell is cast, the barrier will not form if any Barbarous or Undead is already within the area of this spell. Additionally, if this effect overlaps with the range of a [Vice Field] spell (see p. 323), both spells' effects end immediately.</p>						

PART 2

PART 3

12 Rescue						Cost	MP17
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	1 Day	Resistance	Optional
Sum.	Know the target's health, and save them from dire situations						
Eff.	<p>For the duration of the spell, the caster knows the target's current HP, regardless of distance. The caster only knows the HP status of the target but not any other effects. With the target's consent, the caster can call the target to their side as a Minor Action. This can bypass walls, barriers, etc., but will fail if there is not enough space for the target to safely exist before the movement.</p> <p>Once this effect is used, or if the caster casts this spell on another target, the spell ends.</p>						

PART 4

PART 5

13 Erase Soulscar						Cost	MP50
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	Instant	Resistance	Optional
Sum.	Heals a soulscar from the target						
Eff.	Removes 1 soulscar from the target. This effect does not remove the innate soulscar of Nightmare or Barbarous. A character who has received this spell at least once will automatically resist the second and subsequent casts. It cannot be used against the Undead. This spell takes one day to cast.						

13 Oracle						Cost	MP14
Tar.	All Areas (10km Radius)/All	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Can't
Sum.	Projects caster's voice to distant believers						
Eff.	The caster can project their voice to any character within the range of the spell, which is also a follower of the same god. Only characters with at least 1 level in the Priest class can hear the caster. The caster cannot hear any responses from those he talks to, regardless of faith.						

13 Cure Mortality						Cost	MP10					
Tar.	1 Character	Range/Area	2(50m)/Target	Duration	Instant	Resistance	Neg					
Sum.	Heals target with Power 70											
Eff.	Heals the target for Power 70 + Magic Power HP. No effect on Constructs and Magitechs. If the target is Undead, it deals Power 70 + Magic Power damage. This damage cannot be critical.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	70	5	9	10	12	14	16	17	18	19	19	None

14 Holy War						Cost	MP40
Tar.	All Areas (500m Radius)/All	Range/Area	Caster/-	Duration	6 Hours	Resistance	Optional
Sum.	Strengthen those of the same faith (Warrior-Type Classes +3 Levels)						
Eff.	To be a target of this spell, the target must be equipped with, hold, or carry the holy symbol of the caster's deity. The caster himself and the characters of None, Animal, and Servant intellect cannot be the target.						

	<p>Target selects any Warrior-Type Classes, temporarily increasing the class by +3 levels. It is also possible to select a class without levels and make it equivalent to the 3rd level. However, the target's adventurer level will remain unchanged, and no new combat feat will be obtained.</p> <p>If a monster with monster data becomes a target, it gets a +3 bonus to Accuracy checks and Evasion checks and +3 points to the physical damage it causes by melee attacks and ranges attacks.</p>
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14	Purify Soul						Cost	MP20
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	Instant	Resistance	Neg	
Sum.	Bring peace to the souls of the dead							
Eff.	<p>Only effective on Undead monsters Level 13 or lower. The target's soul is redeemed, and the target departs to the God of the caster's faith (Undead dies). If the target's monster level is 14 or higher, this magic's resistance becomes "Optional."</p>							

14	Reincarnation						Cost	MP30											
Tar.	1 Corpse	Range/Area	Touch/-	Duration	Instant	Resistance	Neg												
Sum.	Give a departed soul a new life																		
Eff.	<p>Only effective on a corpse less than 24 hours old. The target's soul will be reborn in a child within the next 7 days but will not remember anything from their previous life until they reach a certain age, as determined by this spell's Spellcasting check. However, the child has all of the same ability scores as the old character (after growth), and once they reach a certain age, they regain their memories of their past life, including class levels and Combat Feats.</p> <p>The age at which the memory is regained depends on the success value at the time of the cast (not on the target's race). Also, this spell takes 1 hour to cast.</p> <table border="1"> <thead> <tr> <th>Success Value</th> <th>Age to Regain Memory</th> </tr> </thead> <tbody> <tr> <td>25 or less</td> <td>Will not regain memory naturally</td> </tr> <tr> <td>26 - 27</td> <td>30 years old</td> </tr> <tr> <td>28 - 29</td> <td>20 years old</td> </tr> <tr> <td>30 - 31</td> <td>10 years old</td> </tr> <tr> <td>32+</td> <td>5 years old</td> </tr> </tbody> </table> <p>If the target is resurrected before reincarnation, the effect of this spell is automatically negated. On the other hand, if the target was affected by [Reincarnation], this spell will not revive the target again (another spell will).</p>							Success Value	Age to Regain Memory	25 or less	Will not regain memory naturally	26 - 27	30 years old	28 - 29	20 years old	30 - 31	10 years old	32+	5 years old
Success Value	Age to Regain Memory																		
25 or less	Will not regain memory naturally																		
26 - 27	30 years old																		
28 - 29	20 years old																		
30 - 31	10 years old																		
32+	5 years old																		

15	Call God						Cost	MP50-200
Tar.	Any Point	Range/Area	2(30m)/Target	Duration	1 minute (6 r)	Resistance	N/A	
Sum.	Call down the god caster believes in.							

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DATA

Eff.	<p>This spell calls upon the caster's deity and pleads them to help in dire need. To cast this spell, a special preparation (ritual) is needed, after which this spell must be immediately cast. The caster can cast the spell immediately after the preparation. Still, if the same time of the preparation elapses without casting the spell, the caster must start the preparation from the beginning.</p> <p>This spell's MP and casting time depend upon the type of God being called. When using miraculous power in battle, the caster can wipe out any enemy within the caster's sight below the specified level (monster level, adventurer level) without any resistance.</p> <p>Only Priests of called God in its sphere of influence (see CR II, p. 93) will notice that this ritual was completed (regardless of where the spell itself has been cast).</p> <p>Ancient God / Preparation 1 Year / Casting 7 Days / 200 MP / Affects 35 or lower Levels</p> <p>Once summoned, the god can perform massive miracles, such as creating massive fissures in the continent, creating whole islands, and other miracles that vastly change the face of Raxia.</p> <p>Once this spell is complete, the caster's soul leaves with their god, preventing the caster from being resurrected.</p> <p>Major God / Preparation 1 Month / Casting 1 Day / 100 MP / Affects 25 or lower Levels</p> <p>Once summoned, the god can perform large-scale miracles, such as leveling an entire mountain or turning the land within the caster's vision into a deep forest.</p> <p>Once this spell is complete, the caster immediately dies, regardless of their current HP value.</p> <p>Minor God / Preparation 6 Rounds / Casting 1 Round / 50 MP / Affects 15 or lower Levels</p> <p>Once summoned, the god can perform small-scale miracles, such as moving an immense boulder or causing an entire hillside to burst into blooming flowers.</p> <p>Once the spell is complete, the caster falls to 0 HP and has their Maximum MP reduced by 50 for the next 7 days.</p>
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15	Restoration					Cost	MP18
	Tar.	1 Character	Range/Area	2(50m)/Target	Duration	Instant	Resistance
Sum.	Removes all negative effects and restores HP by Magic Power x5 points.						
Eff.	<p>The target can choose any effects it is undergoing other than "Duration: Permanent" and make them all disappear. There is no need to compare success values. At the same time, the target's HP is restored by "caster's Magic Power x5".</p> <p>This spell does not affect Undead", Constructs, or Magitechs characters.</p>						

Specialized Divine Spells of the Divine Ancestor Lyphos

13 Promise Circle						Cost	MP10
Tar.	1 area (3m Radius)/5	Range/Area	Touch/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Shares MP						
Eff.	<p>When a target uses an effect that would cost MP during their turn, they have the option to use MP from another character affected by this spell instead. In this case, the target and other characters can share MP in any ratio. Only the target's own MP can be used (for example, mako stones cannot be used). [MP Save/**] and similar combat feats can only affect their owner and will not affect the person using the owner's mana.</p> <p>When casting caster can exclude characters in the affected area of this spell without [Magic Control] combat feat.</p>						

Specialized Divine Spells of the Tidán, God of the Sun

13 Evangel						Cost	MP20
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Neg
Sum.	Removes Poison-, Disease-, Curse-, and Psychic-type effects						
Eff.	<p>The power of the sun's rays attempts to remove all Poison-, Disease-, Curse-, and Psychic-type effects on the target. For each effect contested check is needed.</p> <p>This spell can only be cast in direct sunlight or while within the range of [Daybreak] (see CR II, p. 145), but in that case, the effect of [Daybreak] is lost.</p>						

Specialized Divine Spells of the Kilhia, God of Wisdom

13 ▶▶△Completion					Cost	MP10	
Tar.	Caster	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Temporarily learn magic by seeing through Kilhia's eyes						
Eff.	<p>The caster will temporarily gain the ability to cast up to 10th-level spells of one of Truespeech, Spiritualism, or Fairy Magic. The Magic Power for any of those spells becomes "Priest Class level + Intelligence Modifier."</p> <p>Temporarily learned spells do not require any movement, vocalization, magical implement, or Fairy Tamer's Gem to be cast. However, if an individual spell requires a special cost (such as a mako stone for the [Summon Fairy]), it must be provided. All combat feats that the caster has mastered are valid. [MP Save/**] is applied if it matches the chosen magic system.</p> <p>Spells that take more than 10 seconds to cast cannot be cast.</p> <p>Once the chosen spell is cast, the effect of this spell ends.</p>						

Specialized Divine Spells of the Asteria, Goddess of Fairies

13 Panic					Cost	MP15	
Tar.	1 area (6m Radius)	Range/Area	2(30m)/ Target	Duration	Instant/3 minutes (18 r)	Resistance	Neg
Sum.	Target cannot select a target in the skirmishes					Type	Psychic
Eff.	<p>During the next 3 minutes (18 rounds), any character affected by this spell cannot select a target character in a skirmish as a target for any action (weapon attack, spellcasting, finale, evocation, etc.). The target of those actions must be chosen randomly from within the skirmish. Combat feats [Targeting] and [Magic Control] lose their effects for the target. Even effects that allow them to arbitrarily choose a target are forced to choose a random target.</p> <p>This restriction does not apply when the target is not in the skirmish.</p>						

Specialized Divine Spells of the Grendal, Blazing Emperor

13 Offensive Fire							Cost	MP20					
Tar.	Any Point	Range/Area	1 (Movement m)/Breakthrough		Duration	Instant	Resistance	Half					
Sum.	Deals Power 90 damage						Type	Fire					
Eff.	Charge through enemies and set them on fire. Deals Power 90 + Magic Power magic damage.												
	The spell's range in Standard Combat is determined by the caster's movement.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		90	7	10	12	15	18	19	21	23	25	26	⑩

PART 1

PART 2

Specialized Divine Spells of the Sien, Goddess of the Moon

13 Wishing Star							Cost	MP20
Tar.	1 Entire Character	Range/Area	2(50m)/Shot		Duration	30 seconds (3 r)	Resistance	Optional
Sum.	Automatic successes on Fortitude or Willpower							
Eff.	The target is surrounded by small stars made of mana. When the target makes a Fortitude or Willpower check, they automatically succeed instead.							

PART 3

PART 4

Specialized Divine Spells of the Mirtabar, Divine Hand

13 ▶▶△Hyper Acceleration							Cost	MP22
Tar.	1 area (3m Radius)/5	Range/Area	Caster/-	Duration	Instant/10 seconds (1 r)		Resistance	Can't
Sum.	Dexterity +12, Agility +12							
Eff.	The Divine Hand itself descends around the character, accelerating its movement.							
	All characters within the area have their Dexterity and Agility increased by +12 points during the spell duration. Movement and other parameters will also change.							

PART 5

DATA

Specialized Divine Spells of the Eve, Shield Against the Abyss

13	Daemon Buster						Cost	MP14				
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	Instant/10 seconds (1 r)	Resistance	Half					
Sum.	Power 70 damage to the Daemon and -5 to the damage it deals					Type	Energy					
Eff.	<p>A ray of light that destroys the daemon is hurled overhead. If the target is a Daemon, the spell deals Power 70 + Magic Power magic damage. In addition, for the next 10 seconds (1 round), any physical damage and magic damage caused by the target is reduced by -5 points.</p>											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	70	5	9	10	12	14	16	17	18	19	19	⑩

Specialized Divine Spells of the Harula, Guiding Star

13	Rescue from Shallow Abyss						Cost	MP20
Tar.	1 Entire Character	Range/Area	2(Infinite)/-	Duration	Instant	Resistance	Neg	
Sum.	Rescue target from Shallow Abyss							
Eff.	<p>Guides the target by the stars and leads it from the Shallow Abyss. If the target is inside Shallow Abyss, it teleports near the caster. It does not matter if the target is alive, dead, or in any other state (e.g., petrified). If the target is dead in Shallow Abyss, it will be teleported and can still be resurrected afterward. Target can make Willpower check in any state if this spell is not desired (by the player or GM who controls it). The caster must cast this spell near the Shallow Abyss, where the target is being held captive. Also, the caster must know the target (individual) well; the target does not need to be visible. This spell requires one hour to cast.</p>							

Specialized Divine Spells of the Dalion, God of Trees

13 Holy Tree						Cost	MP16
Tar.	Caster	Range/Area	Caster/-	Duration	Instant/1 Hour	Resistance	Optional
Sum.	Acts as a holy tree						
Eff.	<p>Caster transforms himself into a sacred giant tree. The caster can, in principle, keep all their abilities as a character. Weapons and items can be used (using moving branches). Speech is not restricted. With this in mind, the following changes will be made to the caster's abilities and actions.</p> <p>Caster's perception becomes magical.</p> <p>The caster's feet (roots) are fixed to the ground, and movement is set to 0. The caster can no longer use the Kick or any weapon that enhances it, and Evasion checks will be made with a -4 penalty.</p> <p>The caster cannot change its position (area, coordinate) by any effect, including [Teleport] spell, and cannot be forced to do so. They cannot fly, mount, or be mounted. They are always on the ground, cannot be knocked prone, and cannot be a target of Throw.</p> <p>The caster can make melee attacks or use effects within "Range: Touch" with "Range/Area: 1(10m)/Target" ([Metamagic/Targets] and [Metamagic/Distance] are not effective). When the caster declares [Cover], the target must be within the same range of 1(10m) (of course, the caster does not move in the place, but the target will be protected by the branches).</p>						

Specialized Divine Spells of the Miritsa, Goddess of Love and Vengeance

13 Scapegoat						Cost	MP30
Tar.	All Areas (30m Radius)/Space	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Take all the damage						
Eff.	<p>The caster can redirect any applied damage to any character in the affected area as fixed damage to itself as a substitute.</p> <p>During the duration, the caster is treated as if it has acquired the combat feat [Indomitable], and it will automatically succeed (HP becomes 1) if its Death Check rolls 10 or more during the spell's duration.</p> <p>This spell can only be cast once per day.</p>						

Specialized Divine Spells of the Furusil, Goddess of Wind and Rain

13 Cyclone							Cost	MP18				
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 40 damage						Type	Wind and Lightning				
Eff.	It creates a violent storm with lightning, dealing Power 40 + Magic Power magic damage to the targets.											
	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

Specialized Divine Spells of the Strasford, God of Railroads

13 Control Train							Cost	MP15
Tar.	1 Object	Range/Area	Touch/-	Duration	1 Hour	Resistance	N/A	
Sum.	Manipulate objects that move on wheels							
Eff.	By touching, the caster can control trains and other vehicles at will.							
	During the effect, the caster can move a structure with wheels by simply touching it and moving it with their mind. The caster can move up to twice as fast as the structure's natural speed.							
	This spell cannot be cast on a character or a mount.							

Magitech Data



[Automobile] Change

Due to the addition of the riding rules, the effect of the spell [Automobile] that creates [Manabike] is changed to a description that uses these rules.

In addition, [Automobile II] creating Superior Manabike added at the 7th level.

4	Automobile				Magisphere: Large	Cost	MP10
Tar.	Touch	Range/Area	Touch/-	Duration	1 Hour	Resistance	N/A
Sum.	Create a Mini Manabike or Manabike						
Eff.	Magisphere transforms into Mini Manabike or Manabike. It can be used as a mount. The transformed magisphere cannot be used to cast magitech.						

7	Automobile II				Magisphere: Large	Cost	MP15
Tar.	Touch	Range/Area	Touch/-	Duration	1 Hour	Resistance	N/A
Sum.	Create a Superior Manabike						
Eff.	Magisphere transforms into Superior Manabike. It can be used as a mount. The transformed magisphere cannot be used to cast magitech.						



Automobile

Illustration by Konno Takashi

11	Skybike					Magisphere: Large	Cost	MP20
Tar.	Touch	Range/Area	Touch/-	Duration	1 Hour	Resistance	N/A	
Sum.	Create a Skybike							
Eff.	Magisphere transforms into Skybike. It can be used as a mount. The transformed magisphere cannot be used to cast magitech.							

11	» Sniper Range					Cost	MP5
Magisphere: Small, Medium, Large							
Tar.	1 Character	Range/Area	Touch/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Extend the range of ranged attacks						
Eff.	When the target makes a ranged attack (see CR I, p. 130), its range is extended. In Simplified Combat, all "Range: 1" becomes "Range: 2". In Standard Combat, it depends on the size of the Magisphere used in the attack. The ranged attack is increased by +500 meters for (Large), +30 meters for (Medium), and +10 meters for (Small). However, the ranged attack is not extended beyond twice the original range. For example, if the original range is 40m, the extended ranges by (Large), (Medium), and (Small) are 80m, 70m, and 50m, respectively.						

11	Panacea Light				Magisphere: Medium	Cost	MP10
Tar.	1 Character X	Range/Area	2(30m)/Shot	Duration	Instant	Resistance	Optional
Sum.	Calls a warm light that purifies the mind						
Eff.	Removes all Psychic-type effects from the area without contested checks.						

11	Prism Effect				Magisphere: Small	Cost	MP10
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Makes invisible to characters with Mechanical perception						
Eff.	<p>Refracts light to appear invisible to machines. The caster cannot be seen by Mechanical means of perception, whether from monsters or magical items designed to record.</p> <p>If the caster is the target of a Weapon Attack or an Evasion/Can't effect from a monster with Mechanical perception, 1d is rolled before the attack. On a 1-3, the caster must use their Evasion to dodge the attack as normal. On a 4-6, the caster automatically dodges the attack. No Evasion roll is required. Characters that use the Five Senses or Magic Perception can see the character normally.</p>						

12	▶▶ Cannon Bullet					Magisphere: Medium	Cost	MP6				
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A					
Sum.	Produces a shell with a Power 40 for 2H Gun only.											
Eff.	<p>The bullet is made to have "Target: 1 area(4m Radius)/10", "Range: 2(20m)"(regardless of the gun caster uses), and it deals "Power 40 + Magic Power" magic damage when it hits the target. However, only a gun with "Stance: 2H" can fire this spell (bullet).</p> <p>The caster can exclude themselves from the target even if they include skirmishes, including themselves in the area of effect of the shot. In addition, if the caster has learned the combat feat [Magic Control], they can exceptionally declare it when shooting with this bullet. This allows the caster to exclude any character within the shot's area of effect from the target.</p>											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	40	4	5	6	7	9	10	11	11	12	13	±0

12	Sphere Shed				Magisphere: Large	Cost	MP10
Tar.	1 Object	Range/Area	Touch/-	Duration	Permanent	Resistance	N/A
Sum.	Store tools and equipment in magispheres						
Eff.	<p>A tool or other inanimate object, no larger than 1m radius and 2m tall, can be stored inside a magisphere. Only one item can be stored per magisphere, and living things and corpses cannot be stored.</p> <p>While inside, items don't increase the weight of the magisphere and can be carried easily.</p> <p>A single magisphere can hold only one object, and a magisphere with an object in it cannot be used to cast magitech.</p> <p>The stored object can be retrieved by using a password (in any language, not necessarily caster), and the spell will end.</p>						

12	Chaff Grenade			Magisphere: Medium	Cost	MP9	
Tar.	1 area (5m Radius)/Space	Range/Area	2(30m)/Shot	Duration	Instant/10 seconds (1 r)	Resistance	Can't
Sum.	Inhibits interference within the area of effect						
Eff.	<p>It is sprinkled with fine fragments that inhibit interference from a distance.</p> <p>During this spell, characters outside the area of this spell cannot be targeted by the effect with "Area: Target" any object or character within the area. A target can be specified if a position (area, coordinates) or if an effect other than "Area: Target" is used (line and breakthrough targets can also be used without problems).</p> <p>From within a range, the target can be specified both inside and outside the range without any restrictions.</p>						

13 Shower of Healing Bullets						Cost	MP6					
Magisphere: Medium												
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1r)	Resistance	N/A					
Sum.	It creates a healing bullet with a Power 30 that only rains down over a wide area for 2H Gun.											
Eff.	<p>The bullet has a "Target: 1 area(6m Radius)/20", and if it hits, it heals HP by "Power 30 + Magic Power" points. This spell cannot be critical.</p> <p>This bullet can only be fired by a Gun with "Stance: 2H" and will hit the target unless the Accuracy check fails automatically. The caster can select any number of target characters (up to 20) to fire at within the area of effect.</p> <p>This spell does not affect Undead, Magitech, and Construct characters.</p>											
	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

13 Effect Protector						Magisphere: Large	Cost	MP15
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18r)	Resistance	Optional	
Sum.	Creates a barrier to protect from the special effects							
Eff.	<p>The magisphere becomes a barrier generator that protects the caster. The next time the caster becomes the target of a spell or unique skill with "Resistance: Can't," the caster is unaffected by that spell or ability.</p> <p>If a spell or ability is canceled by this spell, the magisphere used for this spell shatters into unusable dust, and the spell's effect immediately ends. If the spell's duration expires without taking effect, or if the caster's will is used to cancel the spell, the magisphere will not be destroyed.</p>							

13 Return						Magisphere: Large	Cost	MP18
Tar.	Touch	Range/Area	Touch/-	Duration	1 Year	Resistance	N/A	
Sum.	Create a place to return to at any time							
Eff.	<p>The magisphere will be floating in place and become the return point. From this point on, the caster will know exactly where they are relative to the return point. The magisphere at the return point can never be moved.</p> <p>The caster can instantly return to this point of return simply by recalling it with a Minor Action. A character touching the caster or in the skirmish where the caster is located can, if desired, move with the caster (the caster cannot refuse to do so).</p> <p>If this instantaneous return is performed, or if this spell is cast elsewhere to establish a new return point, the used magisphere becomes broken and can never be used again. Also, if the magisphere at the point of return is destroyed, the effect of this spell immediately ends (and the caster will know this).</p> <p>Casting this spell requires 10 minutes (60 rounds).</p>							

14	▶▶△Minimum Leap					Magisphere: Medium	Cost	MP15
Tar.	1 Character X	Range/Area	Touch/-	Duration	Instant	Resistance	Optional	
Sum.	Teleport across short distances							
Eff.	<p>The caster teleports the target anywhere within 10m. Walls, barriers, etc. are bypassed, but the destination must be within sight of the caster. Also, if there is not enough space for the target to exist, this spell will not work.</p> <p>This spell can only be cast once in 10 seconds (1 round).</p>							

14	Machine Repair					Magisphere: Large (1-3)	Cost	MP40
Tar.	1 Object	Range/Area	Touch/-	Duration	Permanent	Resistance	N/A	
Sum.	Repairs tools and equipment							
Eff.	<p>The caster can repair any item or structure built during the Magitech Civilization Period or later that has at least 70% of its original parts intact.</p> <p>One Magisphere (Large) will repair something around the average size of a human, two magispheres can repair objects the size of a hut, while three magispheres will repair anything the size of a small fort or smaller. Magispheres don't need to be equipped to be used for this spell.</p> <p>This spell can repair Runefolk bodies as well as Magitech characters. This restores the appearance and function of the character. However, it does not restore any HP or raise the dead. The used Magispheres will be lost.</p> <p>This spell takes 1 hour to cast.</p>							

14	Mana House					Magisphere: Large	Cost	MP15
Tar.	Touch	Range/Area	Touch/-	Duration	1 Day	Resistance	N/A	
Sum.	Creates a comfortable house to rest in							
Eff.	<p>A small house, about the size and functionality of a three-bedroom house, appears on the spot. There are three bedrooms, a living room, a dining room, and a kitchen, and about 5 people can live inside comfortably. This house has the same quality of repelling soulscarred creatures as Swords of Protection, and any character with 4 or more soulscar points cannot enter within 20m of it (if a house is built and these creatures are present, they retreat with Full Move up to 20m from it).</p> <p>The house itself has 100 HP and 10 Defense. If the building itself is attacked, or a Barbarous is within 10m of the house, an alarm will sound. Magisphere in use cannot be used to cast other magitech during the duration.</p> <p>This spell takes 10 minutes (60 rounds) to cast.</p>							

15		Genocide Bullet				Magisphere: Medium	Cost	MP10				
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1r)	Resistance	N/A					
Sum.	Creates a bursting bullet with a Power 70 for 2H Gun only.											
Eff.	The bullet has "Target: 1 area(6m Radius)/20", "Range: 2(20m)"(regardless of the Gun caster uses), and deals "Power 70 + Magic Power" magic damage when it hits. However, only a Gun with "Stance: 2H" can fire this spell (bullet).											
	The caster can exclude themselves from the target even if they include skirmishes, including themselves in the area of effect of the shot. In addition, if the caster has learned the combat feat [Magic Control], they can exceptionally declare it when shooting with this bullet. This allows the caster to exclude any character within the shot's area of effect from the target.											
Power		③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
70		5	9	10	12	14	16	17	18	19	19	±0

15		Supernova Bomb				Magisphere: Medium	Cost	MP24				
Tar.	1 area (6m Radius)/20	Range/Area	2(100m)/Shot	Duration	Instant	Resistance	Half					
Sum.	Deals Power 90 damage					Type	Energy					
Eff.	This casts a potent bomb, dealing Power 90 + Magic Power magic damage to the targets. Magisphere used for this spellcasting crumbles to dust and is lost.											
	Power		③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
90		7	10	12	15	18	19	21	23	25	26	⑩

15		Skyship				Magisphere: Large (5)	Cost	MP40
Tar.	Touch	Range/Area	Touch/-	Duration	1 Day	Resistance	N/A	
Sum.	Creates a small airship							
Eff.	Creates a Skyship (see p. 390). This spell requires the use of 5 magispheres (large). Magispheres don't need to be equipped to be used for this spell. Magispheres in use cannot be used to cast other magitech during the duration.							
	This spell takes 10 minutes (60 rounds) to cast.							

Fairy Magic Data

Basic Fairy Magic

11	Avoid Fairy						Cost	MP1+
Tar.	1 Entire Character	Range/Area	2(30)/Target	Duration	Instant	Resistance	Neg	
Sum.	Drives the fairy away							
Eff.	Target fairy level 15 or lower will be sent away, and the target will not return until it is called again by some means. MP cost of this spell is equal to the target's level. When multiple targets are selected simultaneously with [Metamagic/Targets] combat feat, MP cost is the sum of MP required for each target.							

12	Summon Fairy VI					Cost	MP26&Mako Stone 5 pts.
Tar.	Touch	Range/Area	Touch/-	Duration	30 seconds (3 r)	Resistance	N/A
Sum.	Calls and uses a level 13 fairy						
Eff.	It is the same as [Summon Fairy], except that the monster level of the fairy to be called is 13.						

13	Neutralize					Cost	MP44
Tar.	1 area (6m Radius)/Space	Range/Area	Touch/-	Duration	3 minutes (18 r)	Resistance	Can't
Sum.	Suppresses the elements in the area						
Eff.	While within the area, any Fire-, Water/Ice-, Earth-, or Wind-type effects are negated, and spells and unique skills of those types cannot be used. This applies even if the source of the damage is outside of and casting into the range of this spell (all 4 types are suppressed at the same time).						

14	Summon Fairy VII					Cost	MP30&Mako Stone 5 pts.
Tar.	Touch	Range/Area	Touch/-	Duration	30 seconds (3 r)	Resistance	N/A
Sum.	Calls and uses a level 15 fairy						
Eff.	It is the same as [Summon Fairy], except that the monster level of the fairy to be called is 15.						

15	Fairy Lord					Cost	MP51&Mako Stone 10 pts.
Tar.	Touch	Range/Area	Touch/-	Duration	10 seconds (1 r)	Resistance	N/A
Sum.	Calls and uses a level 17 fairy lord						
Eff.	It is the same as [Summon Fairy], except the duration is 10 seconds (1 r) and mako stone needs to have 10 MP and the monster level of the fairy to be called is 17.						

Ring Protection

Illustration by Usui Rina



Fairy Magic (Earth)

RANK 11	Ring Protection						Cost	MP12
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Spinning stone protects the target							
Eff.	<p>Around the target, a number of stones float and spin in a circle. These stones interrupt and stop weapons and other hazards.</p> <p>When the target receives physical damage, it can be reduced to -5 points. This effect is available only once per round. The target chooses whether to take effect or not after actually being attacked and determining the total damage.</p>							

RANK 12	Crack						Cost	MP9				
Tar.	1 area (6m Radius)/All	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 40 damage and makes fall prone					Type	Earth					
Eff.	Deals Power 40 + Magic Power magic damage and causes the target to fall prone. This spell has no effect if the target is in the sky or otherwise not in contact with the ground.											
	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

RANK 13	Giant Kick						Cost	MP16				
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Can't					
Sum.	Deals Power 50 damage and makes fall prone					Type	Earth					
Eff.	<p>An earth foot appears out of the ground and kicks the target.</p> <p>Deals Power 50 + Magic Power physical damage. The Critical Threshold for this spell is 12. The damage is reduced or increased by the target character's unique skills, as if this spell's damage was a magic bludgeoning weapon.</p> <p>A character with only one section needs to roll 1d. It falls prone on 1 to 3. Characters with multiple sections will fall with the same probability when targeted with [Metamagic/Targets] combat feat (if even one section is not affected, it will never fall prone).</p>											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	50	4	6	8	10	10	12	12	13	15	15	⑫

RANK 14 Great Capture						Cost	MP9
Tar.	1 Character X	Range/Area	1(10m)/ Target	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Chains target to the ground with countless earthen arms					Type	Earth
Eff.	<p>For spells duration, the target's movement becomes 0 and will not be able to do any Major Action except to escape as described below. In addition, for the spell's duration target fails all Evasion checks. Target will be forced to touch the ground and will lose the ability to use [OSword's Grace/Wings Of The Wind] and [OFlying].</p> <p>Target can try to escape using Major Action. It must make contested Fortitude, Willpower, or "Adventurer Level + Strength modifier" checks versus caster Spellcasting. On success, the spell ends.</p>						

RANK 15 Earthquake						Cost	MP28
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant	Resistance	Half
Sum.	Deals 50 damage and makes fall prone					Type	Earth
Eff.	<p>Deals 50 earth magic damage. If the target has multiple sections and not all of the sections become the target, it will not fall prone, regardless of the Willpower check.</p> <p>While casting the spell, the caster must have both hands on the ground.</p> <p>They can remain in this pose and keep the earthquake going, dealing no additional damage, but causing anyone moving through the area to take a -2 penalty for all actions due to poor footing.</p> <p>Evasion checks can be performed, but with a penalty of -4. If the caster changes stance, moves, falls prone become affected by [Distraction] spell (see CR II, p. 177) or takes any other action, the earthquake ends.</p> <p>If the caster keeps the earthquake going for 10 minutes (60 rounds), all buildings and structures within the range will collapse.</p> <p>This spell does not affect creatures who aren't standing on the ground.</p>						

Fairy Magic (Water/Ice)

RANK 11												Water Edge		Cost	MP8
Tar.	1 Character	Range/Area	2(30m)/Shot	Duration	Instant	Resistance						Half			
Sum.	Deals Power 40 damage						Type						Water/Ice		
Eff.	Attack with a water blade, 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			

RANK 12												Current		Cost	MP24
Tar.	Water in sight	Range/Area	2(30m)/Target	Duration	1 Hour	Resistance						N/A			
Sum.	Manipulates the water flow														
Eff.	<p>This spell targets one river or stream within the caster's sight. The caster can choose the speed at which the water flows, up to "50 km/h", as well as change the direction the water flows. The caster cannot be more than 30 meters away from the current they are trying to control. With this spell, a river can be a roaring stream uphill, slowing a raging waterfall to a gentle sprinkle.</p> <p>If the caster is in a boat, this spell affects the water directly underneath them instead.</p>														

RANK 13												Ice Storm		Cost	MP12
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 violent blizzard in the area of effect, dealing Power 30 + Magic Power magic 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 14 Freeze							Cost	MP12				
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant/10 seconds (1 r)	Resistance	Half					
Sum.	Deals Power 40 damage, -4 on Skill Checks					Type	Water/Ice					
Eff.	The target is hit with a tremendous blast of cold air, weakening it. The target is dealt Power 40 + Magic Power water/ice magic damage. In addition, the target takes a -4 penalty on all Skill Checks for the next 10 seconds (1 round).											
	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

RANK 15 Maelstrom							Cost	MP15				
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 40 damage					Type	Water/Ice					
Eff.	Creates a maelstrom, dealing Power 40 + Magic Power magic damage to the target. If the target is underwater, the damage is increased by +5 points. This additional damage occurs even if the effect target succeeds in resisting.											
	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 (Fire)

RANK 11 Fire Javelin							Cost	MP9				
Tar.	1 Character	Range/Area	2(30m)/Shot	Duration	Instant	Resistance	Half					
Sum.	Deals Power 50 damage					Type	Fire					
Eff.	Unleashes a fire javelin, dealing Power 50 + Magic Power magic 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	⑩

RANK 12 Fire Break							Cost	MP19
Tar.	Space up to 1x100m	Range/Area	Touch/-	Duration	1 Hour	Resistance	N/A	
Sum.	Creates a zone where fire cannot burn.							
Eff.	Creates a 1-meter-wide zone where fire cannot burn that extends in a straight line within 100 meters of the caster. For the duration, fire cannot cross the spell area. If a burning object (such as a torch) is brought into the spell's area, it will be extinguished.							
	This spell doesn't prevent fire-type damage inside its area of effect.							

RANK 13	Flame Geyser						Cost	MP23				
Tar.	1 area (6m Radius)/Space	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Can't					
Sum.	Creates a burst of flame (Power 20)					Type	Fire					
Eff.	For the duration of the spell, its area of effect will explode with fire. At the start of the character's turn in the area of the spell, they need to roll 1d. On 1-3, they are hit by Fire Geyser and take Power 20 + Magic Power fire magic damage. This spell cannot crit.											
	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

RANK 14	Fire Mauler						Cost	MP16				
Tar.	Any Point	Range/Area	2(50m)/Line	Duration	Instant	Resistance	Half					
Sum.	Deals Power 60 damage					Type	Fire					
Eff.	Creates fireball that rolls in a straight line from the caster, dealing Power 60 + Magic Power of magic damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	60	5	9	10	11	12	13	14	15	16	18	⑩

RANK 15	Fireport						Cost	MP12
Tar.	1 Character X	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Optional	
Sum.	Wraps the target in fire and teleports it							
Eff.	Wraps the target in the fire without dealing damage and teleports it. The caster determines the destination within 1km of the target. The destination must have enough space for the target to fit.							

Fairy Magic (Wind)

RANK 11	Down Burst					Cost	MP14
Tar.	1 area (6m Radius)/All	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Strong winds push to the ground					Type	Wind
Eff.	<p>A fierce downdraft will be generated in the area. The target will not be able to jump up. If the target is in the air, it will be forced to descend 10 meters at the start of its turn and cannot fly any higher. It will not take fall damage.</p> <p>A character under this spell cannot be affected by [OSword's Grace/Wings Of The Wind], [OFlying], or [Air Walking] spell (see CR II, p. 174).</p>						

RANK 12	Windstorm					Cost	MP9																								
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half																								
Sum.	Deals Power 20 damage and makes the targets fall prone					Type	Wind																								
Eff.	<p>Windstorm blows within the area, dealing "Power 20 + Magic Power" magic damage on the target and causing them to fall prone. If the character has multiple sections, all of the sections must be targets, otherwise, the character will not fall prone.</p> <table border="1" style="width: 100%; text-align: center;"> <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>20</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>⑩</td> </tr> </tbody> </table>							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
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 13	Whirlwind					Cost	MP8
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	1 Hour	Resistance	Optional
Sum.	Wind transports the target					Type	Wind
Eff.	<p>The target is flown and transported to the location specified by the caster. The location must be known to the caster or within the caster's line of sight. The target can move at a speed of up to 50 km/h and a flying altitude of up to 100 m above the ground, freely chosen by the target being carried and changed during the duration of the effect.</p> <p>The target being carried cannot perform Major Actions. However, the target can end this spell at any time during the duration. If the target is not released at a sufficiently low altitude, the target will suffer fall damage according to the altitude.</p>						

RANK 14 Twister						Cost	MP12
Tar.	1 Character X	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Neg
Sum.	Rolls the target into the tornado and throws it out					Type	Wind
Eff.	Creates a tornado, which hoists the target into the air, and then throws it out to a location specified by the caster. The target can be anywhere within the caster's line of sight and within 30m from the caster (in Simplified Combat, the target is limited to the rearguard area of the target's faction or the frontline area). The target suffers 30 points of falling damage when they are thrown out and fall down.						

RANK 15 Tornado						Cost	MP13					
Tar.	Any Point	Range/Area	2(50m)/ Line	Duration	Instant	Resistance	Half					
Sum.	Deals Power 40 damage and makes the target fall prone					Type	Wind					
Eff.	The caster creates a tornado that rushes through the air, knocking prone anyone in its path, dealing Power 40 + Magic Power magic damage. If a monster has multiple sections that are not targeted, it will not fall prone.											
	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 (Light)

RANK 11 Restore Health						Cost	MP6
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	Optional
Sum.	Heals poison and disease						
Eff.	Removes any poison type or disease type effects that the target is subjected to without contested checks.						

RANK 12 >>△Invisibility						Cost	MP16
Tar.	Caster	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Makes caster invisible						
Eff.	The caster is completely invisible for a character whose perception is five senses or mechanical, but they are seen by characters with magical perception.						

RANK 13 Virtual Toughness II						Cost	MP9
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 + 8" 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 14 Regeneration						Cost	MP21
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Optional
Sum.	Regenerate missing body parts						
Eff.	<p>Regenerate body parts that have been lost due to accidents, etc.</p> <p>The amount of time it takes to regenerate depends on how much of the body the caster wants to regenerate: a week from the base of a finger, two weeks from the wrist down, and a month for an arm. To regenerate multiple areas, the caster will need to cast a spell several times.</p> <p>This spell does not affect dead characters. And it also does not affect characters of the Undead, Magitech, and Construct categories.</p>						

RANK 15 Ultimate Healing						Cost	MP15
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Optional
Sum.	Recovers 100 points of target's HP						
Eff.	This heals the target's HP by 100 points.						

Fairy Magic (Dark)

RANK 11 Evil Dream						Cost	MP15
Tar.	1 Character X	Range/Area	2(Infinite)/ -	Duration	Permanent	Resistance	Neg
Sum.	Haunts the target with horrific nightmares					Type	Curse + Psychic
Eff.	<p>This spell can be cast without a line of sight to the target, so long as the caster possesses a part of the intended target's body (i.e., a lock of hair will work).</p> <p>The target has nightmares whenever they sleep (the content of the nightmares is freely determined by the caster) and suffers the disadvantage of missing sleep (see CR I, p. 184).</p> <p>This spell requires a one-hour ritual to exercise. In addition, to sustain the effect, the ritual must be performed for an hour every day, consuming MP when cast. This ritual can be performed anywhere but requires the part of the target's body originally used when casting the spell. If this ritual cannot be performed, the spell ends.</p> <p>The caster cannot perform any Actions while casting the spell or performing the ritual. Also [Distraction] spell (see CR II, p. 177) will cancel this spell.</p> <p>The number of targets cannot be increased with [Metamagic/Targets] combat feat. It is possible to curse multiple targets if the caster performs the rituals separately.</p>						

RANK 12 Total Sanity						Cost	MP8
Tar.	1 Character X	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	Can't
Sum.	Return the target's mental state to normal						
Eff.	Removes all effects of psychic and curse + psychic types on target. There is no need to compare success values.						

RANK 13 Forget						Cost	MP16
Tar.	1 Entire Character	Range/Area	1(10m)/ Target	Duration	7 Days	Resistance	Neg
Sum.	Robs the target of memories					Type	Psychic
Eff.	<p>The target immediately forgets everything that has happened over the past week, including the memory of losing their memories.</p> <p>When this spell ends, the missing memories immediately return.</p> <p>This does not cause the loss of class levels or Combat Feats.</p>						


RANK 14 Mindread						Cost	MP14
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	Special	Resistance	Neg
Sum.	Read the answer that comes to the mind of the target					Type	Psychic
Eff.	<p>The caster can ask only one question to the target immediately after this casting spell and read the answer that comes to the target's mind. The target cannot lie.</p> <p>However, the caster must specify exactly what they want to know. The question can be a simple yes/no question, "When?", "Why?", "Where?", "Who?" or "How?". The question should be simple enough to be answered. Questions that are ambiguous and open to multiple interpretations can lead to not clear or misleading answers.</p> <p>Moreover, if the questioned individual believes a complete falsehood, they will respond believing it to be true.</p>						


RANK 15 Mind Crush						Cost	MP13
Tar.	1 Character X	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Target's Intelligence, Spirit -12					Type	Psychic
Eff.	<p>Target's Intelligence and Spirit are reduced by -12 points. The standard value of checks such as Magic Power and Willpower are also reduced by the reduction of the ability score, and the maximum value of MP is also reduced. If this effect reduces Intelligence or Spirit to 0 (not less than 0), the target will be stunned, unable to move or act in any way.</p> <p>For fixed-value characters, all values that the GM determines to be based on Intelligence or Spirit, such as Magic Power or Willpower, are reduced by -2.</p>						


Techniques Data


Some techniques can be learned in the Enhancer class from the 10th level.


10th Level Enhancer Required


	▶▶△Chameleon Camouflage	Duration	30 seconds (3 r)
Sum.	Hide check +4, not visible above 10 meters		
Eff.	The Enhancer gains a +4 bonus to Hide checks. Also, a character with perception five senses cannot see an Enhancer under this effect from a distance of more than 10 meters (different areas in Simplified Combat). Treat this as invisibility (see CR II, p. 69).		


	▶▶△Kraken Stability	Duration	30 seconds (3 r)
Sum.	Cannot fall prone		
Eff.	The Enhancer's lower body becomes as soft and strong as a Kraken's tentacles. The Enhancer cannot become the target of Throw attacks and will not fall prone to any effect. The Enhancer cannot fall when their feet are directly on the ground or the bottom of the water (it does not prevent a rider from falling from a horse).		


	▶▶△Jii Prophecy	Duration	1 hour
Sum.	Initiative and Danger Sense +2		
Eff.	Jii is a mythical beast that is said to have an excellent sense of danger. With this technique, the Enhancer will be able to sense danger and know what will happen in the future, like the Jii, and gain a +2 bonus to the success value of Danger Sense and Initiative checks.		


	▶▶Strider Walk	Duration	3 minutes (18 r)
Sum.	Allows to walk on water or clouds		
Eff.	Like a water strider, the Enhancer can walk on water or clouds as if moving on water. They cannot take Full Move when moving with this effect.		


	»»Spider Web	Duration	3 minutes (18 r)
Sum.	Shoots multifunctional silk threads		
Eff.	Spin thick threads of strong silk from the user's fingertips to aid in movement. The silk works the same as the Magitech spell [Wire Anchor] (see CR I, p. 246). If a check is needed, use the success value of Enhancer Level + Strength Modifier.		

	»»Titan's Foot	Duration	10 seconds (1 r)
Sum.	Strengthen Kicks		
Eff.	During the effect's duration, as a Major Action the Enhancer can kick through walls, doors, floors, and other structures to make a hole with a radius of 1m. If the structure's thickness exceeds 1m, the hole will be drilled in a hemispherical shape with a radius of 1m. When the Kick-breaking is performed, a loud sound will be heard. This effect cannot be applied to structures on iron and steel structures or harder. Also, this effect cannot be used for positions (area, coordinate) where there are other characters.		

	»»△Troll Vitals	Duration	30 seconds (3 r)
Sum.	Magic Damage -4		
Eff.	The Enhancer will be as strong as a Troll. If the Enhancer receives magic damage during the duration of the effect, it is reduced by -4 points.		

	»»Balloon Seed Shot	Duration	30 seconds (3 r)
Sum.	Use Weapons with Mouth		
Eff.	The Enhancer can use a thrown weapon with a Minor Action and attack with it only once per 10 seconds (1 round). The Accuracy check of this attack is done with "Enhancer level + Dexterity modifier," and Extra Damage is done with "Enhancer level + Strength modifier."		

	»»Fenrir's Bite	Duration	3 minutes (18 r)
Sum.	Grows fangs and allows to Bite		
Eff.	<p>Fangs grow in the Enhancer's mouth. These can be used as a Bite (see p. 214) wrestling weapon and with a Minor Action to attack only once per 10 seconds (1 round). The Accuracy check of this attack is done with "Enhancer level + Dexterity modifier," and Extra Damage is done with "Enhancer level + Strength modifier."</p> <p>The Enhancer can also use this Bite for a normal melee attack as a Major Action. In this case, Warrior-Type Classes (Fighter, Grappler, Fencer) are used for Accuracy checks and damage determination.</p> <p>If a character uses this technique while having a Bite, they gain a +1 bonus to Accuracy checks or a +2 point bonus to Extra Damage (whichever one the user selects). This effect can accumulate up to a +2 bonus to Accuracy checks and +4 damage.</p> <p>This technique can only be used once per 10 seconds (1 round).</p>		


	»»Healthy Body	Duration	Instant
Sum.	Removes Negative Effects		
Eff.	<p>The Enhancer can arbitrarily select one of the effects of type poison, disease, or psychic they have received and cancel it. In this case, there is no need to compare success values. Effects of type curse + psychic cannot be canceled.</p>		


Spellsongs and Finales Data


Here is data on Spellsongs and Finales, which can be obtained from the Bard class from the 10th level.


Spellsongs Data


10th Level Bard Required


 Clap					
Singing	Not required	Pet	Bird		
Effect Condition	♯4♥2	Resistance	Neg	Type	Psychic
Base Rhythm	♥2	Flourish Value	24	Extra Rhythm	♯2
Summary	Force others to clap along				
Effect	Anyone hearing Bard's rhythmic clapping has the urge to clap along. Spellsong causes all weapons, shields, and items held or equipped by targets in hand to drop to the ground when the effect is activated. They can use only weapon attacks with non-hand weapons such as Kicks, Tails, Bites, and so on. They also cannot use Stance items.				


 Chorus					
Singing	Required	Pet	-		
Effect Condition	♥6	Resistance	Neg	Type	Psychic
Base Rhythm	♥2	Flourish Value	24	Extra Rhythm	♥2
Summary	Force others to sing along				
Effect	The target sings with the Bard. The target can only perform Limited Move as a type of movement and cannot cast spells that require vocalization, give commands or instructions to golems, or say a password.				

	Dare				
Singing	Not required	Pet	Frog		
Effect Condition	None	Resistance	Neg	Type	Psychic
Base Rhythm	♩2	Flourish Value	24	Extra Rhythm	♩2
Summary	Prevents Active Combat Feats				
Effect	The melody is so jarring that it makes targets lose their ability to make calm decisions. The target will no longer be able to declare any active combat feats or unique skills that use them.				

	Dance				
Singing	Not required	Pet	-		
Effect Condition	♯4♥2	Resistance	Neg	Type	Psychic
Base Rhythm	♥2	Flourish Value	24	Extra Rhythm	♯2
Summary	Forces to dance and gives Evasion and Accuracy -2				
Effect	The target receives a -2 penalty on Accuracy and Evasion checks. However, the target does not receive this penalty if these checks are performed using the Grappler class.				

	Fall				
Singing	Not required	Pet	Insect		
Effect Condition	♩6	Resistance	Neg	Type	Psychic
Base Rhythm	♩2	Flourish Value	24	Extra Rhythm	♩2
Summary	Blocks the ability to fly				
Effect	If still in the air at the time of the effect, the target will be forced to fall to the ground. See "Forced Fall Effect" (see CR II, p. 79) for the treatment of falling. While under the effect, the target cannot fly again. [Sword's Grace/Wings Of The Wind] cannot be used, and [Flying] unique skill is lost. A character whose movement method is only airborne, such as "Flying" or "Floating," cannot move.				

 Reduction					
Singing	Not required	Pet	Bird, Frog, Insect		
Effect Condition	12♥4	Resistance	Can't	Type	Psychic
Base Rhythm	♥2	Flourish Value	24	Extra Rhythm	12
Summary	Reduces MP cost of spells by -1				
Effect	A peaceful tune, this Spellsong reduces MP consumption of spells within range by -1 (but cannot reduce it to 0 or lower). While using [Metamagic/**] combat feats cost is reduced before use of Metamagic. This spell doesn't affect any MP consumption except spells, like techniques or items that require MP.				

 Lazy					
Singing	Not required	Pet	Bird, Frog, Insect		
Effect Condition	14♥2	Resistance	Neg	Type	Psychic
Base Rhythm	♥2	Flourish Value	24	Extra Rhythm	12
Summary	Skill Checks -1				
Effect	The target's actions are interfered with by a melody that causes fatigue. The target takes a -1 penalty to all Skill Checks.				

Finales Data

10th Level Bard Required

Finale: Dance of the Fire Dragon

Rhythm Cost	16	Resistance	Half	Type	Fire and Wind							
Summary	Power 30 to 5 targets											
Effect	Up to 5 targets are dealt "Power 30 + Bardic Power" magic 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

Finale: Roar of the Water Dragon

Rhythm Cost	↓6	Resistance	Half	Type	Water/Ice and Lightning							
Summary	Power 30 to 5 targets											
Effect	Up to 5 targets are dealt "Power 30 + Bardic Power" magic 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

PART 1

Finale: Blue Moon Light

Rhythm Cost	↓3♥3	Resistance	Optional	Type	-							
Summary	Recovers MP with a Power 20 to 5 targets											
Effect	The MP of up to 5 targets will be restored by "Power 20 + Bardic Power". The effect of [Finale: Blue Moon Light] can be received only once per target per day. This effect does not affect Undead, Construct, and Magitech characters.											
	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

PART 2

PART 3

Finale: Bright Sunshine


Rhythm Cost	↓3♥3	Resistance	Optional	Type	-							
Summary	Recovers HP with a Power 40 to 5 targets											
Effect	The HP of up to 5 targets will be restored by "Power 40 + Bardic Power". The effect of [Finale: Bright Sunshine] can be received only once per target per day. This effect does not affect Undead, Construct, and Magitech characters.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	40	4	5	6	7	9	10	11	11	12	13	None

PART 4

PART 5

Stunts Data

How to Read the Stunts

 Enhance Mount ①	Prer. ②	None
Compatib ③	Animals, Mythical Beasts, Magitech	
Area	Main or All ④	
Summary ⑤	Mount's Accuracy and Evasion +1	
Effect ⑥	This Stunt tightens the control the Rider has over the mount, increasing the mount's Accuracy and Evasion by +1. If the mount has multiple Sections, then only the Main Section receives such a bonus; if the mount has no sections at all, then the whole mount will be affected.	

① The name of the Stunt. The name is preceded by an icon indicating "stunt (○) always in effect," "Stunt (▶) used with Major Action," and "Stunt (▶▶) used with Minor Action."

② A list of the Stunts needed to be learned beforehand, if any.

③ The types of mounts that are able to perform the Stunt in question. If you are riding on a mount that does not match this, you will not get the effect of the Stunt.

④ The area of the mount which is actually performing the Stunt and receiving the benefit thereof.

None: This Stunt has no effect on the mount and instead affects the Rider and passengers.


Main: This Stunt only affects the Main Section of the mount if the mount has multiple Sections.


All: This Stunt affects the entirety of the mount.


⑤ A quick overview of the Stunt and its effects.


⑥ Detailed descriptions of the Stunt and its effects.


1st Level Rider Required


	Intimidation	Prer.	None
Compatible	Animals, Mythical Beasts		
Area	Main		
Summary	-1 on certain checks		
Effect	<p>The mount stares at a target in the same skirmish with lethal intent, intimidating and frightening them. A contested roll is made between the rider's Rider Class Level + Spirit Modifier against the target's Willpower. If the Stunt is successful, the target receives a -1 penalty to Accuracy, Spellcasting and any check of Unique Skills made with a Major Action for 10 seconds (1 round).</p> <p>This is a Psychic-type effect and can only be performed once every 10 seconds (1 round).</p> <p>Using this Stunt causes the mount to spend 5 MP.</p>		


	Mind to Mind	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech		
Area	All		
Summary	Mutual use of perception by jockey and mount		
Effect	<p>The jockey conveys its own perception information to the mount and reads what the mount perceives.</p> <p>If either the jockey or the mount perceives something, both are considered to have perceived it. In rulings involving perception, the better effect is always taken. If either the mount or the jockey has the combat feat [Targeting] or [Hawk Eye], both are considered to have it.</p> <p>This stunt has no effect unless the jockey is mounted, even if the jockey has obtained [Remote Command].</p>		


 Remote Command		Prer.	None
Compatible	Animals, Mythical Beasts		
Area	All		
Summary	Command a mount from up to 30m away		
Effect	<p>With this Stunt, the jockey can be up to 30m away and issue commands to their mount. A mount that is able to hear their jockey will perform the command to the best of their abilities. The effect of a Stunt whose area is "Main Section" or "All" can be applied, just as when the jockey is riding. No voice or action is required to give instructions.</p> <p>This Stunt has no effect while the jockey is riding a mount.</p>		


 Search Command		Prer.	None
Compatible	Animals, Mythical Beasts		
Area	Main		
Summary	Mount can now do Track, Notice, Danger Sense, Search, and Spot Trap checks		
Effect	<p>It is possible to have the mount perform Track, Notice, Danger Sense, Search and Spot Trap checks, etc. Regardless of the mount, the standard value of the check is "Rider level +Intelligence modifier."</p> <p>In principle, the jockey must be riding in order to perform a check, but it is also possible if the jockey is at the mount's side and holding the reins.</p> <p>Based on the assumption that the jockey has mastered this stunt, the player can write these five checks together as a "Rider Observation check package."</p>		


 Enhance Mount		Prer.	None
Compatible	Animals, Mythical Beasts, Magitech		
Area	Main or All		
Summary	Mount's Accuracy and Evasion +1		
Effect	<p>This Stunt tightens the control the Rider has over the mount, increasing the mount's Accuracy and Evasion by +1. If the mount has multiple Sections, then only the Main Section receives such a bonus; if the mount has no sections at all, then the whole mount will be affected.</p>		


 Mount's Devotion	Prer.	None
Compatible	Animals, Mythical Beasts	
Area	Main	
Summary	If the jockey falls to 0 HP or lower, the mount takes a hit instead	
Effect	<p>When being ridden by a jockey at the same position (area, coordinate), if the jockey receives physical or magical damage that would reduce them to 0 HP or lower, the mount may take the damage instead. After determining the applied damage that would be dealt to the jockey, reduce the mount's HP by that much instead. If a mount has multiple sections, only the Main Section can be a substitute in this way.</p> <p>This Stunt can only be used once per combat.</p>	


 Attack Obstruction	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech	
Area	None	
Summary	Jockey/Passenger Evasion +1	
Effect	The mount is maneuvered in such ways as to provide the jockey and any passengers a +1 bonus to Evasion while riding.	

 Elevated Attack	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech	
Area	None	
Summary	Jockey/Passenger Physical Damage +1	
Effect	When riding a mount, this Stunt increases the physical damage done by the jockey and any passengers by +1. This includes not only melee attacks but any ranged attacks and thrown weapons as well.	


 Tandem	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech	
Area	None	
Summary	Passenger penalty reduced to -1	
Effect	<p>The jockey manipulates the mount so that the passenger can ride comfortably.</p> <p>The jockey's passenger can use both hands, and the penalty for an action check is reduced to -1. This stunt affects the passenger even if the jockey is not riding.</p>	


 ► Charge	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech	
Area	All	
Summary	Damaging assault attack	
Effect	<p>Increases attack damage after movement.</p> <p>After making a Normal Move, the Jockey or Mount can use this Stunt instead of a normal melee attack. Active Combat Feats can be declared for this Stunt as for a normal melee attack.</p> <p>This Stunt can only be used by the Jockey and Mount (all sections) once per turn.</p> <p>If the Charge melee attack hits, Extra Damage is increased by +2 points in Simplified Combat and +1 point in Standard and Advanced Combat for every 5m (rounded up) of movement to determine the total damage.</p> <p>When calculating the distance traveled in Standard and Advanced Combat, the shortest distance between the start and end of movement is used regardless of travel route.</p> <p>No other melee attack can be made before using this Stunt. Once this Stunt is used, no other actions can be made.</p>	


 ► Magic Command	Prer.	None
Compatible	Animals, Mythical Beasts	
Area	All	
Summary	Let mount cast its spells	
Effect	<p>The mount is instructed by a Major Action to cast the spell it has.</p> <p>The Stunt is only valid if the jockey performs it as a Major Action first during their turn and the mount casts a spell immediately following a Major Action. This is limited to one and only one Major Action, regardless of the number of Major Actions that the mount can perform and whether the spell was one that could be cast with a Minor Action.</p> <p>A mount can cast a spell with or without implement, without considering armor penalty, vocalization, etc. Also, if the mount has learned a combat feat related to casting spells, the mount can apply or declare the effect of the feat.</p> <p>This stunt can only be used twice a day.</p>	


 ○HP Enhancement	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech	
Area	All	
Summary	Mount Max HP +5	
Effect	Increase the Maximum HP of all sections of the mount by +5.	


5th Level Rider Required


	▶▶Limit Drive	Prer.	None
Compatible	Magitech		
Area	All		
Summary	Runaway mount gives +2 Accuracy, +4 damage, -2 Evasion		
Effect	<p>When this Stunt is used, for the next 10 seconds (1 round), the Accuracy of all sections of the Mount is increased by +2, and all physical damage dealt by the mount is increased by +4.</p> <p>However, the Evasion of all mount's sections and jockey are reduced by -2 until the beginning of the next turn. This Stunt can only be used once per combat.</p> <p>Once this stunt is used, it cannot be used again unless the mount is recalibrated for 10 minutes.</p>		


	○Lion's Fury	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech		
Area	All		
Summary	Up to two sections can make Major Action		
Effect	<p>If the mount has multiple sections, any two of them can perform a Major Action. A jockey can also perform Major Actions separately.</p> <p>If more than one section takes a Major Action due to this effect, they receive a -2 penalty on Evasion checks for the following 10 seconds (1 round).</p>		


	▶▶Steady Command	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech		
Area	None		
Summary	Mount concentrates on movement, and the jockey can act as with Limited Move with a -4 penalty		
Effect	<p>This Stunt can only be done with Normal Move (by mount).</p> <p>The jockey keeps their position while the mount tries to move quietly.</p> <p>While allowing the mount to move with Normal Move, the jockey can still perform the actions possible with Limited Move. However, on every Skill Check made because of this Stunt, the jockey must take a -4 penalty, and all mount sections cannot perform their own Major Action.</p>		


 ○Riding As One	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech	
Area	None	
Summary	Ride a mount using no hands	
Effect	With training, the jockey can control the mount using only commands and by shifting their weight. This allows the jockey to ride while having both hands free to perform Actions.	

 ○Improved Elevated Attack	Prer.	[Elevated Attack]
Compatible	Animals, Mythical Beasts, Magitech	
Area	None	
Summary	Jockey/Passenger Physical Damage additional +1 (total +2)	
Effect	When riding a mount, this Stunt further increases the physical damage done by the jockey and any passengers by +1, to a total of +2 damage. This includes not only melee attacks but any ranged attacks and thrown weapons as well.	


 ○Unique Skill Release	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech	
Area	All	
Summary	Use unique skills of mounts	
Effect	<p>Jockey becomes familiar with Mount's movements and abilities and allows them to use their unique skills at will.</p> <p>With this Stunt, mount's unique skills with "Prerequisite: Unique Skill Release" can now be used. Additionally, unique skills with "Enhance: Unique Skill Release" can be used to their full extent.</p>	


 ▶ Trample	Prer.	[Charge]
Compatible	Animals, Mythical Beasts, Magitech	
Area	All	
Summary	Attack with Area: Breakthrough	
Effect	<p>Mount runs straight through the battlefield and attacks targets along its path.</p> <p>As "Range/Area: 1 (mount's movement m)/Breakthrough" (see p. 118), perform a melee attack on all targets once. For each target, select a section (including jockey) for a melee attack, and perform an Accuracy check and damage determination.</p>	





 Improved Magic Command	Prer.	[Magic Command]
Compatible	Animals, Mythical Beasts	
Area	All	
Summary	The number of times [Magic Command] can be performed is increased to 4 times	
Effect	The number of times [Magic Command] can be performed is increased to 4 times per day.	


 Improved HP Enhancement	Prer.	[HP Enhancement]
Compatible	Animals, Mythical Beasts, Magitech	
Area	All	
Summary	Mount Max HP +5 (total +10)	
Effect	Increase the Maximum HP of all sections of the mount by +5 (total +10).	


10th Level Rider Required


 Improved Enhance Mount	Prer.	[Enhance Mount]
Compatible	Animals, Mythical Beasts, Magitech	
Area	Main or All	
Summary	Mount's Accuracy and Evasion additional +1 (total +2)	
Effect	With this Stunt, the mount is significantly more mobile, increasing the mount's Accuracy and Evasion by an additional +1 (for a total of +2). If the mount has multiple Sections, then only the Main Section receives such a bonus; if the mount has no sections at all, then the whole mount will be affected.	


 Mounted Command	Prer.	None
Compatible	Animals, Mythical Beasts, Magitech	
Area	None	
Summary	Mount and Allies Accuracy +2	
Effect	The jockey judges the battle situation and gives instructions to their teammates. This Stunt can only be performed with a Major Action while the jockey is on the jockey's mount. All characters (including mounts) within all areas (30m radius) that the jockey designates and characters accept it gain a +2 bonus to Accuracy checks.	

 ○Greater Elevated Attack	Prer.	[Improved Elevated Attack]
Compatible	Animals, Mythical Beasts, Magitech	
Area	None	
Summary	Jockey/Passenger Physical Damage additional +2 (total +4)	
Effect	When riding a mount, this Stunt further increases the physical damage done by the jockey and any passengers by +2, to a total of +4 damage. This includes not only melee attacks but any ranged attacks and thrown weapons as well.	
 ○Instant Magic Command	Prer.	[Magic Command]
Compatible	Animals, Mythical Beasts	
Area	All	
Summary	[Magic Command] can be performed with Minor Action and during Combat Preparation	
Effect	[Magic Command] can be performed with a Minor Action and during Combat Preparation. If the jockey has instructed during Combat Preparation, the mount will cast the spell in Combat Preparation according to the jockey's instruction. Of course, it is limited to the magic that can be cast during Combat Preparation.	
 ○Super Charge	Prer.	[Charge]
Compatible	Animals, Mythical Beasts, Magitech	
Area	All	
Summary	[Charge] even after a Full Move	
Effect	This Stunt allows the jockey to declare an [Charge] even after taking a Full Move, and the penalty of Evasion check-4 is applied after using Full Move. In Simplified Combat, if there are no hostile characters in the frontline area, the jockey can [Charge] from their own rearguard area to the enemy rearguard area, gaining +4 points of Extra Damage.	
 »Overdrive	Prer.	[Limit Drive]
Compatible	Magitech	
Area	All	
Summary	Increased effectiveness of [Limit Drive]	
Effect	This Stunt should be used immediately before using [Limit Drive]. The bonus to the mount's Accuracy check from [Limit Drive] used immediately after is increased by an additional +2 (+4 total), and the increment to physical damage is an additional +4 (+8 total). The penalty for Evasion check and the need for recalibration for 10 minutes remain the same. Also, when [Overdrive] is used, all sections of the jockey and mount take 10 points of fixed damage to HP at the end of their turn.	

	○Improved Attack Obstruction	Prer.	[Attack Obstruction]
Compatible	Animals, Mythical Beasts, Magitech		
Area	None		
Summary	Jockey/Passenger Evasion Additional +1 (Total +2)		
Effect	The mount is maneuvered to provide the jockey and any passengers an additional +1 bonus to Evasion while riding, for a total of +2.		


	○Unique Skill Perfect Release	Prer.	[Unique Skill Release]
Compatible	Animals, Mythical Beasts, Magitech		
Area	All		
Summary	Use all unique skills of mounts		
Effect	Jockey awakens Mount's latent potential and takes full control of it. With this Stunt, mount's unique skills with "Prerequisite: Unique Skill Perfect Release" can now be used. Additionally, unique skills with "Enhance: Unique Skill Perfect Release" can be used to their full extent.		

	▶Orochi's Fury	Prer.	[Lion's Fury]
Compatible	Animals, Mythical Beasts, Magitech		
Area	All		
Summary	Take Major Actions with all sections		
Effect	If the mount has multiple sections, this Stunt can be used to take a Major Action with each of those sections during the mount's turn. As in [Lion's Fury], if more than one section performs a Major Action, they receive a -2 penalty on Evasion checks for the following 10 seconds (1 round).		

	○Balance	Prer.	[Steady Command]
Compatible	Animals, Mythical Beasts, Magitech		
Area	All		
Summary	Mount can perform Major Action when performing [Steady Command].		
Effect	The mount can now perform a Major Action even when performing [Steady Command]. The rider must still take a -4 penalty to the action checks.		


Evocation Data

How to Read Evocations

	»Vorpäl Weapon ①	Cards ②	Red
Tar ③	Character	Range/Area ④	(10m)/Target
Dur ⑤	minutes (18 r)	Resistance ⑥	Optional
Sun ⑦	increases physical damage dealt by the target		
Eff ⑧	The target deals additional physical damage based on the rank of the card used. B: +1 damage A: +2 damage S: +3 damage SS: +6 damage		

- ① The name of the Evocation. Evocations indicated by "»" for those that can be used with Minor Action and by "Δ" for those that can be used during Combat Preparation. Those without an icon can be used only with Major Action.
- ② The color and number of Material Cards to be consumed to use the Evocation. If there is a modifier, such as "x2" or "x3" after the cards listed, then that many cards are needed for one use of the Evocation
- ③ This indicates the target of Evocation. Same as with spells ("Caster" refers to the Alchemist using the Evocation).
- ④ The range and area of the Evocation. Spells use the same kinds of Ranges and Areas, so refer to those descriptions for more information.
- ⑤ The duration of the Evocation.
- ⑥ Evocation's resistance. Same as with spells.
- ⑦ A brief, general description of the Evocation's effects.
- ⑧ The specific effects of the Evocation being used. Since the strength of the Evocation depends upon the rank of the card used, there are always four ranks of effects listed for B, A, S, and SS-Rank cards. If a particular rank of the card cannot be used for the Evocation, it will be noted by a dash "-" after that rank.


1st Level Alchemist Required

	▶▶ Instant Weapon				Cards	White							
Tar.	1 Character	Range/Area	1(10m)/Shot										
Dur.	1 minute (6 r)	Resistance	Optional										
Sum.	Create a simple weapon												
Eff.	Create a melee weapon and give it to the target. The category of this weapon can be chosen arbitrarily, but it is treated as a B-rank magic weapon (Translator's Note: weapon still deals physical damage). There are no special effects. The bonus/penalty to the Accuracy check is ± 0 , Minimal Strength is 1, and the Critical Threshold is 10. Strength depends on the rank of the card.												
	B: Power 10 A: Power 20 S: Power 30 SS: Power 50												
	Rank	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	B	10	1	1	2	3	3	4	5	5	6	7	⑩
	A	20	1	2	3	4	5	6	7	8	9	10	⑩
S	30	2	4	4	6	7	8	9	10	10	10	⑩	
SS	50	4	6	8	10	10	12	12	13	15	15	⑩	


PART 1

PART 2


PART 3


	▶▶ Vorpal Weapon				Cards	Red
Tar.	1 Character	Range/Area	1(10m)/Target			
Dur.	3 minutes (18 r)	Resistance	Optional			
Sum.	Increases physical damage dealt by the target					
Eff.	The target deals additional physical damage based on the rank of the card used.					
	B: +1 damage A: +2 damage S: +3 damage SS: +6 damage					


PART 4


	▶▶△ Crush Fang				Cards	Red
Tar.	1 Character	Range/Area	2(30m)/Target			
Dur.	1 minute (6 r)	Resistance	Temporary			
Sum.	Reduces physical damage dealt by the target					
Eff.	The target's weapon or attack section is slowed. The physical damage caused by the target is reduced for the duration.					
	B: -1 damage A: -2 damage S: -4 damage SS: -10 damage					


PART 5


	»Critical Ray		Cards	Gold
Tar.	1 Character	Range/Area	Touch/-	
Dur.	10 seconds (1 r)	Resistance	Optional	
Sum.	Increases the roll of damage determination for physical damage			
Eff.	<p>It makes the target's weapons, arms, etc. glow, increasing their offensive power.</p> <p>When the target performs a melee attack or ranged attack to calculate physical damage, the damage determination roll of 2d is increased. The attack will be critical if the effect is greater than or equal to the Critical Threshold.</p> <p>For fixed-value characters, their damage will be increased by this amount instead.</p> <p>When using the power table, the roll cannot be higher than 13. Also, this effect can only increase the roll once, automatically, and is lost immediately afterward (it does not already apply to rolls for additional critical rolls).</p> <p>B: Roll +1 A: Roll +2 S: Roll +3 SS: Roll +6</p>			

	»△Barkmail		Cards	Green
Tar.	1 Character	Range/Area	2(30m)/Target	
Dur.	3 minutes (18 r)	Resistance	Optional	
Sum.	Increase target's Defense			
Eff.	<p>The target is covered with mana-like bark to raise Defense.</p> <p>B: +1 Defense A: +2 Defense S: +4 Defense SS: +8 Defense</p>			


	»Paralyze Mist		Cards	Green
Tar.	1 Character	Range/Area	1(10m)/Shot	
Dur.	1 minute (6 r)	Resistance	Temporary	
Sum.	Reduces the target's Evasion			
Eff.	<p>The target is paralyzed or disoriented. The target takes a penalty for Evasion checks during the duration of the effect.</p> <p>B: None A: -1 Evasion S: -2 Evasion SS: -4 Evasion</p>			


	»Poison Needle		Cards	Black
Tar.	1 Character	Range/Area	2(30m)/Shot	
Dur.	1 minute (6 r)	Resistance	Temporary	
Sum.	Target is dealt damage at the end of the alchemist's turn			
Eff.	<p>The Alchemist releases a poisonous needle into the target. The target is poisoned and suffers poison magic damage at the end of each Alchemist's turn who uses this Evocation for the duration of the effect.</p> <p>B: 1 damage A: 3 damage S: 5 damage SS: 10 damage</p>			


	▶▶Mirage Daze		Cards	White
Tar.	1 Character	Range/Area	2(30m)/Target	
Dur.	1 minute (6 r)	Resistance	Temporary	
Sum.	Decrease the target's Accuracy check			
Eff.	The target is disoriented and confused. The target receives a penalty for its B: None A: -1 Accuracy S: -2 Accuracy SS: -4 Accuracy			


	▶▶Heal Spray		Cards	Green x 2
Tar.	1 Character	Range/Area	2(30m)/Shot	
Dur.	Instant	Resistance	Optional	
Sum.	Recover the target's HP			
Eff.	Extracts life from plants and restores the target's HP. This effect also restores Undead, Magitech, and Construct characters. B: 3 HP A: 10 HP S: 20 HP SS: 50 HP			


5th Level Alchemist Required


	▶▶Armorust		Cards	Black x 2
Tar.	1 Character	Range/Area	1(10m)/Shot	
Dur.	1 minute (6 r)	Resistance	Temporary	
Sum.	Decrease the target's Defense			
Eff.	Softens the target's skin and armor, reducing Defense. This effect does not reduce Defense to less than 0 (minimum 0). B: -1 Defense A: -3 Defense S: -5 Defense SS: -10 Defense			


	▶▶Unlock Needle		Cards	Black x 2
Tar.	1 Object	Range/Area	Touch/-	
Dur.	Instant	Resistance	Can't	
Sum.	Unlock locks and traps			
Eff.	The alchemist creates a thin needle that moves skillfully and disarms a target key or trap. The following success values are obtained depending on the rank of the material card consumed. Note that this item cannot be combined with items such as Key Of Unlocking. B: 12 A: 16 S: 20 SS: 40, and is treated as an Automatic Success			


	△Initiative Boost		Cards	Red x 2
Tar.	1 Character	Range/Area	Touch/-	
Dur.	Instant	Resistance	Optional	
Sum.	Gives a bonus to the target's Initiative check			
Eff.	<p>Increases the reaction speed of the target and the success value of the Initiative check.</p> <p>If this Evocation is used for other characters in Combat Preparation, the alchemist and target must be placed in the same position (area, coordinate) during initial placement at the start of the battle.</p> <p>B: +1 bonus A: +2 bonus S: +4 bonus SS: +8 bonus</p>			


	▶△Encyclopedia		Cards	White x 2
Tar.	1 Character	Range/Area	Touch/-	
Dur.	Instant	Resistance	Optional	
Sum.	Gives a bonus to the target's Monster Knowledge check			
Eff.	<p>This Evocation evokes the target's knowledge and increases the success value of the Monster Knowledge check. This Evocation loses its effect immediately after one Monster Knowledge check.</p> <p>If this Evocation is used for other characters in Combat Preparation, the alchemist and target must be placed in the same position (area, coordinate) during initial placement at the start of the battle.</p> <p>B: +1 bonus A: +2 bonus S: +4 bonus SS: +8 bonus</p>			


	▶Dispel Needle		Cards	Black
Tar.	1 Character	Range/Area	1(10m)/Shot	
Dur.	Instant	Resistance	Neg	
Sum.	Removes all effects of techniques, spellsongs, evocations, and the monster's unique skills on the target.			
Eff.	<p>A thin needle is thrown into the target, forcibly removing any effect it is undergoing. Removes all effects of techniques, spellsongs, evocations, and monster unique skills on the target. It does not remove spell or item effects, nor those of poison or curse types.</p> <p>Following the process of "Forced Removal" (see CR I, p. 166), the Evocation check should be compared with the effect's success value (not the target's Willpower). An Evocation check has a bonus or penalty depending on the rank of the material card consumed at the time of use.</p> <p>B: None</p> <p>A: No effect when used with Minor Action; regular Evocation check with Major Action.</p> <p>S: Success value with Minor Action is 2; Major Action has a bonus +2.</p> <p>SS: With Minor Action roll regular Evocation check; Major Action has bonus +4.</p>			

	▶▶△Bind Ability			Cards	White x 2
Tar.	1 Character	Range/Area	1(10m)/Target		
Dur.	1 minute (6 r)	Resistance	Temporary		
Sum.	Penalty to success value of unique skills				
Eff.	It limits the unique skills the target uses and applies a penalty to their success value. It does not affect the success value of Fortitude and Willpower checks, checks that refer to the monster's basic data (see CR I, p. 391), unique skills that are tied to a class that a PC can learn, such as spells, spellsongs, finales, and evocations, and those that do not define or calculate success values in the first place. B: -1 penalty A: -2 penalty S: -3 penalty SS: -4 penalty				


	▶▶Vivid Liquid			Cards	Green x 2
Tar.	1 Character	Range/Area	Touch/-		
Dur.	Instant	Resistance	Optional		
Sum.	Restore the target's MP				
Eff.	Extracts the life force of the plant and restores the target's MP. B: None A: 3 MP S: 10 MP SS: 20 MP				


	▶▶△Mana Sprout			Cards	Gold
Tar.	1 Character	Range/Area	1(10m)/Shot		
Dur.	10 seconds (1 r)	Resistance	Can't		
Sum.	Gives MP to target				
Eff.	Mana is generated and given to the target. The target temporarily gains MP and can spend it freely (it is separate from the character's MP). After the duration has expired, this MP will disappear even if it is not used. B: 1 MP A: 3 MP S: 10 MP SS: 20 MP				


	▶▶△Manadown			Cards	Gold
Tar.	1 Character	Range/Area	2(30m)/Target		
Dur.	1 minute (6 r)	Resistance	Temporary		
Sum.	Decreases the magic damage dealt by the target				
Eff.	Diffuses the target's mana, reducing magic damage dealt by the target depending upon the rank of the card used. B: -1 damage A: -2 damage S: -4 damage SS: -8 damage				


	»Lean Force		Cards	Red x 2
Tar.	1 Character	Range/Area	Touch/-	
Dur.	3 minutes (18 r)	Resistance	Optional	
Sum.	Increases the magic damage dealt by the target			
Eff.	Amplifies the target's mana. If the target deals magic damage during the duration, its damage is increased. B: None A: +1 damage S: +3 damage SS: +6 damage			


10th Level Alchemist Required


	Clay Field		Cards	Black x 3
Tar.	All Areas (30m Radius)/Space	Range/Area	Touch/-	
Dur.	Special	Resistance	Can't	
Sum.	Immune to earth type while inside and wind type damage +5			
Eff.	All characters within the area become immune to all damage and effects of the earth type. At the same time, if a character receives physical or magical damage of a wind type, the damage received is increased by +5 points. The duration varies depending on the rank of the material card consumed. B: None A: 10 seconds (1 round) S: 30 seconds (3 rounds) SS: 3 minutes (18 rounds)			


	»△Combine Materials		Cards	White x 1 & Black x 1
Tar.	Caster	Range/Area	Caster/-	
Dur.	3 minutes (18 r)	Resistance	Optional	
Sum.	Combine low-ranked material cards and substitute them for a single high-ranked card			
Eff.	During the duration, the caster can combine their material cards and use them as a card of higher rank. Multiple cards of any rank can be used as a card of one rank higher than it (multiple cards of rank B can be combined into a card of A rank and used for Evocation). The number of cards to be combined is determined by the rank of the card of the next Evocation. The color and rank of the cards to be combined must be the same. SS-rank material cards can only be combined into SS cards. This effect is effective even if Evocation consumes multiple cards simultaneously. B: 10 cards can be combined and used as an A rank card. A: 8 cards can be combined and used as an S rank card. S: 6 cards can be combined and used as a SS rank card. SS: 4 cards can be combined and used as a SS rank card.			

	Slash Field		Cards	White x 3
Tar.	All Areas (30m Radius)/Space	Range/Area	Touch/-	
Dur.	Special	Resistance	Can't	
Sum.	Immune to slashing type while inside and bludgeoning type damage +5			
Eff.	<p>All characters within the area become immune to all damage and effects of the slashing type. At the same time, if a character receives physical or magical damage of a bludgeoning type, the damage received is increased by +5 points.</p> <p>The duration varies depending on the rank of the material card consumed.</p> <p>B: None A: 10 seconds (1 round) S: 30 seconds (3 rounds) SS: 3 minutes (18 rounds)</p>			

	▶△Deluxe Materials		Cards	Red x 1 & Green x 1
Tar.	Caster	Range/Area	Caster/-	
Dur.	3 minutes (18 r)	Resistance	Optional	
Sum.	Treat higher-ranked cards as lower-ranked ones to increase the success value			
Eff.	<p>During the duration of the effect, the alchemist gains a bonus to the success value of Evocation checks. The bonus is different depending on the rank of the card of this Evocation check.</p> <p>To get this effect, when the Alchemist consumes Material Cards, they have to treat all of them as one rank lower than the original rank of this effect (SS-rank card becomes S-rank effect, and S-rank card becomes A-rank effect, and A-rank card becomes B-rank effect).</p> <p>Even during the duration, it is possible to use Evocations without this effect and with the normal rank/effect correspondence. Of course, this does not give any bonus to the success value of the Evocation check.</p> <p>B: +2 success value A: +4 success value S: +6 success value SS: +10 success value</p>			

	Barrier Field		Cards	Gold x 3
Tar.	All Areas (30m Radius)/Space	Range/Area	Touch/-	
Dur.	Special	Resistance	Can't	
Sum.	Create a space with a 30-meter radius from which there is no escape			
Eff.	<p>During the duration of the effect, characters within the area of effect cannot move out of the area of effect by normal means, such as walking or flying. It is possible to enter the area of effect from outside the area of effect. The view is not blocked, and ammunition, spells, and other effects are not blocked. It is possible to leave the area by means of [Teleport] spell or other similar means of transportation.</p> <p>The duration varies depending on the rank of the material card consumed.</p> <p>B: None A: 10 seconds (1 round) S: 30 seconds (3 rounds) SS: 3 minutes (18 rounds)</p>			

	Flame Field		Cards	Red x 3
Tar.	All Areas (30m Radius)/Space	Range/Area	Touch/-	
Dur.	Special	Resistance	Can't	
Sum.	Immune to fire type while inside and water/ice type damage +5			
Eff.	<p>All characters within the area become immune to all damage and effects of the fire type. At the same time, if a character receives physical or magical damage of a water/ice type, the damage received is increased by +5 points.</p> <p>The duration varies depending on the rank of the material card consumed. B: None A: 10 seconds (1 round) S: 30 seconds (3 rounds) SS: 3 minutes (18 rounds)</p>			

	Rest Field		Cards	Green x 3
Tar.	All Areas (30m Radius)/Space	Range/Area	Touch/-	
Dur.	Special	Resistance	Can't	
Sum.	MP cost for healing effects + 2, recovery amount +5			
Eff.	<p>If a character casts a spell or effect that restores HP by consuming MP within the area during the duration, its MP cost is increased by 2 points. When doubled by [Metamagic/**], the MP addition is doubled.</p> <p>Any recovery effect whose MP cost is increased by this effect will increase its recovery amount by +5 points.</p> <p>The duration varies depending on the rank of the material card consumed. B: None A: 10 seconds (1 round) S: 30 seconds (3 rounds) SS: 3 minutes (18 rounds)</p>			

Combat Feats Data

Selectively Acquired Passive Combat Feats

Capacity

Prer.	Adventurer Level 11 or higher	Use	-
Sum.	Maximum MP +15		
Effect	Maximum MP increased by +15 points. Grassrunner characters cannot acquire this combat feat.		

Additional Songs III

Prer.	[Additional Songs II]/Adventurer Level 13 or higher	Use	-
Sum.	Learn one Spell song or Finale (Three in total)		
Effect	The number of Spell song and Finale that can be learned is increased by an additional +1 (total +3) from [Additional Songs II]		

Peerless Double Swords

Prer.	Adventurer Level 11 or higher	Use	-
Sum.	The minimal strength limitation of [Dual Wielding] is removed		
Effect	Removes the minimal strength limitation of the weapons that can be equipped from [Dual Wielding].		

Weapon Master

Prer.	[Weapon Proficiency S/**] (any category)/ Adventurer Level 11 or higher	Use	-
Sum.	You can wield any weapon up to SS rank		
Effect	The master will be able to equip all rank weapons (including SS rank) of all categories. However, class restrictions still apply.		

Enhanced Evocations I			
Prer.	Alchemist Level 3 or higher	Use	Alchemist class
Sum.	Evocation check +1		
Effect	The master gets a +1 bonus to the success value of any Evocation check they perform.		

Enhanced Evocations II			
Prer.	[Enhanced Evocations II]/Alchemist Level 9 or higher	Use	Alchemist class
Sum.	Evocation check +2		
Effect	The master gets a +2 bonus to the success value of any Evocation check they perform.		

Distant Evocations			
Prer.	Alchemist Level 5 or higher	Use	Alchemist class
Sum.	Extend the Evocation range		
Effect	The master treats the Evocation of "Range/Area: Touch/-" as "Range/Area: 1(10m)/Shot". If their Evocation is "Target: 1 Character", they can select multiple targets simultaneously by doubling the number of material cards they consume.		

Ever-Changing II			
Prer.	[Ever-Changing II]/Grappler or Fencer Level 13 or higher	Use	Grappler class or Fencer class
Sum.	May declare 3 Active Combat Feats per round		
Effect	<p>The master may declare the active combat feat three times per round, either by declaring three different feats in one attack and applying them each together or by declaring one feat in each of the different attacks (to allow for multiple attacks). How the master divides the three declarations is optional.</p> <p>If the declared feats have risks, they are all applied cumulatively, even if the same feat is declared multiple times.</p>		

Armor Master			
Prer.	[Armor Proficiency S/**] (any category)/ Adventurer Level 11 or higher	Use	-
Sum.	You can equip any armor up to SS rank		
Effect	The master will be able to equip all rank armor (including SS rank) of all categories.		

Powerful Magic II

Prer.	[Powerful Magic II]/Adventurer Level 11 or higher, 2 Wizard-type Classes Level 10 or higher	Use	-
Sum.	All Magic Power +2		
Effect	The master gains +2 to the Magic Power of any magic system they have mastered.		

Pinpoint Attack II

Prer.	[Pinpoint Attack II]/Adventurer Level 13 or higher	Use	-
Sum.	Accuracy +2		
Effect	Increase master's Accuracy checks by +2.		

Consecutive Evocation

Prer.	Alchemist Level 5 or higher	Use	-
Sum.	When Evocation is used with Major Action, it can be performed twice consecutively		
Effect	When using an Evocation with a Major Action, the master may use two different Evocations once with each Major Action. An Evocation check is performed for each Evocation, and the target is defined separately for each Evocation.		

Selectively Acquired Active Combat Feats

Card Reduction

Prer.	Alchemist Level 5 or higher	Use	Alchemist class
Appl.	1 Evocation use	Risk	None
Sum.	Reduces the number of required Material Cards by 1		
Effect	<p>If an Evocation requires a variable number of Material Cards to use, it now requires one less, to a minimum of one (i.e., an Evocation cannot use 0 Material Cards).</p> <p>If the Alchemist wishes to increase the number of targets of that Evocation, first reduce the number of Material Cards needed via this Combat Feat, then multiply by the number of intended targets.</p>		

Aimed Attack III			
Prer.	[Aimed Attack II]/Adventurer Level 11 or higher	Use	-
Appl.	1 weapon attack	Risk	None
Sum.	Accuracy +3		
Effect	<p>Melee Attack and Ranged Attack should be declared simultaneously and effective for one attack. If multiple attacks are made simultaneously, the effect is applied to all of them.</p> <p>The declared attack gains a +3 bonus to Accuracy checks.</p>		

Critical Cast II			
Prer.	[Critical Cast I]/Adventurer Level 11 or higher	Use	Wizard-Type Class
Appl.	1 spell cast	Risk	None
Sum.	The Critical Threshold of the spell -1 ignores critical immunity, and criticals occur even at halved damage		
Effect	<p>Declared when the spell is cast and is valid for one cast.</p> <p>The following effects are also applied in addition to the effects of [Critical Cast I].</p> <p>Target's critical immunity and Critical Threshold modifications abilities are all ignored, and for spells with "Resistance: Half," a critical hit will occur when using the power table even if the target is resisted. In this case, the total damage is determined with criticals, and then it is halved.</p>		

Power Strike III			
Prer.	[Power Strike II]/Fighter Level 15 or higher	Use	Fighter class, 2H weapon
Appl.	1 melee attack	Risk	Evasion check -2
Sum.	Melee Attack damage +20		
Effect	<p>Declared at the time of a melee attack and valid for one attack.</p> <p>If the declared attack hits, the damage is increased by +20 points. At risk, any Evasion check is modified by a -2 penalty.</p> <p>When attacking multiple characters at the same time, one of the hit characters should be chosen randomly. Then, the damage to that one character will be increased by +20 points. This target selection should be made before determining the damage.</p>		

Violentcast II

Prer.	[Violentcast I]/Adventurer Level 13 or higher	Use	Wizard-Type class
Appl.	1 spell cast	Risk	None
Sum.	Spellcasting check +3 for damaging spell		
Effect	<p>It can be declared at the time of the cast spell and is valid for the one time of the cast.</p> <p>If the spell only damages the target, the user gains a +3 bonus to the success value of the Spellcasting check. This feat does not affect spells that do not deal damage or have effects other than dealing damage. This feat even works for spells that increase damage based on specific conditions, such as the target's classification.</p>		

Lethal Strike III

Prer.	[Lethal Strike II]/Fencer Level 11 or higher	Use	Fencer class
Appl.	1 melee attack	Risk	None
Sum.	Power table roll for melee attack +1, ignores critical immunity		
Effect	<p>When a melee attack is made, this feat can be declared at the time of the attack and is effective for that single attack.</p> <p>If the declared attack hits, it is the damage roll. Target's critical immunity and Critical Threshold modifications abilities are all ignored. It is increased by +1 if the roll is 3-11. Double 1s and double 6s work as is. The same is true for all critical for this damage decision.</p> <p>When attacking multiple characters simultaneously, the user must select one character randomly from among that hit. The above process is then used to calculate the damage to that one character. This target selection is made before the damage is determined.</p>		

Armor Piercer III

Prer.	[Armor Piercer II]/Grappler Level 15 or higher	Use	Grappler class
Appl.	1 melee attack	Risk	None
Sum.	Treats the attack target's Defense as half. Critical Immunity ability is ignored, and Defense is set to 0 on a critical hit		
Effect	<p>When a melee attack is made, this feat can be declared at the time of the attack and is effective for that single attack.</p> <p>If the declared attack hits, the attack target's Defense is treated as half (rounded up). Target's critical immunity and Critical Threshold modifications abilities are all ignored. When critical occurs, Defense is treated as 0. It does not increase (or worsen) Critical Threshold.</p> <p>When attacking multiple characters simultaneously, the user must select one character randomly from among that hit. Then, the above process is performed when applying damage to that character. This target selection is made before determining the damage.</p>		

Automatically Acquired Passive Combat Feats

Battle Master

Gain	Fighter or Grappler Level 13	Use	-
Sum.	May declare two active combat feats per round		
Effect	<p>The master may declare two active combat feats in one round. The same active combat feat may not be declared more than once per action. It is possible to declare the same active combat feat for two different actions or to combine two different active combat feats for one action.</p> <p>If the declared feats have risk, they are all cumulative.</p>		

Rune Master

Gain	Any Wizard-type Class Level 11	Use	-
Sum.	May declare two active combat feats per round		
Effect	<p>The master may declare two active combat feats per round. However, at least one of them must be of "Use: Wizard-Type Class," and the same active combat feat may not be declared more than once in a single turn.</p>		

Treasure Master

Gain	Scout Level 12	Use	-
Sum.	Loot Determination rolls +1		
Effect	<p>The master gains +1 to the roll of the Loot Determination. This effect accumulates with other Loot Determination-increasing effects.</p>		

Skill Master

Gain	Scout Level 15	Use	Scout class
Sum.	Scout can re-roll skill checks once		
Effect	<p>Once per check, the Scout may reroll 2d after seeing the 2d result of a skill check using Scout Class Level for standard value calculation. This reroll can be done only once per Skill Check. If there is any other reroll effect, it is assumed that the number of rerolls increases only by +1.</p>		

Shukuchi

Gain	Ranger Level 12	Use	-
Sum.	Full Move enables actions that are possible with Normal Move		
Effect	The master may perform the actions that can be performed during a Normal Move on the round in which the Full Move is performed. The type of move itself does not change, and the penalty to the Evasion check (-4) must also be taken.		

Run-and-Gun

Gain	Ranger Level 15	Use	-
Sum.	Normal Move enables actions that are possible with Limited Move		
Effect	The master can perform the actions that can be performed during a Limited Move in the round in which the Normal Move is performed. The type of move itself does not change.		

Mana Resistance

Gain	Sage Level 12	Use	-
Sum.	Receive magic damage -5		
Effect	Reduce all Magic Damage master receives by -5.		

Sage's Wisdom

Gain	Sage Level 15	Use	-
Sum.	Sage can re-roll skill checks once		
Effect	Once per check, the Sage may reroll 2d after seeing the 2d result of a skill check using Sage Class Level for standard value calculation. This reroll can be done only once per Skill Check. If there is any other reroll effect, it is assumed that the number of rerolls increases only by +1.		

**Note on Multiple Active Combat Feats**

[Ever-Changing], [Battle Master], and [Rune Master] allow declaring multiple active combat feats in a round. These effects do not overlap. A character who has acquired more than one of these feats must indicate at the beginning of their turn which of these feats they will use.

Item Data

Comprehensive List of Weapons

Stance: 1HR

Some weapons have "Stance: 1HR". When the equipped person is riding, use 1HR data.

Slayer + X (Classification Name)

Weapons annotated with "Slayer + X (Classification name)" are those that cause "+X" Extra Damage when they hit a character that corresponds to (Classification name). Multiple classification names may be specified, in which case, all of them increase Extra Damage.

Type Weapon (Type Name) +X/MP Cost Y

Weapons with this annotation deal specified type of damage indicated in (Type Name) for 10 seconds (1 round) by consuming Y points of MP. This means that the Extra Damage will be increased by +X points.

If a weapon of this type receives Fairy Weapon enhancement (see CR II, p. 243), the type given by the enhancement should be the same effect as on the weapon but will be only active by paying the Y MP Cost. In this case, Extra Damage will be added as usual. It is impossible to give an additional type to a weapon with a different type.

Auto-Return

Some thrown weapons have this annotation: if the weapon is thrown and an Accuracy check or damage calculation is performed, it will return to the user's hand immediately and can be reequipped in the user's hand. A weapon with "Auto-Return (only on miss)" will not return after being hit (it will fall to the same position as the attacked target).

Swords

B-Rank Swords

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Weakness Revealer ※1	1H	5	-	5	0	1	1	2	2	3	4	5	5	5	⑩	-	7,660

※1: Detail p. 226

A-Rank Swords

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Main Gauche ※1	1H	6	-	6	0	1	1	2	3	3	4	5	5	5	⑩	-	620

※1: Detail p. 226

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
Executioner's Blade ※1	1H+	20	+1	30	2	4	4	6	7	8	9	10	10	10	⑩	+1	30,000
	2H	20	+1	40	4	5	6	7	9	10	11	11	12	13	⑩	+1	

※1: Detail p. 226

SS-Rank Swords

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Angel Feather	1H	2	+2	17	1	2	3	4	5	5	6	7	7	8	⑩	+1	40,000
Moon Pillar	1H	10	+1	30	2	4	4	6	7	8	9	10	10	10	⑩	+1	48,000

Hyperion	1H†	20	+1	40	4	5	6	7	9	10	11	11	12	13	⑩	+1	57,000
	2H	20	+1	50	4	6	8	10	10	12	12	13	15	15	⑩	+3	
Geister ※1	2H	30	+1	70	5	9	10	12	14	16	17	18	19	19	⑩	+3	83,000

※1: Detail p. 226

Axes

A-Rank Axes

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Arm Catcher ※1	2H	17	-	37	3	5	6	7	8	9	10	11	12	12	⑪	-	2,480

※1: Detail p. 227

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
Death Scythe	2H	17	+1	42	4	6	7	7	9	10	11	12	13	13	⑪	+1	26,000
※1	2H	17	+1	52	5	7	8	10	11	12	12	13	15	15	⑪	+1	

※1: Detail p. 227

SS-Rank Axes

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Rimahawk	1H*	8	+1	28	2	3	4	6	6	8	9	9	10	10	⑪	+1	50,000
Urgosh, Silvered 1	s	20	-1	55	5	7	10	10	11	12	13	14	16	16	⑪	-	64,000
	p	20	-1	50	4	6	8	10	10	12	12	13	15	15	⑩	-	
Agahast	2Hs	27	+1	62	5	9	10	11	13	13	14	16	17	18	⑪	+3	65,000
	2Hp	27	+1	57	5	8	10	11	11	12	13	15	16	17	⑩	+3	
Dynast	2H	40	-1	90	7	10	12	15	18	19	21	23	25	26	⑪	+3	83,000

※1: Detail p. 227 (including the peculiarities of Stance)

Spears

A-Rank Spears

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
					25	2	3	4	5	6	7	8	8	9			
Normal Lance ✂	1H	20	-1	25	2	3	4	5	6	7	8	8	9	10	⑩	-	1,200
	1HR	20	-1	35	3	4	5	7	8	9	10	10	11	12	⑩	-	

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
					35	3	4	5	7	8	9	10	10	11			
Heavy Lance ✂	1H	25	-1	35	3	4	5	7	8	9	10	10	11	12	⑩	-	8,280
	1HR	25	-1	45	4	6	7	9	10	10	11	12	13	14	⑩	-	

SS-Rank Spears

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
					27	2	3	4	6	6	8	8	9	9			
Eclair 1 ✂ ✨	1H*	7	+1	27	2	3	4	6	6	8	8	9	9	10	⑩	+1	61,000
	1H†	17	-	42	4	6	7	7	9	10	11	12	13	13	⑩	+1	54,000
Tri-Lux ✂	2H	17	+1	47	4	6	7	9	10	11	12	13	13	15	⑩	+3	
	Fatal Lance ✂	1H	25	-	45	4	6	7	9	10	10	11	12	13	14	⑩	+1
1HR		25	-	55	5	7	10	10	11	12	13	14	16	16	⑩	+1	
Ductus Lancair ✂	2H	30	-	65	5	9	10	12	13	14	15	17	18	18	⑩	+3	68,000

※1: Detail p. 228





Ductus Lancair

Illustration by Kankuro

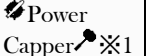

Maces

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
 Molder  ※1	2H	30	+2	50	4	6	8	10	10	12	12	13	15	15	⑫	-	16,500

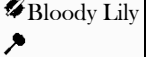

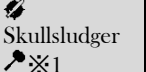

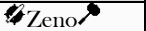

※1: Slayer +2 (Undead, Constructs, Magitech)

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
 Power Capper  ※1	1H+	23	+3	33	3	4	5	6	8	8	10	10	10	11	⑫	+1	38,000
	2H	23	+3	43	4	6	7	8	9	10	11	12	13	14	⑫	+1	

※1: Details p. 228

SS-Rank Maces

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
 Bloody Lily 	1H	14	+3	34	3	4	5	6	8	9	10	10	11	11	⑫	+1	50,000
 Skullsludger  ※1	1H+	20	+2	40	4	5	6	7	9	10	11	11	12	13	⑫	+1	63,000
	2H	20	+2	50	4	6	8	10	10	12	12	13	15	15	⑫	+3	
 Zeno 	2H	33	+3	68	5	9	10	12	14	15	16	17	19	19	⑫	+3	65,000

※1: Slayer +3 (Humanoids, Barbarous, Animals, Mythical Beasts)

Staves

B-Rank Staves

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
☛ Staff of Control ☛1, ☛2	2H	1	+2	11	1	2	2	3	3	4	5	6	6	7	⑫	+1	14,840

☛1: +1 to Defense of the wearer ☛2: Details p. 229

SS-Rank Staves

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
☛ Aeon ☛1	2H	8	+1	38	3	5	6	7	8	10	10	11	12	13	⑫	+3	78,000
☛ Uroboros ☛2	2H	14	+2	49	4	6	7	10	10	12	12	13	14	15	⑫	+3	136,000

☛1: Detail p. 229 ☛2: Details p. 229


Flails

B-Rank Flails

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
☛ Balanced Pendulum ☛1	2H	22	-	42	4	6	7	7	9	10	11	12	13	13	⑩	-	7,780







☛1: Details p. 230

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
Daemonthresher  ※1	1H	24	-1	34	3	4	5	6	8	9	10	10	11	11	⑨	-	12,000

※1: Details p. 230



SS-Rank Flails

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
 Silver Comet 	1H+	15	-	35	3	4	5	7	8	9	10	10	11	12	⑨	+1	59,000
	2H	15	-	45	4	6	7	9	10	10	11	12	13	14	⑨	+3	
 Quadblaze  ※1	1H	26	-	26	2	3	4	5	6	8	8	9	9	10	⑩	+1	69,000
 Tyrant 	2H	38	-	38	3	5	6	7	8	10	10	11	12	13	⑩	+3	78,000

※1: Type Weapon (Fire) +3/MP Cost 3

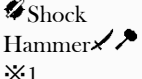
Warhammers

B-Rank Warhammers

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
 Golden Mattocks  ※1	2H	20	-1	40	4	5	6	7	9	10	11	11	12	13	⑩	+1	11,880

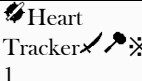
※1: Details p. 230

A-Rank Warhammers

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
 Shock Hammer ※1	1H	12	-	22	1	2	3	5	6	6	7	8	9	10	⑩	+1	15,700

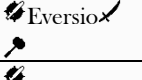


※1: Details p. 230

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
 Heart Tracker 1	1H	16	-	31	2	4	5	6	7	8	9	10	10	11	⑩	-	52,600

※1: Details p. 230

SS-Rank Warhammers

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
 Eversio	1H*	8	-1	33	3	4	5	6	8	8	10	10	10	11	⑨	+1	57,000
 Rosenhagen	1H†	19	-	29	2	3	4	6	7	8	9	9	10	10	⑧	+1	70,000
	2H	19	-1	39	4	5	6	7	8	10	11	11	12	13	⑧	+3	
 Gaicleaver	2H	35	-2	85	6	9	11	14	17	19	21	22	23	24	⑩	+3	88,000

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
					1	2	2	3	3	4	5	6	6	7			
Bite ※1	2H#	1	-	11	1	2	2	3	3	4	5	6	6	7	⑩	-	

※1: Bite is needed

SS-Rank Wrestling

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
					5	+2	20	1	2	3	4	5	6	7			
Whirl Catcher ※1, ※4	2H	5	+2	20	1	2	3	4	5	6	7	8	9	10	⑪	+3	40,000
Hands Of Glory ※1, ※2, ※5	1HW	10	+1	30	2	4	4	6	7	8	9	10	10	10	⑪	+1	45,000
Legs Of Honor ※1, ※3, ※6	1H#	10	-	40	4	5	6	7	9	10	11	11	12	13	⑫	+1	55,000
Groul ※1, ※2, ※7	1H	15	+2	25	2	3	4	5	6	7	8	8	9	10	⑪	+1	50,000
Grand Ariol ※1, ※3	1H#	15	+1	35	3	4	5	7	8	9	10	10	11	12	⑪	+1	60,000

※1: Grappler Only ※2: Improves Punches ※3: Improves Kicks ※4: Improves Throw ※5: Wearer's Defense +1 ※6: Wearer's Defense +1 (exceptionally cumulative with other Defense-enhancing weapons) ※7: Details p. 231

Thrown Weapon

B-Rank Thrown Weapons

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Range	Price
					0	0	0	1	2	3	3	3	4	4				
Throwing Star ※1	1H*	1	+1	1	0	0	0	1	2	3	3	3	4	4	⑩	-	1(10m)	200

※1: Details p. 231

A-Rank Thrown Weapons

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Range	Price
Boomerang※1	1H*	8	+1	18	1	2	3	4	5	6	6	7	7	8	⑫	-	2(20m)	500

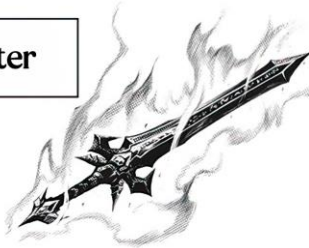
※1: Auto-Return (only on miss)

SS-Rank Thrown Weapons

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Range	Price	
Eclair※1	1H*	7	+1	27	2	3	4	4	6	6	8	8	9	9	10	⑩	+1	2(20m)	61,000
Rimahawk※2	1H*	8	+1	28	2	3	4	6	6	8	9	9	10	10	⑪	+1	2(20m)	50,000	
Eversio	1H*	8	-1	33	3	4	5	6	8	8	10	10	10	11	⑨	+1	2(20m)	57,000	
Tri-Edge※2	1H*	15	+2	35	3	4	5	7	8	9	10	10	11	12	⑩	+1	2(20m)	62,000	

※1: Details p. 231※2: Auto-Return

Geister



Dynast



Illustration by Kankuro

Bows

B-Rank Bows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Range	Price
Bold Assertor※1	2H	22	+1	32	3	4	5	6	7	8	10	10	10	11	⑩	+1	2(20m)	7,770

※1: Details p. 232

S-Rank Bows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Range	Price
✦ Avenger Bow ✧ ※1	2H	17	+1	37	3	5	6	7	8	9	10	11	12	12	⑩	-	2(40m)	32,000

※1: Slayer +2 (Humanoid, Barbarous)

SS-Rank Bows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Range	Price
✦ Hitmaker ✧	2H	12	+3	37	3	5	6	7	8	9	10	11	12	12	⑩	+3	2(40m)	50,000
✦ Le Indalia ✧ ✧ ※1	2H	18	+1	43	4	6	7	8	9	10	11	12	13	14	⑩	+3	2(40m)	62,000
✦ Hand Sticker ✧ ✧ ※2	2H	24	+1	49	4	6	7	10	10	12	12	13	14	15	⑩	+3	2(40m)	67,000
✦ Eight Mambo ✧	2H	30	+1	60	5	9	10	11	12	13	14	15	16	18	⑩	+3	2(60m)	68,000

※1: Type Weapon (Wind) +2/MP Cost 1 ※2: Slayer +3 (Humanoids, Barbarous)

Crossbows

B-Rank Crossbows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Range	Price
✦ Beast Buster ✧ ✧ ※1	2H	15	+1	30	2	4	4	6	7	8	9	10	10	10	⑩	+2	2(30m)	7,280

※1: Slayer +2 (Animals, Mythical Beasts)



Zeno







Grand Ariol



Eight Mambo

Illustration by Kankuro

SS-Rank Crossbows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Range	Price
 Zagran	2H	8	+1	43	4	6	7	8	9	10	11	12	13	14	⑩	+5	2(30m)	56,000
 Calvaria	2H	14	+1	49	4	6	7	10	10	12	12	13	14	15	⑩	+6	2(30m)	67,000
 Sortrel	2H	20	+1	50	4	6	8	10	10	12	12	13	15	15	⑩	+7	2(40m)	72,000
 Garde	2H	26	+1	56	5	8	10	10	11	12	13	15	16	16	⑩	+9	2(40m)	76,000

※1: Details p. 231 ※2: Type Weapon (Fire) +3/MP Cost 3





Guns

A-Rank Guns


Name	Stance	Min STR	Max Magazine	Accuracy	Crit Value	Add'l Dmg	Range	Price
Smart Carbine※1	2H	5	4	-1	⑩	+2	2(30m)	1,200

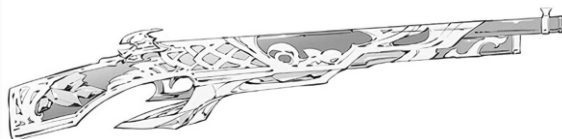
※1: Details p. 232

SS-Rank Guns

Name	Stance	Min STR	Max Magazine	Accuracy	Crit Value	Add'l Dmg	Range	Price
 Masquerade	1H	5	4	+2	⑩	+2	1(10m)	50,000
 Choreadora	2H	10	3	+2	⑩	+4	2(40m)	55,000
 Full Fire	2H	15	8	+1	⑩	+4	2(30m)	60,000
 Desperado	2H	20	2	+3	⑪	+6	2(60m)	80,000

Ammunition

Name	Weapon	Price	Notes
Kaburaya	Bow	5	When shot with a bow, it makes a sound. (Details p. 232)
 Dragon Arrow/Quarrel	Bow, Crossbow	44,800	Deals fire magic damage in "Area: Line." Always recoverable (Details p. 232)



Desperado

Illustration by Usui Rina

Comprehensive List of Armor

Magic Damage -3

Some armor has the annotation "Magic Damage -3". This type of armor reduces by -3 magic damage dealt to the wearer. However, it does not reduce poison, disease, curse, or psychic damage.

Nonmetallic Armor

B-Rank Nonmetallic Armor

Name	Min STR	Evasion	Defense	Price	Notes
☼ Mana Coat	1	-	0	28,000	Defense is the Intelligence modifier of the wearer. Upper limit 6 (Details p. 232)
☼ Mana Coat+	1	-	0	52,000	Defense is the Intelligence modifier of the wearer. Upper limit 8 (Details p. 232)
☼ Combat Maid/Butler Outfit	10	+1	0	24,000	Grapplers may equip. Magic Damage -3 ※

※Two types of clothing for maids and butlers. Can be equipped regardless of gender.

A-Rank Nonmetallic Armor

Name	Min STR	Evasion	Defense	Price	Notes
☼ Windbreaker Surcoat	12	+1	3	10,500	Automatically evade wind-type attacks and effects once a day (Details p. 232)

SS-Rank Nonmetallic Armor

Name	Min STR	Evasion	Defense	Price	Notes
☼ Astral Guard	6	+1	7	34,000	Magic Damage -3
☼ Silent Cloak	11	+1	8	38,000	Hide checks +2 (Details p. 232)
☼ Alabaster Shell	14	+1	9	41,000	
☼ Phoenix Cloak	17	+2	8	45,000	Grappler Only
☼ Divine Skin	18	+1	10	52,000	Willpower +2 (Details p. 232)

Metal Armor

B-Rank Metal Armor

Name	Min STR	Evasion	Defense	Price	Notes
☛Dontrecia's Armor of Perseverance	20	-	6	12,700	Defense +2 for each physical damage (Details p. 234)

A-Rank Metal Armor

Name	Min STR	Evasion	Defense	Price	Notes
☛Dontrecia's Great Armor of Perseverance	21	-	8	26,400	Defense +2 for each physical damage (Details p. 234)

S-Rank Metal Armor

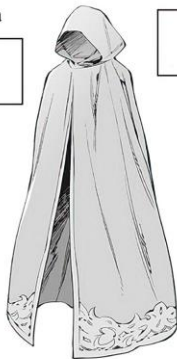
Name	Min STR	Evasion	Defense	Price	Notes
☛Powered Plates	14	-	8	28,000	Evasion check +1 after the fact by consuming 3 MP (Details p. 234)
☛Dontrecia's Stiff Armor of Perseverance	22	-	10	54,800	Defense +2 for each physical damage (Details p. 234)

SS-Rank Metal Armor

Name	Min STR	Evasion	Defense	Price	Notes
☛Manatite Frame	18	-	11	62,000	
☛Anti-Arquebus	23	-	12	79,000	Gun damage reduced by -5 (Details p. 234)
☛Imperial	30	-1	14	100,000	Magic damage -3

Illustration by Usui Rina

Silent Cloak



Imperial



Shields

Mount Protection

Some of the category Shields are annotated with "Mount Protection." If a jockey has a shield of this type, its Defense is also applied to all mount's sections. In this case, the mount's Defense is not increased by [Armor Proficiency (A/S)/Shield]. If the shield itself is enhanced, its enhancement should also be added.

B-Rank Shield

Name	Stance	Min STR	Evasion	Defense	Price	Notes
☠ Asteria's Defense	1H	6	-	2	40,000	Earth, water/ice, fire, wind types damage -3 (Details p. 234)
☠ Calvaria	1H	14	-	3	67,000	It can switch between crossbow and shield forms. (Details p. 234)

A-Rank Shield

Name	Stance	Min STR	Evasion	Defense	Price	Notes
Knight Shield	1H	15	-	2	1,250	Mount Protection

S-Rank Shield

Name	Stance	Min STR	Evasion	Defense	Price	Notes
Grand Partner	1H	18	-	3	4,800	Mount Protection
☠ Turtle Shell	1H	5	+2	1	19,200	

SS-Rank Shield

Name	Stance	Min STR	Evasion	Defense	Price	Notes
☠ Half Moon	1H	6	+2	2	33,000	
☠ Glorious	1H	15	+1	5	47,000	
☠ Paladin's Pride	1H	21	-	6	54,000	Mount Protection
☠ Eternal Lord	1H	24	-	7	65,000	

General Equipment and Supplies

Clothing

Name	Stance	Price	Notes
Stylish Riding Clothes	-	100 + 10 reputation	Riding checks +1

Travel Expenses

Name	Stance	Price	Notes
Carriage Fare	-	10	Distance to be reached in 1 hour, for long distance, +5G per hour
Magical Train Fare	-	20+	The trip takes about 12 hours in a second class compartment. The price increases proportionally as the distance increases. First class 50+.
Airfreight Fare	-	500+	Per itinerary per day. Fare only.
Charter Wagon	-	500+	Per day including coachman. 500G for transporting one passenger and their baggage, 750G for 2 persons, and 1,000G for 4 persons. If the day is extended, the cost of the passenger's meals, etc., are paid separately.
Small Airship Charter		20,000+	One crew team operates the ship (the airship alone cannot be rented). Per day including all meals and other expenses for the crew.

Herbs, Potions, Repair Tools

Potions

Name	Stance	Price	Notes
Antidote Potion III	-	10,000	Removes all effects of poison type with a success value of 25 or less.
Cure Stone Potion III	-	10,000	Sprinkling on a petrified character will remove any petrification effects success value of 25 or less. ✕Can be sprinkled.
Scarlet Potion	-	1,400	Temporarily increases HP (Details p. 235)

Repair Tools

Name	Stance	Price	Notes
✦ Repair Tape I	-	200	Restores Power 10 to construct or magitech (Details p. 235)
✦ Repair Tape II	-	750	Restores Power 40 to construct or magitech (Details p. 235)
✦ Repair Tape III	-	3,000	Restores Power 70 to construct or magitech (Details p. 235)

Class-Specific Items

Class-Specific Items

Name	Stance	Price	Notes
✦ Mechanized Fingers	1H	7,080	For 2 MP, adds +2 to Disable Device check, also work as Scout's Tools (Details p. 235)
Apothecary's Tools	2H	200	Stabilizes herb recovery (1d+4 on Power Table roll) (Details p. 235)
Magic Pipe	1H	1,360	+1 for recovery of herbs to self (Details p. 235)
Alchemy Kit	Right Hand, Left Hand, Waist, and Other	200	Allows use of Evocations
Card Shooter	1H	1,500	Increases range of Evocations (Details p. 235)
Material Card	-	20 - 20,000	Consumed by Evocations
Tiny Armor	-	2,120/6,120	Familiar's Defense +3/+6 (Details p. 235)

Adventure Tools

Adventure Tools

Name	Stance	Price	Notes
✦ Chalk of the Lost	1H	1,200	When you pass in front of it again, it emits light to let you know (Details p. 237)
✦ Puzzling Sign	1H	4,880	Baffle intelligent enemies (Details p. 237)
✦ Mana Cartridge	-	5,200/17,200 (+50 reputation)	Adds MP to magitech (Details p. 237)
✦ Great Daemon's Crystallized Blood Plate	1H	6,400	Determines the threat level of the Shallow Abyss (Details p. 237)
✦ Fairy Lantern	1H	10,000	Its light is invisible to those who have soulscars (Details p. 237)

Accessories

Accessory: Head

Name	Price	Notes
✦ Cattleya Garland	20,000	Extend the range of Fairy Magic (Details p. 239)
✦ Goddess's Veil	20,000	Rarely make healing magic hyper-effective. Women only (Details p. 239)
✦ Crown of Riches	25,000	You can roll for each target and then distribute the results when healing multiple targets. Men only (Details p. 239)

Accessory: Face

Name	Price	Notes
✦ Night Goggles	3,000	Can see in darkness (Details p. 239)
✦ Hunter's Eyes	9,600	When the Monster Knowledge check fails, the level of the target is known. On success, +1 is added to the Accuracy check (Details p. 239)

Accessory: Ear

Name	Price	Notes
Linkpearls Holder	3,000+	Multiple Linkpearls can be equipped at the same time (Details p. 240)
Stone Man's Earring	6,640	The body becomes covered with stone and increases Defense in exchange for body movement (Details p. 240)

Accessory: Neck

Name	Price	Notes
Miracle Necklace	10,000	Reroll a Death Check (Details p. 241)
Curse Rebellion	40,000	Damage to Daemons +3, damage received from Daemons -3 (Details p. 241)

Accessory: Back

Name	Price	Notes
Inverness, a Beautiful Star	3,000	Creates Throwing Stars (Details p. 241)
Smart Animal Sack	9,000	Warns and guides by arcana. +1 to Search, Monster knowledge, Notice, Danger Sense, and Spot Trap checks (Details p. 241)

Accessory: Hand

Name	Price	Notes
Level Ring	500	The highest ability score is decreased by -1. The lowest ability score is increased by +2 (Details p. 242).
Big Gloves	8,000	Allows equipping a weapon or shield with a minimal strength of 5 more than the original. Equipped at both hands and priced as a set (Details p. 242)
Ring of Righteous Belief	30,000	Willpower +2 (Details p. 242)

Accessory: Waist

Name	Price	Notes
Sunflower Buckle	1,500	Fortitude and Willpower checks against undead +1 (Details p. 243)
Green Belt	35,000	Assume that the wearer is in a natural environment (Details p. 243)

Accessory: Feet

Name	Price	Notes
☛ Light Boots	11,600	Cannot fall prone (Details p. 243)
☛ Thieves Boots	20,000	Teleport 2m (Details p. 243)

Accessory: Any

Name	Price	Notes
☛ Sign of Valor	10,000	Control the growth of the ability score to some extent (Details p. 244).

Eternal Lord

Illustration by Usui Rina



Detailed Data

Swords

Weakness Revealer

Base Price: 7,660

Pop.	12	App	Dagger with magic characters engraved on the blade	Category (Rank)	Sword B
Sum.	A hit reveals the monster's weak point.			Era	Ancient Magic Civilization
Effect	<p>If the attacker is hit by this weapon, the monster's weak point is considered to be known until the end of the session.</p> <p>The weak point revealed applied only to the wielder's hits (in the case of a multi-section monster, it is applied to all sections).</p> <p>If the character who hit the target has learned the combat feat [Weakness Exploit], its effect is applied.</p>				

Main Gauche

Base Price: 620

Pop.	0	App	Dagger with a protective fist	Category (Rank)	Sword A
Sum.	Evasion +1			Era	Current
Effect	<p>The wearer gains a +1 bonus to Evasion checks when equipped with this weapon. It does not matter which arm they equip it on (usually the opposite of your dominant hand), but even if they equip more than one, this effect does not stack. The shield's bonus to Evasion checks is likewise not cumulative.</p> <p>The use of this weapon for melee attacks does not remove its effect.</p>				

Executioner's Blade

Base Price: 30,000

Pop.	14	App	Gradually aligned, single-edged long sword	Category (Rank)	Sword S
Sum.	Increases the power of critical hits			Era	Ancient Magic Civilization
Effect	<p>If a critical hit is made by an attack using this weapon, the weapon's Power is increased by +5 (for the next Power Table roll for this critical). If another critical hit occurs, the power is further increased by +5 up to 100 Power.</p> <p>After the total damage is determined, this effect disappears, and the next hit will return to its original power. Of course, if a critical hit occurs, the effect is applied again.</p>				

 **Geister****Base Price:** 83,000

Pop.	10	App	A 2m long black sword, the blade has a terrifying pattern forged into it.	Category (Rank)	Sword SS
Sum.	Deals 5 damage to the wielder			Era	Magitech Civilization
Effect	At the end of the round in which this weapon is used, the user takes 5 points of fixed damage to HP.				

Axes

Arm Catcher**Base Price:** 2,480

Pop.	10	App	It has a twisted blade with various protrusions.	Category (Rank)	Axe A
Sum.	It can entangle and drop the enemy's weapons			Era	Current
Effect	When making an Accuracy check with a -2 penalty with this weapon, the wielder can use it to aim at the target weapon. If the target weapon is hit by this weapon, the target weapon will be dropped to the ground in addition to the normal damage. If the target is a character with the monster data, the effect is only applied to attacks with a weapon, sword, spear, or other weapons (excluding innate weapons), and the target's damage is reduced by -4 points with them.				

 **Death Scythe****Base Price:** 26,000

Pop.	14	App	A jet-black scythe more than 2m long	Category (Rank)	Axe S
Sum.	More power in exchange for your life force			Era	Ancient Magic Civilization
Effect	This weapon has "Power 42" in normal use. The weapon can be activated with a password by paying 5 HP and can be used for 10 seconds (1 round) at "Power 52". To use this weapon's password, the wielder must speak arcana.				

 **Urgosh****Base Price:** 64,000

Pop.	10	App	Two-handed axe with head and spearhead	Category (Rank)	Axe SS
Sum.	Allows making 2 attacks with [Dual Wielding]			Era	Magitech Civilization
Effect	This weapon can be used in two ways. In both cases, the weapon is held with two hands. - The master of [Dual Wielding] attacks once with the axe head and the spearhead.				

If the wielder has mastered [Dual Wielding] combat feat, they can attack twice, once with the axe head and once with spearhead, using **s** and **p** stats once each, as if they were holding separate weapons in each hand (two weapons with "Stance: 1H").
 - Use as a weapon with "Stance: 2H".
 Can use **s** or **p** stats. In either case, Extra Damage is increased by +5.

Spears/Thrown Weapons

Eclair **Base Price:** 61,000

Pop.	10	App	It is a spear with a handle decorated with a lightning lightning pattern.	Category (Rank)	Spear SS/Thrown Weapon SS
Sum.	Once a day, the thrown weapon deals lightning magic damage		Era	Magitech Civilization	
Effect	If this weapon is used for a Thrown Attack, the damage it inflicts can become lightning magic damage automatically once per day on the first hit. When the wielder declares the combat feat [Mirage Arrow] and throws Eclair, they cannot throw two weapons that deal two different types. Also, if it is the first throw of the day, both of them are treated as having caused the effect. This weapon cannot have the Fairy Weapon enhancement (see CR II, p. 243).				

Maces

Power Capper **Base Price:** 38,000

Pop.	12	App	Mace with magic characters filled in on the sides of the head	Category (Rank)	Mace S
Sum.	On a hit, the opponent's Magic Power is reduced by 2		Era	Ancient Magic Civilization	
Effect	If a character is hit by this weapon, all Magic Power of the hit character is reduced by -2 (minimum 0) for the next 10 seconds (1 round). This effect is treated as a curse type with "Resistance: Can't" and success value 25 and is not cumulative.				

Staves

Staff of Control

Base Price: 14,840

Pop.	14	App	The devious two-handed cane	Category (Rank)	Staff B
Sum.	Allows to command the Golem as many times as needed			Era	Ancient Magic Civilization
Effect	When a construct is created by magic such as the [Create Golem] spell (see CR I, p. 134), the wielder can change the command (see CR II, p. 90) for that construct as many times as they wish if it is created with this staff equipped. Changing the command is a Major Action, and it is necessary to equip the same staff as the one wilder equipped when they made the golem and touched it.				

Aeon

Base Price: 78,000

Pop.	14	App	Twisted wooden cane	Category (Rank)	Staff SS
Sum.	Magic Power +2, 2 fixed damage to MP at the end of turn			Era	Magitech Civilization
Effect	This wand can be equipped only if the current MP is 2 points or more. If the wand is equipped, all of the wielder's Magic Powers are increased by +2. At the end of their turn, the wielder receives 2 points of fixed damage to their MP.				

Uroboros

Base Price: 136,000

Pop.	14	App	An ash cane with a design of a snake that eats its own tail.	Category (Rank)	Staff SS
Sum.	Can reroll the Spellcasting check until they get a "10" on a roll			Era	Ancient Magic Civilization
Effect	<p>The staff's wielder may declare to use the staff's ability if the Spellcasting check roll is 9 or less. If the declaration is made, the wand's wielder can immediately spend MP 10 and makes a new Spellcasting check. If the result is still 9 or less, the wielder can repeat the process by paying 10 MP again. When the check rolls 10 or more, they cannot reroll, which is considered the result of the Spellcasting check.</p> <p>After declaring the use of this effect, the check must be repeated until the player obtains a result of 10 or more. The Spellcasting check is treated as an automatic failure if the rerolls are aborted. And they will not get back the MP they have spent so far.</p> <p>This effect can be declared only once per day for one Uroboros.</p>				

Flails

Balanced Pendulum

Base Price: 7,780

Pop.	10	App	A striking weapon with a pendulum-shaped weight at the end of a long handle	Category (Rank)	Flail B
Sum.	Accuracy check +1 during [Cleave]			Era	Magitech Civilization
Effect	If a combat feat [Cleave] is declared during an attack with this weapon, a +1 bonus is given to Accuracy checks.				

Daemonthresher

Base Price: 12,000

Pop.	8	App	Flail with chain and handle	Category (Rank)	Flail S
Sum.	Affects Daemons			Era	Magitech Civilization
Effect	<p>If this weapon hits a daemon, the monster must immediately make a Fortitude check, where the Target Number is the same as the success value of the attacker's Accuracy check for that attack.</p> <p>If the check fails, the monster falls prone regardless of a number of sections. In addition, the monster suffers a -1 penalty to the Evasion check for 18 rounds. This penalty is cumulative.</p>				

Warhammers

Golden Mattocks

Base Price: 11,880

Pop.	10	App	A type of large pick that has one end of its blade shaped like an adze	Category (Rank)	Warhammer B
Sum.	Ignores half of the Defense of structures			Era	Magitech Civilization
Effect	This weapon ignores half of the structure's Defense when hitting them.				

Shock Hammer

Base Price: 15,700

Pop.	8	App	A warhammer that envelops lightning	Category (Rank)	Warhammer A
Sum.	Deals lightning and bludgeoning damage			Era	Magitech Civilization
Effect	<p>This weapon deals with lightning and bludgeoning physical damage.</p> <p>When this weapon is enhanced with Fairy Weapon (see CR II, p. 243), the lightning becomes combined with another type (for example, lightning and fire or lightning and water/ice).</p>				

Wrestling

Groul

Base Price: 50,000

Pop.	8	App	Iron fists in the shape of a wolf's head	Category (Rank)	Wrestling SS
Sum.	If equipped with Grand Ariol, Evasion check +1			Era	Magitech Civilization
Effect	When this weapon is equipped with Grand Ariol, the wielder gains a +1 bonus to Evasion checks.				

PART 1

Thrown Weapons

Throwing Star

Base Price: 200

Pop.	8	App	Thrown weapon in the shape of various crosses, pentacles, hexagrams, etc.	Category (Rank)	Thrown Weapon B
Sum.	Glow faintly at night			Era	Magitech Civilization
Effect	This thrown weapon emits light about the size of a star in the night sky in a dark place. In ancient times, spies and others sent secret messages to each other by making it look like the twinkling of a star.				

PART 3

Crossbows/Shields

Calvaria

Base Price: 67,000

Pop.	10	App	Shield with crossbow	Category (Rank)	Crossbow SS/ Shield B
Sum.	Can switch between crossbow and shield forms			Era	Magitech Civilization
Effect	<p>The Minor Action can be used to transform between crossbow and shield form. This is the same as the change of equipment of weapons and shields (see CR I, p. 141) and can be done only before the Major Action.</p> <p>In its crossbow form, it is treated as a crossbow SS rank weapon (data see, p. 216). It has no effect as a shield.</p> <p>In its shield form, it is treated as a shield B rank (data see p. 220). It has no effect as a weapon. If the wearer only equip it as a shield, they do not need the combat feat [Weapon Master].</p> <p>This item cannot be enhanced (manatite processing, etc.) for shields. Abyss Enhancement (see CR II, p. 245) is also possible only for a weapon part. The minimal strength changes (both effects and Abyss Enhancement) apply to both forms.</p>				

PART 5

DATA

Bows

Bold Assertor

Base Price: 7,770

Pop.	10	App	Longbow	Category (Rank)	Bow B
Sum.	Accuracy check +1 when using Kaburaya			Era	Magitech Civilization
Effect	This bow gains a +1 bonus on Accuracy checks when using Kaburaya (see p. 232) as ammunition.				

Guns

Smart Carbine

Base Price: 1,200

Pop.	8	App	Short-barreled rifle	Category (Rank)	Gun A
Sum.	It can be used easily when riding			Era	Magitech Civilization
Effect	It can be used as a 1H weapon while riding (the numerical data is the same). However, you cannot use more than one simultaneously under the effect of [Dual Wielding].				

Ammunition

Kaburaya

Base Price: 5

Pop.	0	App	Arrow with attached whistle	Category (Rank)	Ammunition
Sum.	Makes noise when shot from a bow			Era	Current
Effect	It is ammunition that can be shot with a Bow. Shooting this ammunition emits a loud, wind-breaking sound that can be heard within 500m of the hit.				

Dragon Arrow/Quarrel

Base Price: 44,800

Pop.	8	App	It can be an arrow or quarrel	Category (Rank)	Ammunition
Sum.	Deals fire magic damage in "Area: Line." Always recoverable			Era	Magitech Civilization
Effect	It is ammunition that can be shot with a Bow or Crossbow. This arrow or quarrel affects all in Area: Line. The damage is fire magic damage. If the user has the combat feat [Targeting], for each character in the skirmish, they can arbitrarily choose to exclude the character from the effect. This arrow or quarrel can be recovered and reused after the shot.				

Nonmetallic Armor

☩ Mana Coat / ☩ Mana Coat+

Base Price: 28,000/52,000

Pop.	10	App	Coat made of light fabric	Category (Rank)	Nonmetallic Armor B
Sum.	The Intelligence modifier of the equipped person becomes Defense			Era	Magitech Civilization
Effect	This coat's Defense is equal to the wielder's Intelligence Modifier. However, the maximum value for Mana Coat is 6, and for Mana, Coat+ is 8.				

☩ Windbreaker Surcoat

Base Price: 10,500

Pop.	8	App	Loose outer garment	Category (Rank)	Nonmetallic Armor A
Sum.	Can avoid wind-type damage once a day			Era	Magitech Civilization
Effect	If the wearer is a target of magic, unique skill, or effect of wind type, it can avoid its effects (Neg), even if the magic or effect is with "Resistance: Can't." This effect can be used only once a day.				

☩ Silent Cloak

Base Price: 38,000

Pop.	10	App	Gray inconspicuous cloak	Category (Rank)	Nonmetallic Armor SS
Sum.	Hide checks +2			Era	Magitech Civilization
Effect	The wearer of this armor gains a +2 bonus to the success value of Hide checks.				

☩ Divine Skin

Base Price: 52,000

Pop.	10	App	Standout leather armor with pure white undercoating and luxurious decoration	Category (Rank)	Nonmetallic Armor SS
Sum.	Willpower +2			Era	Magitech Civilization
Effect	The wearer of this armor gains a +2 bonus to Willpower's success value.				

Metal Armor

⚡Dontrecia's Armor of Perseverance/⚡Dontrecia's Great Armor of Perseverance/⚡Dontrecia's Stiff Armor of Perseverance **Base Price:** 12,700/26,400/54,800

Pop.	10	App	Rugged plate armor	Category (Rank)	Metal Armor B/A/S
Sum.	Defense +2 for each physical damage			Era	Magitech Civilization
Effect	This armor Defense increases by +2 if the wearer takes 1 or more points of applied damage as physical damage. This effect is cumulative, but it disappears when either the wearer's turn comes or receives physical damage whose applied damage is 0.				

⚡Powered Plates **Base Price:** 28,000

Pop.	10	App	A large number of metal plates are attached to the flexible armor	Category (Rank)	Metal Armor S
Sum.	Evasion check +1 after the fact by consuming 3 MP			Era	Magitech Civilization
Effect	A character equipped with this armor can gain +1 to success value by spending 3 MP after checking the result of an Evasion check. This effect can be used only once per an Evasion check.				

⚡Anti-Arquebus **Base Price:** 79,000

Pop.	10	App	Full-body armor composed of flowing curved surfaces	Category (Rank)	Metal Armor SS
Sum.	Damage caused by Guns is reduced to -5			Era	Magitech Civilization
Effect	A character wearing this armor can have received damage from a Shooting Attack dealt by a Gun reduced by -5 points.				

Shields

⚡Asteria's Defense **Base Price:** 40,000

Pop.	14	App	Small disk-shaped shield	Category (Rank)	Shield B
Sum.	Reduce type damage by -3 points			Era	Ancient Magic Civilization
Effect	While equipped, the user receives -3 applied damage from Fire-, Water/Ice, Wind- and Earth-type sources, whether physical or magical.				

Potions

Scarlet Potion

Base Price: 1,400

Pop.	8	App	Red potion	Item Class	Potion
Sum.	Temporarily increases HP			Era	Magitech Civilization
Effect	<p>Drinking this potion will increase the maximum HP by +10 for 1 minute (6 rounds). At the same time, the current value of HP is also restored by 10 points. The Ranger class influences the amount of recovery of the current HP value.</p> <p>Suppose the character drinks another bottle within the duration. In that case, they will only get the effect of recovering the current HP value.</p>				

Repair Tools

✦ Repair Tape I/II/III

Base Price: 200/750/3,000

Pop.	0	App	Thick rectangular cloth with adhesive face	Item Class	Repair Tools																																																
Sum.	Restore construct's or magitech's HP: "Power 10/40/70"			Era	Magitech Civilization																																																
Effect	<p>Using Major Action, it instantly heals the HP to the character (section) of the construct or magitech character. The amount of recovery depends on the grade of "Repair Tape": "I" is "Power 10", "II" is "Power 40", "III" is "Power 70", with added user's "Rider's level + Dexterity modifier."</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <thead> <tr style="background-color: #333; color: white;"> <th style="text-align: left;">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 style="text-align: right;">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 style="text-align: right;">None</td> </tr> <tr> <td>40</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>9</td> <td>10</td> <td>11</td> <td>11</td> <td>12</td> <td>13</td> <td style="text-align: right;">None</td> </tr> <tr> <td>70</td> <td>5</td> <td>9</td> <td>10</td> <td>12</td> <td>14</td> <td>16</td> <td>17</td> <td>18</td> <td>19</td> <td>19</td> <td style="text-align: right;">None</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	None	40	4	5	6	7	9	10	11	11	12	13	None	70	5	9	10	12	14	16	17	18	19	19	None
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																																										
40	4	5	6	7	9	10	11	11	12	13	None																																										
70	5	9	10	12	14	16	17	18	19	19	None																																										



Material Cards



Smart Animal Sack

Illustration by Usui Rina

Class-Specific Items

Mechanized Fingers

Base Price: 7,080

Pop.	11	App	Complex machine in the shape of a glove	Item Class	Class-Specific Items
Sum.	Using 2 MP adds +2 to the Disable Device check and also serves as Scout's Tools			Era	Magitech Civilization
Effect	It is worn on the one hand and operates for 10 minutes by consuming 2 points of MP. The glove moves precisely and helps the user. If a Disable Device check is performed while it is in operation, a +2 bonus can be gained. This item can be used as an alternative to Scout's Tools. This item requires 6 rounds (1 minute) to put on and take off.				

Apothecary's Tools

Base Price: 200

Pop.	0	App	Boxes containing various instruments, bandages, etc.	Item Class	Class-Specific Items
Sum.	Stabilizes herb recovery (1d+4 on Power Table roll)			Era	Current
Effect	When attempting to recover HP or MP with herbs, the user can use this item to roll 1d+4 on the Power Table instead of 2d. There is no effect if they do not use the Power table while using herbs.				

Magic Pipe

Base Price: 1,360

Pop.	0	App	Pipe made from mandrake roots	Item Class	Class-Specific Items
Sum.	+1 for recovery of herbs to self			Era	Current
Effect	When attempting to recover HP or MP using medicinal herbs, the recovery can be increased by "+1" by using this pipe to inhale the smoke. This effect is only effective when the character using the pipe attempts to recover against themselves.				

Card Shooter

Base Price: 1,500

Pop.	0	App	Pistol with attached card holder	Item Class	Class-Specific Items
Sum.	Increases range of Evocations			Era	Current
Effect	This is a handgun-type Alchemy Kit. The wielder can use Evocation with Card Shooter that has "Range: X(Ym)." All Evocations are treated as "Range: 2(Y+10m)." Suppose the wielder has learned the feat [Distant Evocations]. In that case, they can use Evocations with "Range: 2(20m)," which initially had "Range: Touch." Note that the holster (see CR I, p. 284) is not attached to this item.				

Tiny Armor

Base Price: 2,120/6,120

Pop.	12	App	Small Armor	Item Class	Class-Specific Items
Sum.	Familiar's Defense +3/+6			Era	Ancient Magic Civilization
Effect	This armor can be equipped with familiars created by [Familiar] and [Familiar II], regardless of the familiar type. There are two kinds of armor, one is 2,120G, and the other is 6,120G. The former gives +3 points to Defense and the latter +6 points.				

PART 1

Adventure Tools

Chalk of the Lost

Base Price: 1,200

Pop.	12	App	White chalk	Item Class	Adventure Tools
Sum.	When you pass in front of it again, it emits light to let you know			Era	Ancient Magic Civilization
Effect	<p>If a mark is left on a wall using this chalk, it will emit a strong light when the person who made the mark passes by it again. The user will know that this is the second time they have passed by.</p> <p>The light emits in the same way for three or more passes. The intensity and color of the light do not change, and it is impossible to determine how many times it has passed.</p> <p>One piece of chalk can be used more than 100 times. Also, the mark left behind will remain for about 1 month.</p>				

PART 2

PART 3

Puzzling Sign

Base Price: 4,880

Pop.	8	App	Penlight magitech	Item Class	Adventure Tools
Sum.	Baffle intelligent enemies			Era	Magitech Civilization
Effect	<p>This item can be used with Major Action and consumes 3 MP per use.</p> <p>It has "Range/Area: 1(10m)/Shot". With "Resistance: Can't," 1 character (Section) is bombarded with illusions. This illusion takes the form of a puzzle or riddle that seems easy but is surprisingly hard to solve and directs the target's attention to it. The target receives a -2 penalty on all checks that use Intelligence, including casting spell checks, for the following "4 - 1d" rounds (minimum 1).</p> <p>This effect only works on characters with an intellect of 12 or more or an intellect of High or Average. It is also treated as a curse + psychic type (see CR II, p. 128). When comparing success values, this effect is treated with a success value of 0.</p>				

PART 4

PART 5

DATA

Mana Cartridge

Base Price: 5,200 (+50 reputation)/17,200 (+50 reputation)

Pop.	8	App	Rectangular cartridges	Item Class	Adventure Tools
Sum.	Adds MP to magitech			Era	Current
Effect	<p>This processed item can be attached to magitech. Only one cartridge can be attached to a magitech mount or an item whose Era is Magitech Civilization or Current, and that consumes MP to use or activate its effect (There are several types of Mana Cartridge, but only one of them can be used). It can be attached to weapons, armor, and all from this rulebook, including Quadblaze, Le Indalia, Sortrel, and Powered Plates. They cannot be attached to Uroboros because their era does not match.</p> <p>User can consume some or all of the MP from this cartridge when operating them. MP can only be used to run the magitech. In the case of a magitech that has its own MP, the MP is added by this cartridge.</p> <p>It takes 1 minute (6 rounds) to attach or detach the Mana Cartridge from an item or mount. A character with 1 level or higher in the Artificer can do this with a single Major Action and fill it with MP from their own MP, the mako stone, or other Mana Cartridges.</p> <p>Four types differ in whether they require MP, money, or reputation.</p>				
	Type	MP	Price	Reputation	
	X	10	5,200	-	
	XI	11	5,200	50 reputation	
	XX	20	17,200	-	
XXI	21	17,200	50 reputation		

Great Daemon's Crystallized Blood Plate **Base Price:** 6,400

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 25 or less.				

Fairy Lantern **Base Price:** 10,000

Pop.	14	App	Silver lantern	Item Class	Adventure Tools
Sum.	Its light is invisible to those who have soulscars			Era	Magitech Civilization
Effect	<p>The person holding the lantern who chants the password with Major Action and uses 3 MP will make the lantern emit magic fire for 12 hours. No tinderbox or oil is needed.</p> <p>This light illuminates 2-3 areas (10m radius) but is entirely invisible to those with soulscar. If they do not have the ability of Darkvision, they will remain in the dark even within the illuminated area.</p>				

Accessory: Head

Cattleya Garland

Base Price: 20,000

Pop.	16	App	Circlet with engraved cattleya flowers	Item Class	Accessory: Head
Sum.	Increases range of Fairy Magic			Era	Ancient Magic Civilization
Effect	This circlet has tiny bells that, while inaudible to most humanoids, are quite pleasing to fairies. When the wearer of this circlet casts Fairy Magic with "Range: X(Ym)", it is treated as if it had "Range: 2(Y+10m)".				

Goddess's Veil

Base Price: 20,000

Pop.	14	App	Pure white veil with ribbons	Item Class	Accessory: Head
Sum.	Rarely make healing magic hyper-effective. Women only			Era	Ancient Magic Civilization
Effect	<p>It is a gorgeous, pure white veil. It is a symbol of grace and charity throughout Raxia.</p> <p>A woman who wears the Goddess's Veil can treat healing magic as though it had a Critical Threshold of 10; i.e., healing spells can be critical and will heal more than usual.</p> <p>Men may also wear the Goddess's Veil but do not gain any benefits from doing so.</p>				

Crown of Riches

Base Price: 25,000

Pop.	14	App	Crown decorated with gemstones in the shape of a cross	Item Class	Accessory: Head
Sum.	When healing multiple targets, you can roll for each target and then distribute the results. Men only			Era	Ancient Magic Civilization
Effect	<p>The effect of this item appears when the magic that recovers HP using a power table such as [Cure Wounds] is cast on multiple targets simultaneously, such as with [Metamagic/Targets]. In this case, the wearer can determine the amount of recovery for all the targets first and then distribute the result to any targets one by one. This effect is limited to the case of recovery by Divine Magic spells.</p> <p>It is also useful when magic such as [Cure Wounds] is used to damage the undead. The result of the resistances can be determined before the sorting (for example, dealing the most damage to targets that failed resistance).</p> <p>This effect only works when equipped by male characters.</p>				

Accessory: Face

Night Goggles

Base Price: 3,000

Pop.	10	App	Goggles with yellow lenses	Item Class	Accessory: Face
Sum.	See in darkness as though it were daytime			Era	Magitech Civilization
Effect	<p>The wearer can gain the effect of [Darkvision] for 10 seconds (1 round) by consuming 1 point of MP with Minor Action. The MP consumed can be either the item's own 10 points of MP or the wearer's own MP each time it is used.</p> <p>The MP stored in this item can only activate the effects of [Darkvision]. The MP of this item can be replenished by a character with the Artificer class by using MP from themselves or the mako stone. This MP replenishment is performed as a Major Action and requires a magisphere (small).</p>				

Hunter's Eyes

Base Price: 9,600

Pop.	10	App	One pair of glasses with hooks for the ears	Item Class	Accessory: Face
Sum.	When the Monster Knowledge check fails, the level of the target is known. On success, +1 is added to the Accuracy check			Era	Magitech Civilization
Effect	A character equipped with these glasses can know the target's level (monster level or adventurer level) even if they fail the Monster Knowledge check. If the character succeeds in the Monster Knowledge check, the character gains a +1 bonus for the Accuracy check against the monster.				

Accessory: Ear

Linkpearls Holder

Base Price: 3,000+

Pop.	8	App	Earrings that can be fitted into earrings as decoration	Item Class	Accessory: Ear
Sum.	Multiple Linkpearls can be equipped at the same time			Era	Current
Effect	<p>These earrings can be fitted with multiple Linkpearls (see CR II, p. 236), allowing multiple pieces to work simultaneously. It does not expand the capabilities of the Linkpearls. It does not change the limitation that only one pair of earrings can speak to each other at a time. Also, while the holder can be left in place for listening, the holder must be removed for speaking, or else the other earrings will be activated simultaneously.</p> <p>The price of this item depends on how many can be inserted simultaneously: two can be inserted for 3,000G and three for 6,000G. Each additional Linkpearls costs 1,000G more than the total number of Linkpearls. In other words, four is 10,000 G, five is 15,000 G, and so on.</p>				

Stone Man's Earring**Base Price:** 6,640

Pop.	15	App	Earrings with dangling round stones	Item Class	Accessory: Ear
Sum.	The body becomes covered with stone and increases Defense in exchange for body movement			Era	Ancient Magic Civilization
Effect	When equipped with this earring, the wearer's body becomes slightly petrified. Therefore, the dexterity or agility (which is determined for each individual earring) is reduced by -6. Instead, the character gains +1 to Defense.				

Accessory: Neck**Miracle Necklace****Base Price:** 10,000

Pop.	12	App	Necklace with magical stones embedded	Item Class	Accessory: Neck
Sum.	Re-roll a failed Death Check			Era	Magitech Civilization
Effect	If the wearer of this necklace is unconscious and fails a Death Check, they can choose to have this item shatter. If they do, they may re-roll that Death Check but must take the result of this second roll.				

Curse Rebellion**Base Price:** 40,000

Pop.	13	App	Simple necklace	Item Class	Accessory: Neck
Sum.	Damage dealt to Daemons +3; damage taken from Daemons -3			Era	Ancient Magic Civilization
Effect	When the wearer of this necklace makes a melee or ranged attack or casts a spell that targets a Daemon, they deal an extra +3 damage to that Daemon. Additionally, when a Daemon makes an attack on the wearer, reduce the physical and magic damage from that attack by -3.				

Accessory: Back**Inverness, a Beautiful Star****Base Price:** 3,000

Pop.	11	App	Dark inverness cape with a star pattern	Item Class	Accessory: Back
Sum.	Creates Throwing Stars			Era	Magitech Civilization
Effect	The wearer may use a Minor Action to create a Throwing Star B-rank thrown (see p. 231). This is treated as equipping a weapon (see CR I, p. 141) and cannot be done after a Major Action has been taken. This effect can be used as many times as necessary. Still, the Throwing Star created by this effect will disappear after 10 seconds (1 round).				

Smart Animal Sack

Base Price: 9,000

Pop.	14	App	Backpack with an animal fur pattern	Item Class	Accessory: Back
Sum.	Warns and guides by arcana. +1 to Search, Monster knowledge, Danger Sense, and Trap Detection checks			Era	Ancient Magic Civilization
Effect	This sack speaks to the wearer in arcana, treating them as friends. The conversation is pleasant, but the attention and guidance from the top are too frequent to ignore. Because it is knowledgeable and aware, if the wearer can speak arcana, they gain a +1 bonus on Search check, Monster Knowledge, Notice, Danger Sense, and Spot Trap checks.				

Accessory: Hand

Level Ring

Base Price: 500

Pop.	10	App	Black ring	Item Class	Accessory: Hand
Sum.	The highest ability score is decreased by -1. The lowest ability score is increased by +2			Era	Magitech Civilization
Effect	<p>When this ring is equipped, the highest character's ability score is decreased by -1. The lowest is increased by +2 simultaneously (if there is more than one of each, the wearer chooses one at their discretion).</p> <p>By destroying this ring as soon as the wearer performs a Skill Check that uses an increased ability score, they can determine the success value by applying the value of the decreased ability score instead. This decision can be made after the dice roll of the Skill Check.</p> <p>You cannot equip more than one of these rings at the same time. Also, Ability-Enhancing Ring/Bracelet (see CR I, p. 308) loses its effect when equipped with this ring. A temporary increase in ability score by destroying the Ability-Enhancing Ring/Bracelet is possible. Still, the effect cannot be accumulated by destroying them simultaneously.</p>				

Big Gloves

Base Price: 8,000

Pop.	13	App	Gloves that are too big for hands	Item Class	Accessory: Hand
Sum.	Allows equipping a weapon or shield with a minimal strength of 5 more than the original. Equipped at both hands and priced as a set			Era	Magitech Civilization
Effect	<p>This accessory cannot be equipped in the other "Other" section. It should be equipped on both Right Hand and Left Hand parts (price is for both hands).</p> <p>The wearer of these gloves may equip a weapon or shield with a minimal strength 5 higher than their own strength, or in the case of the Fencer class, up to "half strength (rounded up) + 5" (for example, if strength is 7, they can equip a weapon or shield with a minimum strength of 9).</p>				

Ring of Righteous Belief**Base Price:** 8,000

Pop.	12	App	A thin ring that glows with color	Item Class	Accessory: Hand
Sum.	Willpower +2			Era	Ancient Magic Civilization
Effect	The wearer gains a +2 bonus to Willpower. The effects of this item are not cumulative with those of the Ring Of The Mind (see CR I, p. 308).				

PART 1

Accessory: Waist**Sunflower Buckle****Base Price:** 1,500

Pop.	10	App	Buckle in the shape of a circle	Item Class	Accessory: Waist
Sum.	Fortitude and Willpower checks against undead +1			Era	Magitech Civilization
Effect	The wielder of this item gains a bonus to Fortitude and Willpower of +1 when targeted by a spell or unique skill by the undead character.				

PART 2

PART 3

Green Belt**Base Price:** 35,000

Pop.	14	App	Wide green belt	Item Class	Accessory: Waist
Sum.	Assume that the wearer is in a natural environment (see CR I, p. 101)			Era	Magitech Civilization
Effect	A character equipped with this belt can use classes and abilities under any circumstances and in any location and receive effects as if they or the target were in the natural environment (see CR I, p. 101).				

PART 4

PART 5

Accessory: Feet**Light Boots****Base Price:** 11,600

Pop.	11	App	Boots with feathers	Item Class	Accessory: Feet
Sum.	Cannot fall prone			Era	Magitech Civilization
Effect	The one equipped with these boots can get up immediately after falling down. They do not suffer the penalty for falling prone and getting up (see CR I, p. 97). Falling prone itself cannot be avoided, nor can damage caused by attacks similar to Throw be prevented.				

DATA

Thieves Boots

Base Price: 20,000

Pop.	14	App	Black leather boots	Item Class	Accessory: Feet
Sum.	Teleport 2m			Era	Ancient Magic Civilization
Effect	<p>A wearer can move coordinates up to 2 meters using Major Action, regardless of obstacles, by casting the password and 10 MP. The target point need not be visible; the direction and distance (2 meters) should be specified aloud in arcana.</p> <p>After the effect is used, the wearer temporarily disappears and appears at the specified coordinates at the beginning of the next wearer's turn. During this one round (10 seconds), the equipped person is immune to any effect.</p> <p>Suppose there is another character or object at the specified coordinates. In that case, the wearer cannot appear there and will rematerialize at their original position.</p> <p>If the wearer tries to use this effect more than once a day, the MP cost will increase by 10 points, to 20, 30...</p>				

Accessory: Any

Sign of Valor

Base Price: 10,000

Pop.	17	App	Elaborately designed badge	Item Class	Accessory: Any
Sum.	Control the growth of the ability score to some extent			Era	Divine Civilization
Effect	<p>In order to benefit from this item, it must be kept equipped for the session duration.</p> <p>Suppose the dice roll used to determine the ability score growth after the session does not include a specified roll (see below). In that case, the wearer can roll an additional die to determine the ability score and use it to determine the ability score.</p> <p>There are three types of Signs of Valor. Each of them has different conditions for additional dice rolls. It is impossible to equip more than one Sign of Valor with different effects.</p> <p>“Sign of Valor: Skill”: Wearer can reroll if results do not contain a 1 or 2 “Sign of Valor: Body”: Wearer can reroll if results do not contain a 3 or 4. “Sign of Valor: Mind”: Wearer can reroll if results do not contain a 5 or 6.</p>				

Improvements and Enhancements to Weapons and Armor

This section will describe how to further enhance weapons and armor. We also present data on how to apply conventional improvements and enhancements to SS-ranked weapons and armor.

Ignidite Processing (Weapon Enhancement)

Utilizing a special mineral called Ignis Ore, the weapon's strength can be increased to the limit.

Weapons with this enhancement are treated as a magic weapon (Translator's Note: weapon still deals physical damage). At the same time, its original power is increased by +5. However, SS-ranked weapons have their power increased by +10.

Ignidite processing is a secret technique that has been inherited by the race called Dark Dwarves, and in order to have this enhancement done, you must spend 100 reputations and have an acquaintance connection with a Dark Dwarf Blacksmith (see p. 127).

Then, by paying the following amount, the ignidite process will be started. The process takes one week. For the reasons above, no pre-processed weapons are available on the market.

B-Rank: 5,000G

A-Rank: 10,000G

S-Rank: 20,000G

SS-Rank: 40,000G

Weapons with this enhancement will have "Ignidite" added to the beginning of their names (e.g., "Ignidite Falchion").

Extra Manatite Armor (Armor Enhancement)

Manatite, a light and strong metal is applied to increase the performance of the armor.

With this enhancement, Armor's minimal strength increased by +3 points, and its Defense increased by +1 points.

This enhancement can only be applied to metal armor or shield and cannot be applied to nonmetallic armor.

Requesting this processing on a regular item for a price (see below) is possible. However, it requires a week to have an item already in your possession processed.

B-Rank (Metal Armor, Shield): +5,000G

A-Rank (Metal Armor, Shield): +10,000G

S-Rank (Metal Armor, Shield): +20,000G

SS-Rank (Metal Armor, Shield): +30,000G

Armor with this enhancement will have "Manatite" added to the beginning of their names (e.g., "Manatite Mithril Plate").

Existing Enhancement - Enhancements to SS Rank

If you apply enhancements to weapons and armor described in "Core Rulebook II" (see CR II, p. 241+) for SS-ranked weapons and armor, the price will be as follows.

All weapons and armor of SS rank are magical items and cannot be enhanced with "Magic Weapon +1" or "Magic Armor +1".

In addition, it is rare for SS-ranked weapons and armor to be sold on the market enhanced, and such modifications are made afterward.

Custom-Forged Weapon: +6,000G for every +1 or -1 modifier.

Silvered Weapon: +6,000G

Magic Weapon +1: Not available

Fairy Weapon: +9,000G

Magic Armor +1: Not available

Bulletproof Armor: +9,000G

Abyss Enhancement: 12,000G

Mount and Mount Equipment

Mounts and Equipment

SMoSRP - Secret Medicine of Section Regeneration Price.

Mount: Animals

Name	Appropriate Level	Purchase Price	Rental Price	SMoSRP	Notes
Horse	1 - 4	5,000	250	-	(Details p. 254)
Fast Horse	1 - 4	5,000 + 30 reputation	-	-	Horse with +5 movement, purchase only
War Horse	4 - 7	10,000	1,000	-	(Details p. 254)
Exceptional Horse	4 - 7	10,000 + 60 reputation	-	-	War Horse with +5 movement, purchase only
Legendary Horse	7 - 10	20,000	2,000	-	(Details p. 254)
Daredevil Horse	7 - 10	20,000 + 100 reputation	-	-	Legendary Horse with +5 movement, purchase only
Divine Horse	10 - 13	50,000	5,000	-	(Details p. 254)
King of Horses	10 - 13	50,000 + 150 reputation	-	-	Divine Horse with +5 movement, purchase only
Dowles	2 - 4	4,500	300	-	(Details p. 254)
Dondowles	5 - 7	9,000	900	-	(Details p. 254)
Mordondowles	10 - 12	30,000	3,000	-	(Details p. 254)
Dolphin	2 - 5	6,000	600	-	(Details p. 254)

Mount: Mythical Beasts

Name	Appropriate Level	Purchase Price	Rental Price	SMoSRP	Notes
Pegasus	5 - 7	20,000	2,000	-	(Details p. 257)
Emerald Raccoon	6 - 8	25,000	2,500	-	(Details p. 257)
Tilgris	8 - 10	60,000	6,000	3,000	(Details p. 257)
Draconet	10 - 12	120,000	12,000	4,000	(Details p. 257)
Lesser Dragon	13 - 15	360,000	36,000	9,000	(Details p. 257)

Mount: Magitech

Name	Appropriate Level	Purchase Price	Rental Price	Notes
❖ Mini Manabike	1 - 2	3,000	300	(Details p. 261)
❖ Manabike	3 - 6	10,000	1,000	(Details p. 261)
❖ Manabike G	3 - 6	10,000 + 60 reputation	-	Manabike with +5 movement, purchase only
❖ Superior Manabike	7 - 9	20,000	2,000	(Details p. 261)
❖ Superior Manabike K	7 - 9	20,000 + 100 reputation	-	Superior Manabike with +5 movement, purchase only
❖ Skybike	11 - 13	60,000	6,000	(Details p. 261)
❖ Skybike S	11 - 13	60,000 + 150 reputation	-	Skybike with +5 movement, purchase only

Mount Carry Items

Name	Price	Note
❖ Mount Contract	250+	Allows to rent and carry animal or mythical beast mount (Details p. 93)
❖ Mount Contract Sphere	300+	Allows to rent and carry magitech mount (Details p. 93)
❖ Proprietary Mount Contract	0	Allows to carry bought animal or mythical beast mount (Details p. 93)
❖ Proprietary Mount Sphere	0	Allows to carry bought magitech mount (Details p. 97)

☛ Mount Reduction Tag I	100	Carry an Animal or Mythical Beast of 3 levels or lower, and return them to their original positions with Minor Action (Details p. 97)
☛ Mount Reduction Tag II	500	Carry an Animal or Mythical Beast of 7 levels or lower, and return them to their original positions with Minor Action (Details p. 97)
☛ Mount Reduction Tag III	2,000	Carry an Animal or Mythical Beast of 13 levels or lower, and return them to their original positions with Minor Action (Details p. 97)
☛ Manabike Storage Sphere	10,000	Carry Magitech and use Minor Action to put it in and out (Details p. 97)

Mount Regeneration Items

These items are used to regenerate disabled sections (see p. 99) of Animals or Mythical Beasts or to repair a destroyed magitech (see p. 99). When used, it regenerates the function of the section and restores HP to 1 point.

Name	Classification	Price	Note
Secret Medicine of Section Regeneration	Animal, Mythical Beast	Various ※	Regenerates in 10 minutes
Restore Kit	Magitech	5,000	Repairs in 1 hour

※Refer to each mount data.

Mount Armaments

Mounts with them can be equipped and affect their capabilities. Depending on the classification of the mount, it may or may not be equipped.

There are weapons and armor, and the mount can equip one of each. In the case of a mount with multiple sections, each section can equip one weapon and one armor, affecting only the section in which it is equipped.

It is possible to reuse one item between multiple mounts (section) (e.g., to replace the item used for Horse with Dowles).

Armaments with “proprietary mounts only” cannot be equipped on rental mounts.

You cannot enhance mount weapons and armor.

Mount Weapons

Name	Classification	Price	Note
Big Horn 	Animal, Mythical Beast	800	Damage +1
Sideblade 	Magitech	800	Accuracy check -1, Damage +2
Iron Rivet 	Animal, Mythical Beast	2,000	Damage +2
Flicker Hammer 	Animal, Mythical Beast, Magitech	3,000	Accuracy +1
Flicker Star 	Animal, Mythical Beast, Magitech	3,000 + 20 reputation	Accuracy +1 ※ Proprietary mounts only
Blade Horn 	Animal, Mythical Beast	5,000	Damage +3
Metal Horn	Animal, Mythical Beast	5,000 + 20 reputation	Damage +3 ※Proprietary mounts only
Manatite Plating 	Animal, Mythical Beast, Magitech	15,000	Damage +4
Manatite Horn 	Animal, Mythical Beast, Magitech	15,000 + 50 reputation	Damage +4 ※ Proprietary mounts only

Mount Armor

Name	Classification	Price	Note
Leather Barding	Animal, Mythical Beast	300	Defense +1
Chain Barding	Animal, Mythical Beast	1,000	Defense +2
Anti-Magic Seal	Magitech	2,000	Magic Damage -1
Plate Barding	Animal, Mythical Beast	3,000	Defense +3
Blank Plate	Magitech	3,000	Maximum HP +10
Wind Coat	Animal, Mythical Beast	4,000	Evasion +1, Defense +2
Resist Barrier	Magitech	8,000	Magic Damage -2
Gardner Shell	Animal, Mythical Beast, Magitech	12,000	Evasion -1, Defense +4

How to Read Mount Data

Tilgris ①

Pri ② 60,000G/6,000G/3,000G

③ **Appropriate Level:** 8 - 10 **Intelligence** ④ **Animal Perception** ⑤ **Five Senses** **Language** ⑥ **None**
Wealth ⑦ **Joint:** Slashing Damage +3 **Movement Speed** ⑧ 30 (4 Legs)/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
8	Claws (Front)	11	2d+8	11	8	69	24	11	10
	⑨ Tail (Back)	10	2d+10	10	8	77	12	-	-
9	Claws (Front)	12	2d+9	12	9	76	28	12	11
	Tail (Back)	11	2d+12	11	9	84	14	-	-
10	Claws (Front)	13	2d+11	13	10	83	32	13	12
	Tail (Back)	12	2d+14	12	10	93	16	-	-

Sections: 2 (Front / Back) **Main Section:** Front ⑩

Unique Skills

●Front

○**Double Attack** [Prerequisite: **Unique Skill Release**]

Can make two Claws attacks with one Major Action.

▶ **Lightning Breath/Rider Level + Intelligence Modifier/Fortitude/Half**

It spits lightning with "Range/Area: 2(20m)/Shot" to "Target: 1 area (3m Radius)/5." It deals "Power 20/Critical Threshold 10 + Rider Level + Intelligence Modifier" lightning and water/ice magic damage.

This ability cannot be used on consecutive turns.

●Back

○**Long Tail**

Tail attacks can be made with "Range/Area: 1(10m)/Target".

○**Painful Strike**

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +7 points.

Tilgris resembles a large tiger and is known as a territorial and reclusive Mythical Beast. They live in deep forests and mountains. However, it is also known to be an excellent mount, willing to let its backs to those with whom it has support. ⑫

① Name

The name of the mount. If there is a reference page after the name, it indicates the page where you can find its monster data.

② Purchase Price / Price of Mount Contract / (Regeneration Price)

How much (in Gamels) it takes to acquire the mount. The first number is the price for purchasing the mount outright. In contrast, the second price is the cost for a "Mount Contract" or "Mount Contract Sphere" (rental price), and the last it the price of a "Secret Medicine of Section Regeneration" (see p. 249) to restore the disabled section.

The price of Secret Medicine of Section Regeneration is only listed in the mounts of the sections that have the main section.

③ Appropriate Level

The range of levels possible for the mount. The lowest value is the minimal Rider level needed to handle the mount. If the value meets the minimum, the mount can be handled with each value of the mount level equal to the adventurer level of the jockey.

The higher value is the maximum level, and even if the jockey's adventurer level exceeds the maximum level, the value of the mount will be that of the maximum level.

④ Intelligence

The Intelligence of the mount. As a general rule, as long as a jockey can give instructions, the mount will act according to those instructions but revert to instincts when not commanded.

If “None” is indicated, the mount has no will and will not perform any action unless commanded by the jockey.

If “Animal” or “Low” are used, the mount protects its own life. In most cases, they try to escape from danger or battle.

If “Average” or “High” are used, the mount puts the jockey's safety before its own life.

⑤ Perception

The means of perception the mount has available. The jockey and mount perceptions are, in principle, independent.

⑥ Language

The languages the mount can speak. If the jockey and mount can speak the same language, communication between the two is possible.

⑦ Weak Point

The weak point of mount. Whether or not the weak point of the mount is detected is done in the Combat Preparation by means of the Weakness check (see p. 108).

⑧ Movement Speed

How fast the mount moves. The same as in monster data.

⑨ Mount Data

Data by mount levels. The referenced mount level is the same as the adventurer level of the jockey. Suppose the adventurer level of a jockey is

higher than the maximum value of the appropriate level. In that case, the mount level should be the maximum listed value.

In principle, it is the same as the monster data, but it is assumed that the dice are always rolled to check, and fixed success values are not shown. Fortitude and Willpower, which are different for each level, are also shown here (in the case of a multi-section monster, only one section is shown. The resistance check should be rolled once when multiple sections are affected).

⑩ Sections/Main Section

If a mount has multiple sections, the number of sections is listed, with the Main Section specifically noted.

⑪ Unique Skills

Unique skills used by mount, including icons, to classify the unique skills and refer to them in the same way as the monster's unique skills.

Also, if the unique skill mentions Rider class level or Intelligence Bonus, the jockey's stats are used unless mentioned otherwise.

If there is a "Prerequisite: (Stunt Name)" before the name of the unique skill, the jockey must have mastered the stated stunt to use it. If the unique skill name has "Enhance : (Stunt Name)" before it, the unique skill can be further enhanced and used effectively if the jockey has mastered the indicated stunt. See the description of each unique skill.

⑫ Description

This is the description of the mount. In some cases, several kinds of mounts are described together, while others are omitted.

Mount Data

Animals

Horse Price: 5,000G/250G

Appropriate Level: 1 - 4 **Intelligence:** Animal **Perception:** Five Senses **Language:** None
Weak Point: Physical Damage +2 pts. **Movement Speed:** 30 (4 Legs)/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
1	Hoof	3	2d	2	1	22	8	4	3
2	Hoof	4	2d+1	3	2	26	9	5	4
3	Hoof	5	2d+2	4	3	30	10	6	5
4	Hoof	6	2d+3	5	4	34	11	7	6

Unique Skills

None.

War Horse Price: 10,000G/1,000G

Appropriate Level: 4 - 7 **Intelligence:** Animal **Perception:** Five Senses **Language:** None
Weak Point: Physical Damage +2 pts. **Movement Speed:** 25 (4 Legs)/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
4	Hoof	6	2d+4	5	4	40	15	7	7
5	Hoof	7	2d+6	6	5	45	17	8	8
6	Hoof	8	2d+7	7	6	50	19	10	9
7	Hoof	9	2d+9	8	7	55	21	11	10

Unique Skills

▶▶Techniques / Prerequisite: [Unique Skill Release]
 Can use the [Beetleskin] and [Bear Muscle] Techniques.

Legendary Horse Price: 20,000G/2,000G

Appropriate Level: 7 - 10 **Intelligence:** Animal **Perception:** Five Senses **Language:** None
Weak Point: Physical Damage +2 pts. **Movement Speed:** 25 (4 Legs)/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
7	Hoof	10	2d+10	9	8	62	25	11	11
8	Hoof	11	2d+12	10	9	68	28	12	12
9	Hoof	13	2d+13	12	10	74	31	13	13
10	Hoof	14	2d+15	13	11	80	34	15	14

Unique Skills

▶▶Techniques [Prerequisite: Unique Skill Release] Can use the [Beetleskin] and [Bear Muscle] Techniques.	○Indomitable [Prerequisite: Unique Skill Perfect Release] If the Legendary Horse's HP drops to 0 or less, it may make a Death Check to stay standing, taking actions as normal. However, if it fails a Death Check, it dies.
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Divine Horse

Price: 50,000G/5,000G

Appropriate Level: 10 - 13 **Intelligence:** Low **Perception:** Five Senses **Language:** None**Weak Point:** Physical Damage +2 pts. **Movement Speed:** 30 (4 Legs)/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
10	Hoof	14	2d+16	13	12	88	40	15	15
11	Hoof	15	2d+17	14	14	95	44	16	16
12	Hoof	16	2d+19	15	15	102	48	17	17
13	Hoof	17	2d+21	16	16	109	52	18	18

Unique Skills

▶△Techniques [Prerequisite: Unique Skill Release]

Can use the [Strong Blood], [Beetleskin], [Recovery (5 HP)], and [Bear Muscle] Techniques.

○Indomitable [Prerequisite: Unique Skill Perfect Release]

If the Divine Horse's HP drops to 0 or less, it may make a Death Check to stay standing, taking actions as normal. However, if it fails a Death Check, it dies.

Horses are the most common mounts in Alframe. There are two types of horses: the widely used Horses and the War Horses, professionally trained for combat. There are also Legendary Horses, used by generals leading armies and high-ranking nobles, and the Divine Horse, which is even called a horse consecrated by the gods.

Dowles

Price: 4,500G/300G

Appropriate Level: 2 - 4 **Intelligence:** Animal **Perception:** Five Senses **Language:** None**Weak Point:** Magic Damage +2 pts. **Movement Speed:** 20/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
2	Tail	4	2d+3	2	4	20	5	4	2
3	Tail	5	2d+4	3	5	24	6	5	4
4	Tail	6	2d+5	4	6	28	7	6	5

Unique Skills

🌀Tail Sweep

The monster can use its tail to attack up to 5 targets in the same skirmish. This ability cannot be used on consecutive turns.

Dondowles

Price: 9,000G/900G

Appropriate Level: 5 - 7 **Intelligence:** Animal **Perception:** Five Senses **Language:** None**Weak Point:** Magic Damage +2 pts. **Movement Speed:** 20/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
5	Tail	8	2d+8	5	8	39	10	8	6
6	Tail	9	2d+9	6	9	45	12	9	8
7	Tail	10	2d+10	7	10	51	14	10	9

Unique Skills

◀ Tail Sweep

The monster can use its tail to attack up to 5 targets in the same skirmish. This ability cannot be used on consecutive turns.

▶ Wind Breath [Prerequisite: Unique Skill Release/Rider Level + Intelligence Modifier/Fortitude/Half]

It spits mass of wind with "Range/Area: 2(20m)/Shot" to "Target: 1 Character." It deals "Power 10/Critical Threshold 10 + Rider Level + Intelligence Modifier" wind magic damage.

5 points of the mount's MP must be consumed to use this ability.

Mordondowles

Price: 30,000G/3,000G

Appropriate Level: 10 - 12 **Intelligence:** Animal **Perception:** Five Senses **Language:** None**Weak Point:** Magic Damage +2 pts. **Movement Speed:** 20/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
10	Tail	14	2d+15	12	13	84	15	14	12
11	Tail	15	2d+17	13	14	91	18	15	13
12	Tail	16	2d+19	14	15	98	21	16	14

Unique Skills

◀ Tail Sweep

The monster can use its tail to attack up to 5 targets in the same skirmish. This ability cannot be used on consecutive turns.

▶ Wind Breath [Prerequisite: Unique Skill Release/Rider Level + Intelligence Modifier/Fortitude/Half]

It spits mass of wind with "Range/Area: 2(20m)/Shot" to "Target: 1 Character." It deals "Power 10/Critical Threshold 10 + Rider Level + Intelligence Modifier" wind magic damage.

5 points of the mount's MP must be consumed to use this ability.

▶ Gale Breath [Prerequisite: Unique Skill Perfect Release/Rider Level + Intelligence Modifier/Fortitude/Half]

It spits mass of wind with "Range/Area: 2(20m)/Shot" to "Target: 1 area (3m Radius)/5." It deals "Power 10/Critical Threshold 10 + Rider Level + Intelligence Modifier" wind magic damage.

To use this ability, 7 points of the mount's MP must be consumed.

Dowles is a large bipedal reptile (>2 m tall) widespread in the Alframe continent's plains. They are herbivorous and mild-mannered and tend to stay in groups. In the wild, they move slowly, but those trained in the Rider's Guild have the agility of a small horse.

Dowles are quiet by nature but have extremely powerful lungs that can be trained to exhale air and use it in battle. These are Dondowles. And among them, some rare individuals are bred for a long period of time and grow up to 3m in height, which does not exist in the wild. These are Mordondowles and have a reputation as powerful mounts that can accompany Swords of Genesis rank adventurers on their tough adventures.

Dolphin (see p. 343)

Price: 6,000G/600G

Appropriate Level: 2 - 5 **Intelligence:** Animal **Perception:** Five Senses **Language:** Sea Animal
Weak Point: Fire Damage +3 pts. **Movement Speed:** -/25 (Swimming)

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
2	Tackle	4	2d+2	3	3	23	9	4	4
3	Tackle	5	2d+3	4	3	30	11	5	5
4	Tackle	6	2d+4	5	4	37	13	6	6
5	Tackle	7	2d+5	6	5	44	15	7	7

Unique Skills

○Underwater

It cannot move outside of the water and cannot act outside of the water, but it does not suffer any restrictions or penalties for actions in the water.

The jockey can ride either on the water or underwater while keeping this mount in the water. In either case, the jockey does not receive any penalty for the action checks for being in the water. Still, as a rule, the jockey cannot breathe or speak when in the water.

It is a mount that allows the jockey to move freely underwater. It is available for rent at Rider's Guild in some seaside towns.

Mythical Beasts

Pegasus (see p. 392)

Price: 20,000G/2,000G

Appropriate Level: 5 - 7 **Intelligence:** Average **Perception:** Five Senses **Language:** None
Weak Point: Accuracy +1 **Movement Speed:** 20 (4 Legs)/40 (Flying)

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
5	Hoof	7	2d+5	6	3	41	23	7	7
6	Hoof	8	2d+6	7	5	46	26	8	8
7	Hoof	9	2d+8	8	6	51	29	9	9

Unique Skills

○Flight

Grants a +1 bonus to Accuracy (only for melee attacks) and Evasion to both jockey and mount.

○Poison/Disease Immunity

When the mount is subjected to a poison or disease-type effect or damage, it can always be resisted as "Resistance: Optional."

○Mounted - 1 Character [Prerequisite: Unique Skill Release]

One character, except for the jockey, can be carried and moved on this mount (see p. 91).

A white horse with wings on its back, a Pegasus isn't as capable in combat as other mounts. However, they compensate by allowing a passenger to ride as well.

Emerald Raccoon (see p. 392)

Price: 25,000G/2,500G

Appropriate Level: 6 - 8 **Intelligence:** Average **Perception:** Five Senses (Darkvision)**Language:** Lycant, Sylvan**Weak Point:** Earth Damage +3 pts. **Movement Speed:** 16 (4 Legs)/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
6	Arm	8	2d+8	8	6	52	48	8	9
7	Arm	9	2d+9	9	7	57	51	9	10
8	Arm	11	2d+10	10	8	62	54	10	11

Unique Skills

○ **Fairy Magic 6 Level** [Prerequisite: **Magic Command/Magic Power 9**

It can use earth, water/ice, wind, and light types.

○ **Magic Aptitude** [Prerequisite: **Unique Skill Release**]

They can use the Combat Feats [Targeting], [Metamagic/Targets].

It is a Mythical Beast that resembles a raccoon with green body hair. These ones have established a friendship with Humanoids or one that has been bred as a mount after coming down to a Humanoid village. They are not good at attacking but can cast effective Fairy Magic.

Tilgris (see p. 394)

Price: 60,000G/6,000G/3,000G

Appropriate Level: 8 - 10 **Intelligence:** Average **Perception:** Five Senses **Language:** None**Weak Point:** Slashing Damage +3 pts. **Movement Speed:** 30 (4 Legs)/-

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
8	Claws (Front)	11	2d+8	11	8	69	24	11	10
	Tail (Back)	10	2d+10	10	8	77	12	-	-
9	Claws (Front)	12	2d+9	12	9	76	28	12	11
	Tail (Back)	11	2d+12	11	9	84	14	-	-
10	Claws (Front)	13	2d+11	13	10	83	32	13	12
	Tail (Back)	12	2d+14	12	10	93	16	-	-

Sections: 2 (Front / Back) **Main Section:** Front

Unique Skills

● **Front**

○ **Double Attack** [Prerequisite: **Unique Skill Release**]

Can make two Claws attacks with one Major Action.

▶ **Lightning Breath/Rider Level + Intelligence Modifier/Fortitude/Half**

It spits lightning with "Range/Area: 2(20m)/Shot" to "Target: 1 area (3m Radius)/5." It deals "Power 20/Critical Threshold 10 + Rider Level + Intelligence Modifier" lightning and water/ice magic damage.

This ability cannot be used on consecutive turns.

● **Back**

○ **Long Tail**

Tail attacks can be made with "Range/Area: 1(10m)/Target".

○ **Painful Strike**

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +7 points.

Tilgris resembles a large tiger and is known as a territorial and reclusive Mythical Beast. They live in deep forests and mountains. However, it is also known to be an excellent mount, willing to let its backs to those with whom it has a rapport.

Draconet (see p. 396)

Price: 120,000G/12,000G/4,000G

Appropriate Level: 10 - 12 **Intelligence:** Average **Perception:** Five Senses (Darkvision)
Language: Dragonic **Weak Point:** Physical Damage +2 pts. **Movement Speed:** 13/25 (Flying)

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
10	Bite (Body)	13	2d+14	12	12	105	32	13	12
	Wing (Wing) x 2	12	2d+9	10	10	66	16	-	-
11	Bite (Body)	14	2d+15	13	13	113	36	14	14
	Wing (Wing) x 2	13	2d+11	11	11	71	18	-	-
12	Bite (Body)	15	2d+17	14	14	121	40	15	15
	Wing (Wing) x 2	14	2d+12	12	12	76	20	-	-

Sections: 3 (Body / Wing x 2) **Main Section:** Body

Unique Skills

● **All Sections**○ **** Immunity**

A Draconet will suffer no effects and receive no damage from certain types of elemental attacks. The element can be one of Fire, Water/Ice, Wind, Earth, Lightning, or Energy and can be chosen upon rental or purchase of the mount.

● **Body**

▶ ****Breath [Enhance: Unique Skill Perfect Release]/Rider Class Level + Intelligence Bonus/Fortitude/Half**

It spits elemental mass with "Range/Area: 2(20m)/Shot" to "Target: 1 area (3m Radius)/5." It deals "Power 20/Critical Threshold 10 + Rider Level + Intelligence Modifier" magic damage. The type of Breath is the same as the type selected in [**Immunity].

This ability cannot be used on consecutive turns.

Suppose the jockey has the Stunt [Unique Skill Perfect Release]. In that case, the unique skill can change to "Target: 1 Character" (Note that this ability might cause stray shots because Draconet doesn't have [Targeting]).

● **Wing**○ **Flight**

Grants a +1 bonus to Accuracy (only for melee attacks) and Evasion to both jockey and mount. This ability cannot be used if either Wing is reduced to 0 HP or lower.

◀ **All-Out Attack [Prerequisite: Unique Skill Release]**

A Wing can ready itself to deal an additional 8 damage on its next attack. However, any Evasion Check made by either of the Wings that used this ability this turn receives a -3 penalty.

An incredibly young dragon, difficult to ride due to its fiery temperament. Only very skilled jockeys can attempt to ride one of these rare mounts, and only a few branches of the Riders' Guild even have a Draconet available.

However, they are smart enough to communicate with the jockey, assuming a common language is used.

Lesser Dragon (see CR II, p. 396)

Price: 360,000G/36,000G/9,000G

Appropriate Level: 13 - 15 **Intelligence:** High **Perception:** Five Senses (Darkvision)**Language:** Trade Common, Arcana, Dragonic**Weak Point:** Physical Damage +2 pts. **Movement Speed:** 15/30 (Flying)

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
13	Bite (Head)	17	2d+18	15	14	119	84	17	17
	Tail (Body)	16	2d+16	13	16	133	30	-	-
	Wing (Wings) x 2	15	2d+14	13	13	84	28	-	-
14	Bite (Head)	18	2d+20	16	15	128	90	18	18
	Tail (Body)	17	2d+17	14	18	142	36	-	-
	Wing (Wings) x 2	17	2d+16	14	14	90	32	-	-
15	Bite (Head)	19	2d+22	17	16	137	96	19	19
	Tail (Body)	18	2d+18	15	20	151	42	-	-
	Wing (Wings) x 2	18	2d+18	15	15	96	36	-	-

Sections: 4 (Head / Body / Wings x 2) **Main Section:** Head

Unique Skills

● **All Sections**○ **** Immunity**

A Lesser Dragon will suffer no effects and receive no damage from certain elemental attacks. The element can be one of Fire, Water/Ice, Wind, Earth, Lightning, or Energy and can be chosen upon rental or purchase of the mount.

▶▶ **△ Techniques**

Can use the [Strong Blood], [Beetleskin], and [Recovery (7 HP)] Techniques.

● **Head**▶ **Truespeech Magic, Spiritualism Magic 10**

Level [Prerequisite: **Magic Command**]/**Magic Power 14**

○ **☞ Magic Aptitude/Prerequisite:** [Unique Skill Perfect Release]

Knows the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], and [Wordbreak].

▶ ****Breath [Enhance: Unique Skill Perfect Release]/Rider Class Level + Intelligence Bonus/Fortitude/Half**

It spits elemental mass with "Range/Area: 2(20m)/Shot" to "Target: 1 area (6m Radius)/5." It deals "Power 30/Critical Threshold 10 + Rider Level + Intelligence Modifier" magic damage. The type of Breath is the same as the type selected in [**Immunity]. This ability cannot be used on consecutive turns.

If the jockey has the Stunt [Unique Skill Perfect Release], the unique skill can change to "Target: 1 Character."

● **Body**○ **Mounted - 2 Character [Prerequisite: Unique Skill Release]**

Two characters, except for the jockey, can be carried and moved on this mount (see p. 91).

☞ **Tail Sweep**

The monster can use its tail to attack up to 5 targets in the same skirmish. This ability cannot be used on consecutive turns.

○ **Attack Obstacle - Impossible • None**

The Head cannot be attacked with melee and ranged attacks. When the Body falls to 0 HP or lower, this effect disappears.

● **Wings**○ **Flight**

Grants a +1 bonus to Accuracy (only for melee attacks) and Evasion to jockey and mount. This ability cannot be used if either Wing is reduced to 0 HP or lower.

☞ **All-Out Attack [Prerequisite: Unique Skill Release]**

A Wing can ready itself to deal an additional 8 damage on its next attack. However, any Evasion Check made by either of the Wings that used this ability this turn receives a -3 penalty.

This dragon has recently grown from a Draconet but is still younger than 500 years old. The few jockeys who can tame these massive beasts are called "Dragoons," and the combined combat

power is simply unmatched. Whole battlefields can be scorched with minimal effort, and even entire counties will respect dragoons and their mounts.

Magitech

Mini Manabike

Price: 3,000G/300G

Appropriate Level: 1 - 2 **Intelligence:** None **Perception:** Mechanical **Language:** None

Weak Point: Magic Damage +2 pts. **Movement Speed:** 30 (Wheels)

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
1	Tackle	3	2d+2	1	3	25	-	3	3
2	Tackle	4	2d+3	2	3	25	-	3	3

Unique Skills

○Off-Road Handling

Ignore all -2 penalties for poor mobility.

It is a small, easy-to-use magitech for beginner riders and is available outside of the Rider's Guild.

Manabike

Price: 10,000G/1,000G

Appropriate Level: 3 - 6 **Intelligence:** None **Perception:** Mechanical **Language:** None

Weak Point: Magic Damage +2 pts. **Movement Speed:** 50 (Wheels)

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
3	Tackle	5	2d+4	5	5	40	-	6	6
4	Tackle	7	2d+6	7	5	40	-	6	6
5	Tackle	8	2d+8	8	5	40	-	6	6
6	Tackle	9	2d+10	9	5	40	-	6	6

Unique Skills

○Off-Road Handling

Ignore all -2 penalties for poor mobility.

► **Grenade Launcher** [Enhance: Unique Skill Release]/Rider Level + Dexterity Modifier/Willpower/Half

To use this ability, the mount can only take Limited Move. However, if the jockey has learned [Unique Skill Release], this ability can be used with Normal Move.

Launches a grenade with "Range/Area: 1(10m)/Shot" and "Target: 1 area (3m Radius)/5" It deals "Power 10/Critical Threshold 10 + Rider Level + Intelligence Modifier" fire magic damage.

To use this ability, the jockey must spend 10 MP.

Once this ability is used, it cannot be used again unless the jockey reloads the Grenade with a Major Action (for game purposes mount has an unlimited number of Grenades).

A Magitech-type mount that can be found on the market and at the Riders' Guild. They are loved by riders as a casual model that combines sufficient travel speed with easy maneuverability.

Superior Manabike

Price: 20,000G/2,000G

Appropriate Level: 7 - 9 **Intelligence:** None **Perception:** Mechanical **Language:** None

Weak Point: Magic Damage +2 pts. **Movement Speed:** 50 (Wheels)

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
7	Tackle	9	2d+10	9	9	75	-	10	10
8	Tackle	11	2d+12	11	9	75	-	10	10
9	Tackle	12	2d+14	12	9	75	-	10	10

Unique Skills

○Off-Road Handling

Ignore all -2 penalties for poor mobility.

►Grenade Launcher [Enhance: Unique Skill Release]/Rider Level + Dexterity Modifier/Willpower/Half

To use this ability, the mount can only take Limited Move. However, if the jockey has learned [Unique Skill Release], this ability can be used with Normal Move.

Launches a grenade with "Range/Area: 1(10m)/Shot" and "Target: 1 area (3m Radius)/5" It deals "Power 10/Critical Threshold 10 + Rider Level + Intelligence Modifier" fire magic damage.

To use this ability, the jockey must spend 10 MP.

Once this ability is used, it cannot be used again unless the jockey reloads the Grenade with a Major Action (for game purposes mount has an unlimited number of Grenades).

A high-performance manabike, these machines can be exclusively purchased from the Riders Guild. Larger than the standard manabike, it also had improved operations and durability. It can withstand the rigors of combat quite well.

Skybike

Price: 60,000G/6,000G

Appropriate Level: 11 - 13 **Intelligence:** None **Perception:** Mechanical **Language:** None

Weak Point: Magic Damage +2 pts. **Movement Speed:** -/50 (Flying)

Level	F Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	Fort	Will
11	Tackle	14	2d+14	14	14	120	-	14	14
12	Tackle	16	2d+16	16	14	120	-	14	14
13	Tackle	17	2d+18	17	14	120	-	14	14

Unique Skills

○Flight

Grants a +1 bonus to Accuracy (only for melee attacks) and Evasion to both jockey and mount.

○High Speed Retreat Prerequisite: [Unique Skill Release]

To use this ability, the mount can only take Full Move. The jockey and mount can move as they have Combat Feat [Shadow Sneak] (see CR II, p. 210).

When this ability is used, the mount receives 40 points of fixed damage at the end of the movement.

►Laser Gun [Enhance: Unique Skill Perfect Release]/Rider Level + Dexterity Modifier/Willpower/Half

To use this ability, the mount can only take Limited Move. However, if the jockey has learned [Unique Skill Perfect Release], this ability can be used with Normal Move.

It fires a laser with "Range/Area: 2(30m)/Line" and deals "Power 30/Critical Threshold 10 + Rider Level + Intelligence Modifier" energy magic damage.

To use this ability, the jockey must spend 15 MP.

The Rider's Guild offers this manabike that can fly powered by manatite.



This section begins with an explanation of the elements added in Core Rulebook III, such as Tiens, Leprechauns, Alchemy, and Rider's Guild.

It also includes a description of the geography of the central and northeastern parts of the Alframe continent.

This will help GMs to create scenarios and their own worlds.

Part 4 World

Illustration by Mo

Faith and Divine Strength

The strength of the power that the Gods can exert on Raxia is directly proportional to the number of followers they have. Therefore, in regions with few followers of a particular God, the priesthood of that deity is likewise weak. Conversely, the priesthood is quite powerful in regions where a God is worshiped by the general masses. Temples, monuments, and even old totems dedicated to a God will also increase their influence and the number of worshippers in a particular region.

A common belief is that these items and monuments collect the spiritual power (and MP) of God's followers, allowing the deity to influence the local populace and build a foothold for their religion to take root. Priests casting spells and performing miracles in such areas will also produce worshippers of their God, giving rise to a sect of that deity in the area, allowing other priests to perform more powerful miracles, etc. A Holy Seal, a physical affirmation of God's blessing upon a priest, is required to perform Priest spells.

Ancient Gods

In times long lost to myth, the Ancient Gods were the first to find one of the Swords of Genesis, so they are well-known all over Raxia and have many followers. Because of this, their power does not decrease anywhere in the world. Yet, these Ancient Gods cannot devote much time and effort to each of their priests, so it is unlikely that calling on them will give a direct revelation to one of their clergy.

There have also been other Ancient Gods, though their names and history have been lost to the ages. Having no followers, their power and influence have declined to the point where they have become forgotten.

Major and Minor Gods

Major Gods are well known throughout the entirety of a continent and retain power in that wide area. However, when traveling to a faraway land, whether by land or by sea, the sphere of influence of those Gods diminishes, and it is unlikely that the inhabitants of the new region will have heard of these distant deities.

Minor Gods aren't even as fortunate as that. Being Gods that have recently ascended to Godhood, they have not established a base of followers other than in their own region. When moving away from that region, priests of such a God will find it harder to call upon their deity in times of need.

Some Gods, however, are widely known despite their classification as a Major or Minor God. For example, Sien, the wife of the Sun God Tidan and the Goddess of the Moon, is worshiped on many continents despite only being considered a Major God. Latocles, a Minor God from Terastier, is another example of a divinity known throughout the world of Raxia.

Aid from a Minor God

While Minor Gods cannot exert their influence over more than a small area, they can appear to mortals much more often than older Gods. Occasionally, they will appear as divine avatars or disguise themselves in mortal form to contact the PCs. Either way, the GM might use such a God to offer information and contact a Priest character as an oracle, or use the God as a patron for the PCs' adventuring party, hiring the players to further their agenda in places where they do not have influence.

Apotheosis

As adventurers strive to reach the 15th level in their classes, they will eventually begin to discover ways to become a God themselves. Over the course of their adventures, they will likely have overcome situations that could have affected the course of the world or fought enemies who are on par with the Gods themselves. Such events often connect individuals with the will of the Gods and can motivate them to become a God in their own right.

A character who has reached the 10th level already has the potential to become a God, as they have knowledge and power far surpassing that of ordinary people. They are literally one of the strongest fighters in the world, having the wisdom and insight to truly see the world and wield great influence.

Among those, an adventurer who has attained the 15th level has reached the limit of mortal beings, with further growth no longer possible, at least by normal means. Only with the blessings of the divine will they be able to find a path beyond, whether they receive those blessings willingly given or seize them through force.

Of course, even low-level adventurers can become Gods should they find one of the Swords of Genesis or if one of the Gods lends them a portion of their power. Such an adventurer would be quite favored by the Gods, even if their divinity was granted on a whim. However, only 15th-level adventurers can attain Godhood by their own hands.

Adventures on the Alframe Continent

Riders' Guilds

The Riders' Guilds are organizations that work alongside the Adventurer's Guild to capture, train, and outfit mounts for those able to ride them.

With the Magitech Civilization's collapse during the Diabolic Triumph and the destruction of the railway system that once spanned the Alframe continent, transportation slowed to a crawl as the survivors needed to adapt to their new situation. The use of animals as beasts of burden and for travel between cities was re-evaluated by the Adventurer's Guild, which had formed out of an organization called the Keepers of the Wall that defended those in dire straits after the Diabolic Triumph. The Riders' Guild was formed out of this re-evaluation, establishing several branches across Alframe to train, rent, and sell cavalry mounts to armies, knights, and adventurers.

Because of this, a Riders' Guild branch will often be found in the same city as an Adventurer's Guild, offering aid to those who can ride into battle. Additionally, the Institute of Magitechology has joined forces with these Guilds, providing additional knowledge and mounts, such as various Manabikes and other magitech vehicles.

Currently, the various Riders' Guilds in each region function independently from each other but act in close cooperation with their affiliated Adventurer's Guild, actively renting and selling mounts to adventurers. They also retrieve rented mounts from one region and redeploy them to another, which is useful for adventurers planning to travel to distant destinations.

Since Riders' Guilds handle several kinds of mounts, both mundane and magical, they tend to operate their stables and warehouses in the suburbs of their home cities, oftentimes even operating outside of the city walls. It is not uncommon, therefore, for a single Riders' Guild to provide numerous adventuring parties with mounts, especially in larger cities.

Mounts

The Riders' Guild trains and equips the various beasts used by riders so that they won't flinch in dangerous situations, such as combat, as well as offering upkeep and maintenance for various types of magitech vehicles.

The animals trained by the Guild, whether mundane animals like horses or mythical beasts such as hippogryphs, are trained from birth to be of value to any rider, whether they be a traveling merchant or a roving adventurer. The Guild trainers are uniquely skilled and renowned for their knowledge and prowess in training different animals. A Guild-trained animal is immediately recognizable from the mark on them. This mark is often branded into the creature's flank, but more humane trainers will use magical methods of applying their mark instead.

If separated from their riders, such mounts are trained to wait for some time for their return, as oftentimes dungeons weren't built with mounts in mind. However, should the rider go missing for a long period, the mount will return to the Guild on its own. Adventurers are often called on to protect mounts for other parties and are hired to bring in young animals to be trained as new mounts.

Mount Reduction Tags

These tags contain the power to reduce a mount and its equipment in size and preserve them in stone until it is needed, making it easy to transport the mount over a large distance. It is thought that these tags were a form of petrification preservation technology being actively researched in the latter half of the Magitech Civilization Period.

Mount Contracts and Proprietary Mount Contracts

In recent years, the Riders' Guild has been approving the use of both Mount Contracts and Proprietary Mount Contracts amongst its members. These Contracts have very similar powers to the Reduction Tags when applied to a mount, but they can be used and reused, unlike the Reduction Tags.

The Mount Contract also serves as a binding agreement for renting a certain type of mount from the Riders' Guild, while the Proprietary Mount Contract certifies that a particular mount belongs to the owner. These Contracts require an upfront payment of the various rental fees required to

hire a mount, so while the Guild loses out on multiple rental fees by selling such Contracts, they know that the owner will require equipment and maintenance for their mounts and so recoup their losses in this manner instead.

Alchemists and Magitech Civilization

The Al Menas Civilization lost to the Barbarous 300 years ago, was the force behind creating magitech and spreading it throughout Raxia. The leaders of the time believed it to be a way to "bring magic to everyone" in a reactionary measure to the Sorcerer-Kings of the Durandal period that preceded them. This concept lay at the root of civilization, and there were many means by which the inventors of the time thought to realize it.

Magitech, the seamless combination of magic and technology, was the most popular and widespread among these means. The existence of Alchemists and alchemy in general shows that there were not only other successful methods but that these were able to survive the Diabolic Triumph and persist into the current day, now being found throughout the Alframe continent.

According to alchemy, everything in the world can be broken down into five major elements, or prima materia. These are Animal (denoted by the color red), Vegetable (green), Mineral (black), Spirit (white), and Energy (gold). The distribution of the five prima materia, as well as the combinations thereof, are what explain the differences between various substances, including living beings. In other words, by modifying those elements and their mixture, it is possible to effectively transform matter and life. Among the prima materia, Energy is especially important, as it is thought to be the closest to the pure essence of the world itself. Thus the study of these elements is called alchemy, the study of seeking to change matter into "gold".

However, this ultimate goal of being able to transmute any matter at will was never fully realized. There was a way a person could draw magical power from the prima materia, though this was thought of more as a by-product of the experiments, despite being highly acclaimed at the time. This procedure was also quite destructive to the prima materia, making it expensive to perform. Before alchemy could be refined into something more streamlined, however, the Barbarous attacked, and much of the research into the field was lost forever.

In comparison to magitech and the magical arts, alchemy had garnered much less interest, attracting far fewer researchers and practitioners throughout

Raxia. The Alframe continent was one of the few places where Alchemists flourished, and alchemy was studied quite enthusiastically, and far less knowledge was lost there than elsewhere. Particularly, alchemical theories are used in the creation and upkeep of the massive magical trains that run throughout the continent and also in the process of using spent Mako stones for fuel.

Currently, alchemical research and innovation are concentrated in branches of the Institute of Magitechnology, as both are offshoots of the same concept of “bringing magic to everyone” that the Al Menas espoused. The art of drawing magic from the prima materia, originally a side effect of alchemical research, is rather popular amongst adventuring Alchemists, and including a trained Alchemist in an adventuring party is not to be overlooked.

Alchemy Kits

The Alchemy Kit is an essential piece of equipment for any Alchemist, especially if they're active adventurers. It has an elongated shape, like that of two rectangular boxes connected vertically, and functions as both a Card Holder and a Tool Chamber.

Much as it sounds, a Card Holder holds the various cards necessary for the Alchemist to use their Evocations. A minor enchantment on the Card Holder allows the cards inside to be magically suspended and to arrange and rearrange themselves in front of the Alchemist as desired.

The Tool Chamber, on the other hand, contains a variety of props, such as a cloth with a magic circle drawn on it to create crude material cards, a small golden rod to create aerial wards, and a ceremonial dagger to draw the magic from any given material. These tools allow a traveling Alchemist to create material cards from a monster's loot drops in case they run out of prepared cards while on the road.

For those interested in such things, the Alchemist's Alchemy Kit and the Artificer's Magisphere share similar technology in that both items have internal storage that is much larger than their outward dimensions would suggest. Additionally, while the art of creating new Alchemy Kits from scratch has been lost to time, it is possible to use a Magisphere to create a duplicate of an existing Kit, and so new Kits can be purchased from any branch of the Institute of Magitechnology.

Teleporters

Various means of transportation were created and developed by the Al Menas Civilization, with the most prolific being manabikes and magic trains. There were others, though; any airship captain will be more than happy to talk for hours about how their vessel is a magitech marvel.

Yet, the teleporter was the most powerful of them all.

Able to transport astounding quantities of goods and people across huge distances in the blink of an eye, these were the crowning achievement of the Al Menas. In their heyday, there were innumerable teleporters installed in various locations around Raxia, and it's said that by using them, a person could visit every continent in a single day.

To function correctly, a teleporter needed to be installed in its own facility to allow the appropriate magical wards, magitech circuits, and other safety precautions and active mana circuitry to work together. Often, multiple teleporters were established within the same facility to allow farther distances to be traveled, as each teleporter was only able to connect two specific points together.

Currently, there are very few known teleporter facilities, and even fewer of them still function following the Diabolic Triumph. If a room in a dungeon has a magic circle engraved into the floor, it cannot be ruled out as being a part of a teleporter facility.

The biggest drawback of a teleporter in the modern day is that they require the facilities at both the sending and the receiving sides to be in full working order. It is quite rare that both facilities are safe from danger, whether from the environment, intruders such as wild animals or the Barbarous, or even from equipment that might malfunction occasionally.

Even in the heyday of the Magitech Civilization, a teleporter facility was incredibly important to the functioning of day-to-day life, and so each facility was heavily guarded and protected. Even if you were to find a working teleporter facility, blindly using it without preparing for what may be on the other side is a fool's game, and so there are significant risks when finding and taking over a previously unknown teleporter facility.

Tiens and Leprechauns

The following sections detail the new races introduced in this book, the Tiens and the Leprechauns.

Tiens (Humanoids)

The origins of the Tiens race can be traced back through the ages to the end of the Durandal Civilization, which collapsed just over 3,000 years ago.

Before the Magic Civilization, during the Age of Myth that preceded it, there were divine creatures known as the Astrayed. Despite their divine nature, these creatures had many different forms, some Humanoid and some not, and they were quite capable and willing to spread despair and destruction wherever they went. The Tiens are said to be an artificial race born from efforts to magically synthesize a cross between ordinary humans and the Astrayed, though the exact reasoning behind their creation remains a mystery.

Some believe the Tiens were manufactured to be expendable soldiers, sent to the various Shallow Abysses that appeared throughout Alframe to prevent Daemons from emerging from them. As a result, they are mostly seen in northern Alframe, specifically around the Wall of the Abyss, and are known to fight on the front lines when it comes to repelling attacks from that dread place.

However, the population of Tiens is generally quite low, which is only exacerbated by the lack of cities or lands where they might find a home to call their own. When it comes to growing their numbers, a Tiens' fertility is quite low, and they are far more likely to marry a Human rather than try to find another Tiens they are compatible with.

Physically, a Tiens is muscular, supposedly having been built to protect Alframe from Daemons. Males tend to average around 190cm in height, and it's not uncommon for females to exceed 180cm. Their most distinctive features, though, are probably their metallic-colored hair and the large gems on their foreheads, chests, and the backs of their hands. A Tiens' hair can seem to be made of any sort of metal, whether copper, silver, gold, etc., though it is not actually metallic. Meanwhile, their jewels are said to be the crystallization of mana within the Tiens' body, and while their number may vary from one individual to another, they all have a deep, beautiful internal glow unlike any other jewel found in a treasure hoard.

Much like other Humanoids, the personality of Tiens is influenced by their upbringing, but even with that in mind, they tend to be quiet, thoughtful, earnest, and honest. Their innate telepathic powers give them the ability to empathize with others quite easily, and they are often particularly attentive to their surroundings. Tiens are known for their mental strength and incredible willpower and are only rarely heard to complain about their lot in life. They are caring and often worry about their allies, both Humanoid and otherwise, and will find ways to help inspire them to greater heights.

Tiens have a relatively short lifespan compared to Humans, only reaching around 50 years of age, and they begin aging rapidly after they reach 40. However, they can willingly put themselves in a state of suspended animation, where they can sleep for years without physically aging. This artificially extends their lifetime by a significant amount, so that with intelligent use of this ability, a Tiens can effectively live for 200 years or more, and some have been sleeping for even longer. To awaken a sleeping Tiens, someone else must touch one of their gems, and expend 20 MP, transferring the mana to the sleeper. When doing this, several people can offer smaller amounts of MP, and Mako Stones can also help offset the cost.

Since many Tiens consider it their life's mission to hunt down Daemons that have escaped from the Abyss, many of them follow the Goddess Eve, the Shield Against the Abyss. There are others who follow the teachings and guidance of her sister, the Goddess Harula, the Guiding Star. Regardless of their choice of religion, all Tiens are dedicated to the destruction of the Abyss and, despite their low numbers, they are often seen throughout Alframe whenever Daemons from the Abyss try to encroach into Raxia.

Leprechauns

Leprechauns are a race that is said to have been found in Raxia throughout the Magic Civilization period but which only became widely known during the Magitech period. Physically, a Leprechaun is similar in build to a Human child, with the men standing around 130cm tall while the women are closer to 120cm. However, their large, hairy ears and the beards amongst the men tend to make them stand out from children. In fact, because of their beards, Leprechaun men are often mistaken for Dwarves, though Leprechauns are significantly leaner and lither than any Dwarf. They are also much shyer than practically any other race and will use their Unseen Artisan racial ability to hide from the sight of anyone they consider a stranger.

Even in recent years, Leprechauns have become a rare sight anywhere in Raxia due to their unease around most other races, and they use their natural invisibility to hide their families in plain sight. There aren't any settlements that are specifically home to just Leprechauns, and their natural wariness of others means they tend to travel in small numbers. However, families can be found living in small underground caves and in the ruins of older civilizations. Because of their size, a Leprechaun doesn't need to eat much food, and so will either sneak into the stores of other races and steal what they need or will trap their prey and process it into storable rations.

The existence of Leprechauns as a race first came to the attention of the general public during the Magitech period. Their natural manual dexterity and creativity meant they were inclined to be skilled at manufacturing and tinkering with the many magitech crafts and inventions that were coming out at the time. This love of tinkering can be seen even today, as there are often several Leprechauns at any given branch of the Institute of Magitechnology, working with both older magitech recovered by hired adventurers, as well as trying to find the next big magitech breakthrough.

Many Leprechauns are timid and shy, especially around strangers, but their love and devotion for those they are close to are unparalleled. So much so, in fact, that they will often protect their homes and even follow them in secret, using their invisibility, and accompany them on long journeys without them noticing. Despite this, Leprechauns don't often become adventurers, though those that do are some of the most dependable companions a party could ask for.

For Leprechauns, the age of majority is around 15 years when they begin to look for a place of their own to become independent from their family. However, their natural lifespan is approximately 200 years, so quite often, Leprechauns become laid-back, taking things easy due to their rather long life. When a Leprechaun finds something that they want to focus on, usually some magitech or other mechanical device, they will concentrate on that and exhibit quick, delicate handiwork.

Few Leprechauns have any sort of religious impulse, tending toward the physical rather than the spiritual. Those that do find a divine calling, however, tend to be followers of Mirtabar, the Divine Hand.

Geography of Central and North-eastern Alframe

From a bird's-eye view, the Alframe Continent can be roughly divided into east and west through a couple of large mountain ranges. This division has led to the two sides of the continent developing cultures that are quite different from each other, so much so that it is much easier to describe the commonalities between the two sides than to enumerate the differences.

The following section will detail both the central section of Alframe that separates east and west and the north-eastern part of the continent.

Geography and Climate of the Central Continent

The central part of Alframe is divided into east and west by a series of geographical barriers; the southern waters known as the "Bleeding Sea," the massive mountain range that cuts into the region from the south of the continent, and the Abyss Sea to the north. Only a small land bridge connects the two halves of the continent, and this isthmus has been a historically important location for both warfare and trade. Many warmongers have sought to control the land bridge to cut off supply trains to their enemies, while those living on the bridge enjoy fertile land and an abundance of fishing. Undoubtedly, the cultural differences between eastern and western Alframe stem from the difficulty in traveling between the two halves, in no small part due to this small land bridge.

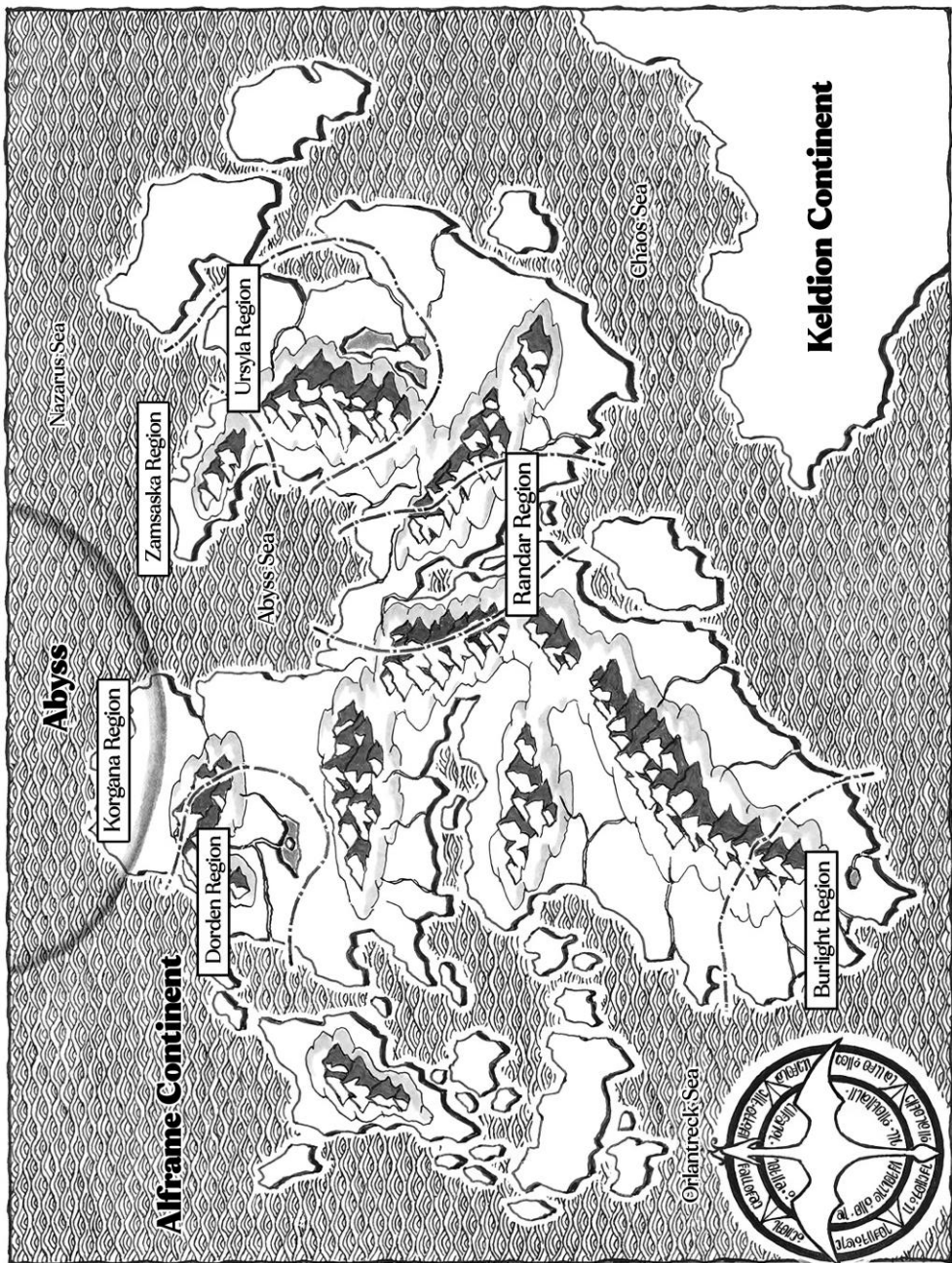
The climate of this area is heavily affected by ocean currents, with the northern side facing the Abyss Sea being chilly. However, the side of the isthmus facing the Bleeding Sea is much milder, with a lot of rainfall. Thus, the north is dry, while both sides of the Bleeding Sea are quite wet.

Geography and Climate of the North-eastern Continent

The north-eastern part of the Alframe continent is much greener and lush than the western half due to the warm ocean currents affecting the climate. Much of the north is covered by forests, especially in the region of the Talmir Mountains, separating it from the rest of the continent.

As one moves north, the temperature falls off sharply, and there are places that always have snow on the ground during the winter. However, the ocean currents bringing in warmer air mitigate much of the severity of the weather, though it can still get quite chilly at times. The temperatures largely kept the people of the Al Menas out of the region, so there are few magitech ruins

Map of Alframe Continent



in the area. Without the heavy influence of magitech in the region, it has a bit of an old-timey feel and has quite a few Elf and Meria settlements scattered about.

The Randar Region

The Randar region of Alframe covers the narrow Randar Corridor, a thin strip of land in the center of the continent surrounded by the ocean and a few nearby islands and the waters separating them. Though there isn't much to the region as far as land goes, the area has seen constant warfare since the end of the Diabolic Triumph. In fact, it is considered to be one of the most dangerous regions in Alframe due to frequent fighting.

Various kingdoms of both Humanoid and Barbarous, as well as a vast Undead empire led by a king long dead, constantly fight over what little land there is in the region, jockeying for position to control the entire region and stifle supplies to their enemies. This back and forth keeps the balance of power shifting from one empire or another at any given time, and so it is folly to try and map out the boundaries of each empire to determine who has the right to rule over the region. Even outsiders inevitably get drawn into one side or another if they stay in the area for too long, and so travelers not wishing to become soldiers often look for other ways to travel the continent.

While Humans overall have the most land in the region, the power base is split among different empires that quarrel and fight with each other as well as the other races, and so each empire actually controls quite a small amount of land. In addition, the area is prone to the formation of Shallow Abysses, making it one of the most difficult regions on the continent to live in.

Harshika Commercial Union, the Land of Sacred Exchanges

Located in the middle of the Randar Corridor, the Harshika Commercial Union is a nation that sprung up around the trade city of Harshika. This new nation handles any exchanges between east and west Alframe and is one of the only neutral areas in the war-torn Randar Region.

Ruled by a mercantile council whose members are elected every four years, the union appears to be a nation of equality among different social classes. However, due to significant bribery and corruption among the merchants, most open seats on the council are elected directly by the merchants themselves instead of by the general populace.

The main city of Harshika straddles the great Frado River, the massive waterway that divides the Continent in half. It has unchallenged control over the bridges and ferries that span the river. Due to its place as the gateway between the two halves of the continent, the city and those who dwell there are quite wealthy, and few other places in Alframe have the breadth of goods and services from across the continent that Harshika enjoys. This gives the Commercial Union the economic power to maintain its neutrality in the region, and the opportunity to hire enough military might enforce that neutrality, as well as influence other countries.

The capital city is also home to several emissaries, who often have elaborate homes away from their own countries, as well as hosting various armies within the city. Occasionally there are multiple mutually hostile factions in the city at the same time. To maintain peace, there are staggering penalties for casting hostile magic or engaging in violence within the city limits, so actual open conflict is quite rare. With that said, there are still confrontations and arguments that break out, so the city is not always a quiet place to be.

As a city of trade, any number of races will come and go in the name of commerce or conquest. There are rumors that some of the districts do not have active Swords of Protection and that Barbarous enter the city to trade in secret.

When it comes to religious representation, there are many temples throughout the city for most of the Gods worshipped on the Alframe continent. Among them, the faith of Harula, the Guiding Star, is strongly represented in the city, as it is thought that Harshika took its name from that deity in the early days of its founding.

Adventurers are also quite welcome within Harshika, and wealthy patrons in the city often seek out adventuring parties to assist with whatever interesting whim they may have at the moment. Powerful merchants will also sponsor adventurers, though often these parties are used to guard the merchants' property, whether their own homes or any traveling caravans. Some adventurers are even personally indebted to a particular patron and will serve their interests whenever they can.

Races in the Randar Region

Much of the Randar Region is split by the waters of the Bleeding Sea, and the races of the region are also split across the landscape. Humanoids often stick to the coastlines of the Bleeding Sea, while the Barbarous in the region find homes in the remote mountains and islands. Because the region is complex geographically, there's been constant skirmishing between the races

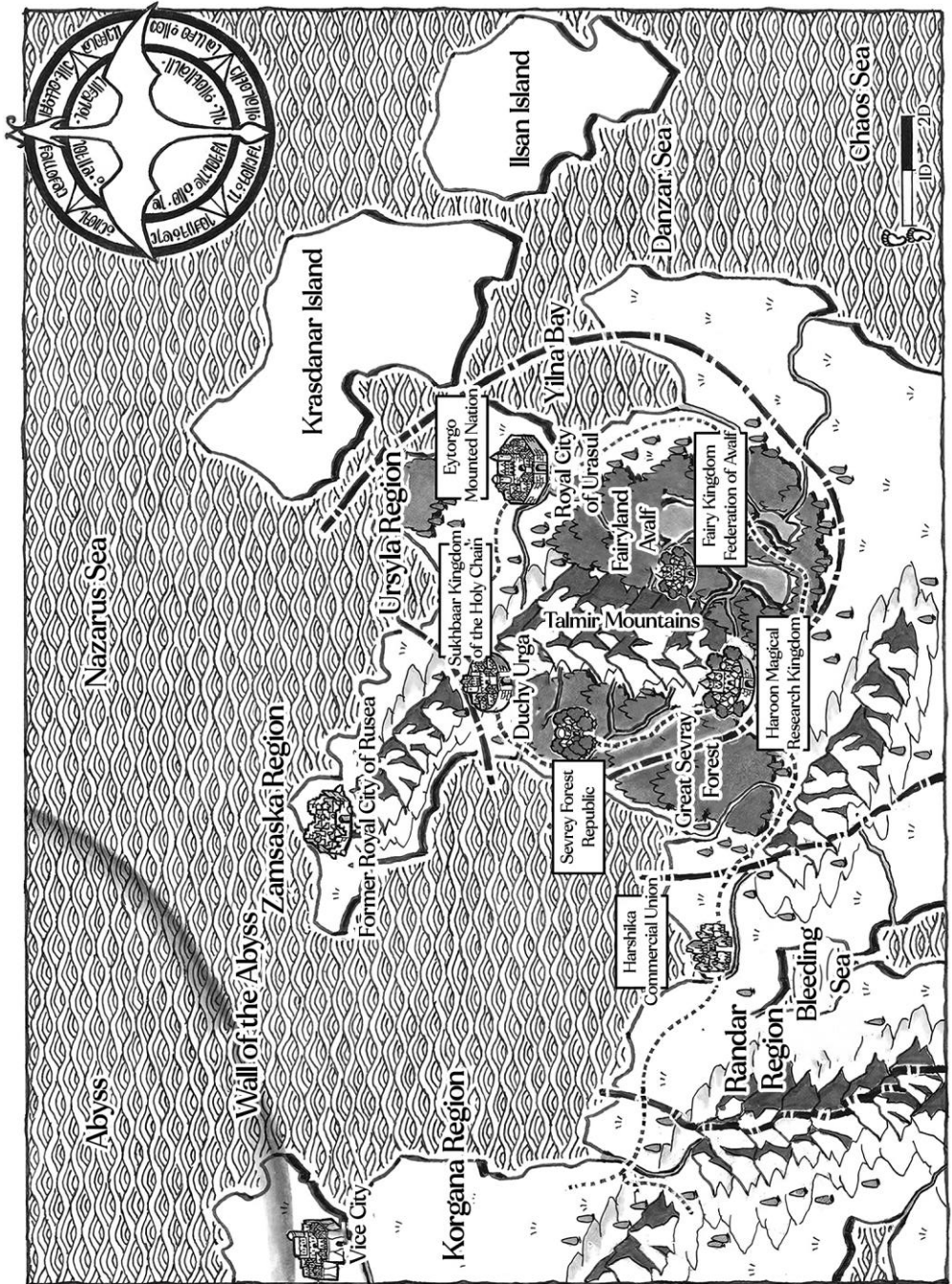
since the end of the Diabolic Triumph, which is only exacerbated by multiple incursions of the Shallow Abyss in the area.

Unfortunately, these constant incursions have only honed the warlike tendencies of the Barbarous in the area, which makes traversing the already rough roads even harder. Many of those who would travel the region are recommended to do so only with armed escorts who know the area well so that they can find the best roads and provide protection from the Barbarous and others who wish to ambush unwary travelers. Even the waterways are far from safe, as not only are there aquatic Barbarous to worry about but also pirates who will attack anything and anyone.

There are even rumors and legends of a massive Shallow Abyss somewhere in the region, guarded by an Undead king and hordes of the living dead. So far, however, no one has been able to find this gathering of the Undead and return to tell the tale, so its existence is still questionable.

With all the strife and conflict in the region, many cling to the hope that a powerful hero will come and unite the region, driving away all the warmongers and Barbarous, and ushering in a new age of peace.

Ursyla Region Map



The Ursyla Region

Located in the northern part of eastern Alframe, the Ursyla Region is colder, separated from the rest of the continent first by the Great Sevray Forest, then by the Tarnir Mountains. Because of the ocean currents affecting the climate, the northern stretches of Ursyla are much colder than the more temperate eastern coast.

The region is home to a significant number of Elves, second only to the number of Humans in the region, with quite a few Meria as well. Perhaps for that reason, many in the region live a very traditional lifestyle and did so even during the height of the Magitech Civilization. Some even rejected the convenience of the magitech advancements during that time, which ended up becoming a benefit as the region was not as widely devastated by the Diabolic Triumph as others were. As a side effect, many of the traditions of the past are still practiced, as they weren't lost during the Barbarous attacks.

Geographically, the region is bordered by the Abyss Sea to the west and the Zamsaska Region to the north. Zamsaska is a land that has fallen to the Daemons, so several powerful warriors have gathered at the northern border to keep them at bay. These warriors have done their duty in keeping the armies of Daemons from ravaging the continent, but there are still some that slip through the defenses and cause havoc. With all of this going on, the Ursyla Region has earned a reputation as perhaps the most dangerous place in all Alframe, and many adventurers seeking to test their mettle travel to the north to find glory fighting against the Daemon hordes.

Within the region, there are five separate nations that have forged an alliance out of necessity. When it comes to repelling the Barbarous and the Daemons in the area, all five work together to counter the ever-growing threat. However, when it comes to day-to-day affairs, each nation has its own issues to deal with and will only rarely assist one another with domestic matters. Not to say that any of them are on bad terms with one another, but more the opposite, in that each nation respects the sovereignty of the others and chooses not to meddle in affairs that aren't their own.

The Fairy Kingdom Federation of AVALF

The federation was formed to protect the legendary "Fairy Queen" (not an actual person, per se, but more of a conceptual being that creates fairies), though the relationship between the seven heads of each Elven clan and the four royal families is anything but rock solid. Nonetheless, they continue to work together as they all realize that to withdraw from the federation is to

condemn their new, smaller nation to death at the hands of either the Barbarous or the Daemons to the north.

Once a year, each of the eleven powers sends a representative to the Fairy Queen's capital to discuss the policies of the federation as a whole. Additionally, a warrior is chosen from each of the seven Elven clans to accompany this representative. Upon reaching the capital, the chosen clan warriors form the personal guard for the Fairy Queen for the next year.

In the middle of the Magitech Age, the Elves came into conflict with another nation that attempted to conquer the area and bring it under their rule using the power of magitechnology. Though the Elves were victorious in repelling the invaders, they remain distrustful of magitech equipment, and though it's not forbidden today, it is often ignored in favor of more traditional solutions. The Institute of Magitechnology does have chapters in the lands ruled by the federation, but they are much smaller than other branches and are often more for the sake of travelers than the residents of the area.

There are two main religions within the federation, those who follow the Fairy Goddess Asteria and those who worship the Tree God Dalion. While there is competition between the two religions, it is more of a friendly rivalry than anything else. In fact, there is a general disdain for aggression among the populace, and Gods who promote such a lifestyle, such as the Blazing Emperor Grendal, are very rarely worshiped. An interesting side effect of this line of worship is that dwarves are rarely seen in the area for any length of time. The traditions of the general population of the federation are at such odds with those of the Dwarves that, typically, they leave before too long.

The capital city of the federation, also called Avalf, is where the Fairy Queen is said to be laid to rest, sleeping until she is needed. Whether this is true or not, the city itself is quite beautiful, tucked between the forested foothills of the Tarnir Mountains and one of the large lakes in the Ursyla Region.

The Seven Elven Clans

Centered around Avalf, the city where the Fairy Queen is said to sleep, seven clans of Elves have formed their territories. These seven clans are as follows:

- Dursue, the Fire clan;
- Lunoda, the Water clan;
- Guy, the Earth clan;
- Althussair, the Wind clan;
- Cabanel, the Dark clan;
- Ginumere, the Light clan;

And Ceilio, the Chaos clan.

Each clan specializes in contracting and controlling the fairies of their specific type, though this does not preclude them from using other types of fairies. Each clan will train one outstanding Fairy Tamer to be the next personal guard of the Fairy Queen, but outside of these interactions, there will rarely be any other communication with even Elven clans within the federation. Regardless of the type of fairy the clan specializes in, they tend to build their homes and settlements around lakes and in trees so that only those who are knowledgeable about Elven settlement design and know where to look will be able to find the dwellings. Without such knowledge, the Elven homes blend into nature so well that they are nearly impossible to find without outside assistance.

The Three Meria Kingdoms

Though the Meria rarely have large settlements, there are three kingdoms in Though Meria rarely build large settlements, they have three kingdoms in the Avalf Federation. The kingdom of Andasur is mainly comprised of short-lived Meria, while the kingdom of Bethrasia counts the longer-lived Meria as its population. The third kingdom, Rosas, has a mixed population of short and long-lived Meria. While they are called kingdoms, the population is only a few hundred individuals in each, which is very small compared to Human kingdoms. However, the Meria are the only race able to speak directly to the Fairy Queen, and so even the Elves show respect for the kingdoms.

Unlike the Elves, the Meria do not turn away visitors and are quite hospitable to those who unknowingly wander into their lands from the outside, regardless of race. The kingdoms are much more in harmony with nature than the homes of the Elves, however. It is nearly impossible to find one, even if the sole intent of exploring the forest is to locate the Meria. It is this difficulty in finding Meria settlements that give them the reputation of being secluded from outsiders and the outside world, but the Meria feel that this reputation is unjust.

The Human Kingdom of Ur-Va-Duul

The kingdom of Ur-Va-Duul, the only Human kingdom in the Avalf Federation, was established by several powerful Fairy Tamers to assist the Elves and Meria in protecting the Fairy Queen. Following their neighbors, the Humans have established a lifestyle in harmony with nature, rejecting many of the magitech advancements of other nations. They alone have raised a city of stone and act as the gateway to the Avalf Federation.

The people of Ur-Va-Duul stand out from their neighbors by emphasizing the importance of trading in goods and services that can't be found within the federation, but also in information about the goings-on of the world around them. They have become quite adept at diplomacy and leverage the goods that can be found within the borders of the federation for favors and debts from other nations. As a result, the kingdom is much closer to what would seem like a normal Human kingdom, unlike the realms of the Elves and Meria. Yet, there is still a distinct lack of magitech within the kingdom's borders, and those who use such equipment are thought of as being out of touch with nature.

The Mounted Nation of Eyutorgo

A nation of riders born in the saddle, Eyutorgo lays claim to the eastern plains of the Ursyla Region. The main commercial activity is the raising of livestock and cattle, and it is said that the Eyutorgo are the best at breeding animals to be used as mounts.

There is a capital city within the nation, the Royal City of Urasul, as well as a small number of towns in the surrounding area. Much of the kingdom comprises nomadic settlements, tent cities that move vast distances over the course of a single day to keep up with the wandering herds.

In general, the populace is tolerant of those who use magitech mounts, but as there are relatively very few magitech vehicles still in good working condition, magitech riders are the exception rather than the norm.

While the kingdom is mainly made up of Humans, many more Elves and Tiens live within its borders compared to other Human kingdoms. Both races are proficient at becoming skilled horse riders, so they flock to the Eyutorgo lands to learn from the best Alframe has to offer. Grassrunners, too, are quite common on the plains, as they share the same nomadic lifestyle.

Eyutorgo's cavalry is unmatched among the other Human kingdoms, and their riders are known for their strength, speed, and tactics. At one time, they invaded the southern areas of Ursyla but were driven back to the plains around the capital city. Now, these great warriors turn their bow and spear to the north to guard against both the Daemon hordes in the Zamsaska Region and the Barbarous in the area.

Worship of Tidan, the Sun God, is most common among the general populace, but Eve, the Shield Against the Abyss, and Harula, the Guiding Star, both have a significant number of followers as well. The general populace is often quite cheerful and welcoming, and it is thought that worship of Tidan is the reason for such openness and happiness.

Sukhbaar, Kingdom of the Holy Chain

Located in the northernmost reaches of the Ursyla Region, this nation is the first line of defense against the Daemons of Zamsaska. Originally a part of the lands ruled by the Former Royal City of Rusea, it became its own nation after the Daemons destroyed Rusea during the Diabolic Triumph, and the survivors took up arms to defend the rest of the region. In time, as more and more warriors flocked to the border to aid in the defense against the Daemons, a kingdom grew up around the largest towns, and soon Sukhbaar, the Kingdom of the Holy Chain, was formed.

To gain an advantage in their war against the Daemons, many warriors used the power of the Abyss to enhance their weaponry. While some feel this may be a step too far, the fact that many of the warriors gathered in Sukhbaar are almost unmatched by both Man and Daemon speaks for itself. The risks of using such weapons are great, so the secret of using Abyssal power to enhance weapons is kept a strict secret to protect those who aren't strong enough to withstand the process from falling into the darkness.

As a result, those who wield the strongest weapons and armor cannot approach the former capital of Rusea for fear of losing their sanity and becoming mad animals on the battlefield. At the same time, they cannot back down from their task, as their power on the battlefield may be all that keeps the Daemon armies at bay.

To overcome this dilemma, the rulers of Sukhbaar have begun to look for powerful "heroes," those who refuse the lure of power from the Abyssally-enhanced weapons and armor and rely on their skill more than their equipment. A new rush of adventurers has come north to the nation to seek power and glory, and the people of Sukhbaar welcome these new travelers with open arms.

Though the Kingdom of the Holy Chain is a Human-centric land, there are several Dwarves who call the nation home. Between their skills as a blacksmith, forging new weapons and armor, and their natural inclination towards fighting the evils of the world, Sukhbaar is as close to an ideal home for a Dwarf as any. Tiens warriors are also given special treatment, as befitting skilled swordsmen.

Given the proximity to the Abyss and the constant fighting against the Daemon hordes, worship of Eve, the Shield Against the Abyss, Harula, the Guiding Star, and the Blazing Emperor Grendal are all quite common. Rather than putting one before another, it is common for the frontline defenders and those who support them to pay homage to all three Gods equally.

Sevray Forest Republic

The Forest Republic of Sevray is located on the western side of the Tarnir Mountains, on the northern eaves of the Great Sevray Forest. Those who live in the Great Forest coexist with the various plant-based monsters that live there, such as the Entlets, and protect the forest against incursion from Shallow Abysses and any Daemons that may spill forth from there.

Though the country is predominantly made up of Meria, Humans are the race in charge of the nation. It is said that Humans took control of the nation as their lifespans are the most optimized for dealing with the rest of the world and that the Meria are either too short-sighted and impatient or too long-lived and slow to act.

As befitting a nation founded in a vast forest, the people of Sevray are excellent lumberjacks, and forestry is the main industry. Their lifestyle, harmonious with nature and the woods around them, helps them know when to slow their logging to not over-cut the forest, as well as enabling them to create an ideal environment for the growth of vegetation and for the saplings they plant to replace the trees they harvest.

That is not to say that the forest is entirely tamed, as there are known to be roving bands of Barbarous along with the usual wild animals out in the deep forest. Someone who doesn't find the logging life to their taste may find a calling as a forest ranger, helping those who may get lost in the woods and driving off the Barbarous and wild animals that may harass the lumberjacks while they work.

INTRODUCTION

Haroon, Kingdom of Magical Research

Found at the terminus of the Tarmir Mountains, between the Great Sevray Forest and the Avalf Federation, Haroon is a bustling nation and can be thought of as the gateway to the Ursyla Region. It is well-known for its store of research tomes dating back to the Durandal era, and rumors abound that the headquarters of the Mages' Guild can be found within the capital city's walls.

PART 1

Also found within the city walls is a massive tower known as the "Sword of Knowledge." This tower is the meeting place for many higher-level sorcerers and conjurers from all over the continent. Inside, they can use the tower's incredible libraries, as well as the knowledge of other spellcasters, to study the highest levels of magic known to mortals. Of course, it should go without saying that getting into the Sword of Knowledge is a rather difficult task, and those known to come and go from the tower are afforded respect within the kingdom.

PART 2

Though many who come to Haroon are spellcasters, specifically sorcerers and conjurers, the general populace has a deep curiosity regarding all types of magic and is more than welcoming to anyone who can wield it. Unusually, the Institute of Magitechology is quite popular here compared to the rest of the region, and many who could not become sorcerers or conjurers have picked up the magitech arts of the artificer. However, the number of artificers in the region pales in comparison to the countries out west, where the mysteries of Alchemy have been studied intently and are closely guarded secrets.

PART 3

PART 4

PART 5

Haroon is home to nearly every race in some number due to the appreciation of magic and those who would study it, with a surprising number of Leprechauns found in the kingdom compared to elsewhere in the region. The kingdom is also actively trading and interacting with other nations in the area and is interested in working towards solving transportation issues throughout Alframe. One idea is to rebuild the ancient network of teleporters throughout the world, starting in western Alframe, while other attempts involve constructing a network of railways for magical locomotives to ferry freight and passengers around the continent.

The Zamsaska Region

This cold, desolate region is north of Ursyla and is littered with ruins and run-down villages.

In the past, the Kingdom of Rusea stood against incursions from the Abyss, and this nation had many strong fighters, some of the most powerful warriors in all Alframe. Rusea and the nations in the Ursyla Region were quite affable and often traded without conflict.

However, during the Diabolic Triumph, the Wall of the Abyss was breached, and Daemons flooded the kingdom. The leader of this army was a powerful Daemon lord who had been held captive within the Wall, and upon being freed, led his troops to Rusea. It was not long before the kingdom fell, and the people were subjugated under the Daemon lord. It is said that the court magician Zegan, held to have been close to the King of Rusea in the past, made a pact with the Daemon lord to rule Rusea as their representative. Some say that Zegan was a loyal retainer and had his soul stolen by the Daemon lord to force him to obey, while others believe that Zegan himself summoned the Daemons to Rusea and was offered immortality if he betrayed his kingdom.

Regardless of how they got there, Daemons now use the Zamsaska Region as their front line to attack all Alframe. It is believed that the people who live in the region only exist to be sacrificed to the Daemons, and many, including those in the Kingdom of the Holy Chain Sukhbaar, are fighting to reclaim these lost lands.

Many still hold out hope that a hero will arise, one who will rebuff the dark advances of the Daemons and free those who are little more than chattels.

The Korgana Region and the Abyss

North of the Dorden Region, the Korgana Region is the northernmost point on the Alframe continent and is home to the Abyss. Originally, it was a place to which the strongest and most powerful warriors flocked, but since the Diabolic Triumph, fewer Daemons are drawn to the area as they can simply create a Shallow Abyss elsewhere on the continent. As time passes, the defenses at the Wall of the Abyss grow weaker as well, making it easier for a Daemon to make its way onto the continent without much hindering them.

The Adventurer's Guild Headquarters

The headquarters of the Adventurer's Guild, a city in and of itself, is located in the Korgana Region. The Keepers of the Wall, a group dedicated to defending the Wall of the Abyss from any sort of Daemon attack, formed in the area and built small barracks in which to live and train. Over time, as more warriors came to the area, the Keepers eventually grew into what is now known as the Adventurer's Guild, and the present headquarters include the original grounds used by the Keepers.

Many high-level adventurers, typically 11th or higher, eventually find their way to the region and train at the Guild to prepare for fighting the most powerful Daemons. The main temples of both Eve, the Shield Against the Abyss, and Harula, the Guiding Star, are based here as well, along with high-ranking priests of both orders.

The city once had communication facilities, allowing it to contact any other branch of the Guild located throughout Alframe, as well as a teleportation network for moving people around the continent. However, much of this was destroyed or damaged by the Barbarous attacks during the Diabolic Triumph, and anything still working is doing so at a greatly decreased capacity. As a result, each branch of the Adventurer's Guild has had to become more self-reliant, and the Guild isn't able to exercise complete control over the continent as they had before.

Nevertheless, the Guild leaders and their adventurers are some of the strongest in the world and are working on training the next generation of adventurers to join them. Not only at the Wall of the Abyss but all around Alframe, people taking up arms and training themselves to become adventurers to be dispatched when the situation calls for it.

The Wall of the Abyss

Rising over the northern portion of the Korgana Region, the Wall of the Abyss is a massive wall, standing over 100 meters high and stretching for thousands of kilometers in either direction. The Wall is not only a physical barrier on the land, but it extends into the sea and deep underwater as well.

Magically created during the Magic Civilization era, the Wall appears to be made of stone and is believed to be indestructible. The top of the Wall has a wide walkway equipped with several large ballistas and other ranged weapons used to keep flying Daemons at bay. Sleeping quarters have been built inside the Wall, allowing defenders to rest without needing to move far from their posts.

The main method of ascending the Wall is by a magical elevator, added during the Al Menas era to aid in the defense of the Wall. Several teleporters are located in strategic areas, including one at the Adventurer's Guild headquarters, and these are used in emergencies. However, attacks on the Wall during the Diabolic Triumph damaged many of the teleporters, making them quite unreliable for regular use. Additionally, there is a lack of manpower to fully guard the Wall, so while priority is given to repelling the larger Daemons, several smaller ones slip through and make their way out into Alframe.

While it sounds easy on paper to just add more people to guard the Wall, the reality is much different. The main problem is the Abyss Sea, a large bay in north central Alframe. This is a wide area for the smaller Daemons to slip through without notice. There are boats patrolling the seas specifically to hunt these Daemons down, but they cannot keep up with every Daemon that gets beyond the Wall.

In an attempt to relieve the chronic shortage of fighters, many strong Tiens warriors have set aside any sort of selfishness and have placed themselves in suspended animation, sleeping until the time when they are truly needed for the safety of the world.

Vice City, the City of Sin

Vice City, a large metropolis in the Korgana Region, used to be known as the Shield Against the Daemons. However, the leaders of the city made a deal with the Barbarous to join forces against the Daemons, and now the city has fallen into Barbarous control, becoming the City of Sin. With little in the way of justice and order operating there, the Barbarous roam freely while the

original inhabitants, or whatever is left of them, cower in fear of their new rulers.

Famous People of the Central and Northeastern Alframe Continent

The following are some celebrities and people well-known throughout central and north-eastern Alframe. They can be used as NPCs to enhance your scenarios and help you get a feel for the world. They can also be used as agents of rival adventuring parties or organizations, as well. Even if they do not directly appear in front of the party, their subordinates can show up and interact with the PCs.

Famous People of the Randar Region

"Dandy" Matthias Hipshtall (Human/Male/38 years old)

"This is the economic heart of the continent, connecting east and west, circulating economics like blood."

The current chairman of the Harshika Chamber of Commerce, Matthias, is also head of the Hipshtall family, a large merchant family holding significant power in the Randar Region. A fearless, ambitious man, he is also quite charming and has an impressive air about him.

In the war-torn Randar Region, he has doubled Harshika's income over the course of his first year as chairman, partly due to his skillful diplomacy and incredible business acumen.

Although he may sometimes come across as forceful and aggressive, the results speak for themselves, which explains his ever-growing following.

Matthias is not afraid to call on adventurers to assist him with whatever project he's working on. He even has a few specially picked individuals he uses for personal projects. He is also quite capable on his own as well, as his power and position as a priest of Mirtabar make him a rather capable adventurer, should he ever choose to go out into the wilds.



"The Returned King of Braves" Erwin Kudrichka (Human?/Male/41 years old?)

"Peace is never easy to come by, in any age."

He bears the same name as an ancient king who fought and won against a Barbarous king during the Diabolic Triumph and drove the Barbarous out of the region. It is said that he is the second coming of this ancient hero, but there are many mysteries surrounding him and his origins, and there are also rumors that he is a reincarnation of another dead hero.

Regardless of his origins, Erwin is actively working to drive off the Barbarous, Daemons, and Undead to unify the Randar Region under his rule. Steadily expanding his territory, he draws warriors from around the region into his army, becoming one of the most powerful forces within the region in the process.

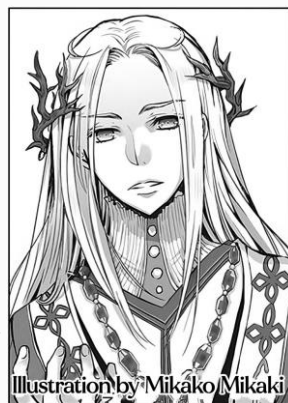


"The Risen King of Nightmares" Lukasz van Veylen (High Revenant/Male/?)

"If it is impossible for a man to do what he cannot, then is it destiny if he throws away his humanity to achieve his goals?"

Lukasz is an immortal king who resides in a sinister fortification known as Skull Castle, deep within the Prievidza Mountains. He is said to have knowledge of the world before the Diabolic Triumph, and it is rumored that he is an ancient wizard from the Durandal era, brought back to terrorize the world as a High Revenant.

When going into battle, he leads an army of those who had died in battle previously to shake the morale of any who may stand before him. It's said that there's a massive Shallow Abyss deep within Skull Castle, though whether it's been sealed away or is in active use is yet unknown.



Famous People of the Ursyla Region

"Warrior of Light" Nadine-Jame Ginumere (Elf/Female/221 years old)

"Protecting the Fairy Queen... That's why we use our powers."

She is the personal guard of the Fairy Queen of the Ginumere clan, one of seven Elven clans of the Avalf Federation, whose symbol is light.

Each of the seven clans and the guardians they send is on an equal footing, but Nadine-Jame is special among the rest of the guards. She is the oldest of all the current Queen's guards and has been elected to the position (for a term of one year) a total of 12 times, and is respected for her experience and ability in the position.

While her priority is to protect the Fairy Queen's "bedchamber", she is willing to help other Fairy Tamers, offering them her years of experience and her advice.

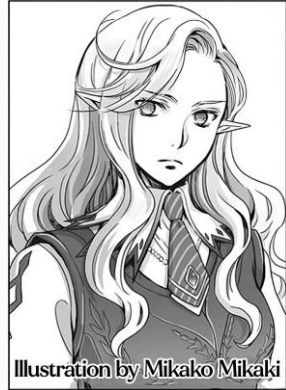


Illustration by Mikako Mikaki

"Fairy Storyteller" Chenakka (Meria [Short-Lived]/Female/4 years old)

"The Queen says that everyone is getting along. She is."

A Meria woman from the Fairy Kingdom Federation of Avalf, she is the storyteller and mouthpiece of the Fairy Queen for the Kingdom of Rosas. This kingdom is one where both short-lived and long-lived Meria intermingle, and Chenakka is one of the short-lived Meria that lives in the palace in the main city of Avalf.

She is responsible for answering the questions of the various clan chiefs and royal families brought to the Fairy Queen, though there is some doubt that she is really hearing anything from the Fairy Queen, as the answers all seem to be some form of "everyone's on good terms." At the same time, relations between the various clans and royalty are quite good, and some believe the doubters are only trying to cause trouble.



Illustration by Tai Nakajima

"The Smiling King" Cedric Montant (Human/Male/36 years old)

"Welcome to our kingdom and federation, where the hurried and the easygoing coexist."

He is the current king of the Kingdom of Ur-Va-Duul, the only human kingdom in the Avall Federation.

Within the federation, where Elves, Meria, and Humans coexist despite their massive differences in cultures and lifespans, he is able to mediate between the Elven clans and the Meria kingdoms while still keeping the wants and needs of his own people in mind. This skill in diplomacy means that he, and the kingdom of Ur-Va-Duul, oversee relations with other nations on behalf of the federation.

Though he is not the most handsome person, his appearance has a certain homely charm, and his never-ending smile and charisma make him no enemies. He is a strong warrior and skilled Fairy Tamer and an admirer of adventurers and their freedom to travel the world.



Illustration by Mikako Mikaki

"Cavalry King" Tajwar Valdedarde (Human/Male/78 years old)

"My one desire is to die on horseback!"

Tajwar is the current king of the Eyutorgo nation. Ever since inheriting the throne at age 16, he has been at the forefront of the Eyutorgo cavalry, fighting incessantly against the Barbarous and Daemons of the plains.

Skilled with a bow, spear, and sword, it is said that he is the strongest warrior in all Eyutorgo, possibly even in the Ursyla Region. He is also known for by far preferring to lead from the saddle, training troops, and patrolling the country, rather than ruling from the throne of Eyutorgo.

As he approaches his 80th birthday, he is considering handing over the crown to one of his descendants. However, there are quite a few children and grandchildren waiting, and none seem to stand out enough in his mind, making choosing a successor quite difficult.



Illustration by Tai Nakajima

"The Guiding Princess" Lidja Algeeva (Human/Female/15 years old)

"I can feel the presence of the Abyss nearby. Be careful, everyone."

Though she is still young, Princess Lidja is the current ruler of Sukhbaar, the Kingdom of the Holy Chain. A small, fragile girl, she has inherited the royal family's special ability to sense the presence of Daemons in the Abyss. She is also beloved by the people of Sukhbaar, eliciting an almost religious reverence among some.

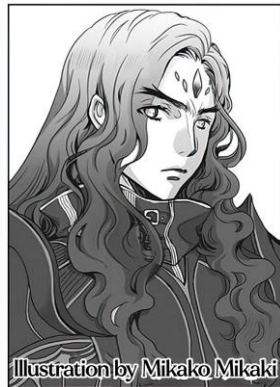
Young as she is, she is also a priest of Harula, the Guiding Star, and can wield Divine Magic beyond what would be expected of someone her age. She also occasionally disguises herself to walk among the populace, both to see how her people are faring as well as to detect any presence from the Abyss.

**Gavril Azarov (Tiens/Male/27 years old)**

"If you have awakened me, does that mean the Abyss is making its move?"

A Tiens knight of the Sukhbaar Kingdom, Gavril's skill in combat is said to be unmatched by any knight, former or current. He has also taken the time to further enhance his already formidable strength by infusing his weapons and armor with the power of the Abyss, making him an unstoppable force in combat.

Because of his strength, he doesn't want to waste his limited lifespan on anything but fighting, so he has spent some time in suspended animation. While he is physically only 27 years old, Gavril has been around for more than 200 years and has singlehandedly turned the tide in many important battles of the past. However, there are rumors that his Abyssally-enhanced equipment is taking a toll on his sanity, and many in the royal court are wary about waking him again.



"Chairman of the Lost" Josh van Heilen (Human/Male/32 years old)

"I know, I know. It's actually quite easy to get lost in this forest."

A former forest ranger and chairman of the council of the Sevray Forest Republic, Josh is quite adept at walking through the woods of the Great Sevray Forest and has saved many travelers who had become lost in the forest. He is also quite skilled at woodland combat and adept at commanding and maneuvering large battalions through complex treeline battlefields.

Because of his fame on the battlefield, he was elected chairman of the council at a rather young age. He earned the nickname "Chairman of the Lost" due to his penchant for going out into the woods to find lost children and becoming lost himself for significant periods. His unpretentious personality has won people over, and many in Sevray are more than happy to have such a leader.



Illustration by Tai Nakajima

"Material Researcher" Matti Hautaniemi (Leprechaun/Male/55 years old)

"Yes, yes, good stuff. Hope you can keep bringing me more good materials."

Matti is one of the more learned researchers of Alchemy in Haroon, though he is also knowledgeable in the thaumaturgic arts as well. Constantly on the lookout for new materials and new ways to extract prima materia from existing materials, his research and expertise are invaluable for any alchemist.

However, he is still a Leprechaun, and his wariness of the public eye means he is often quite difficult to track down. Once he trusts someone, though, he will be much more open, and willing to ask for favors to advance his research. Adventurers who bring him new and interesting materials are his favorite, and he will go to great lengths to help them in any way he can.



Illustration by Tai Nakajima

"The Overlooked Genius" Pat Pot Delroy (Grassrunner/Male/25 years old)

"It's not great to be overlooked, but it sure is convenient, eh?"

At first glance, Pat Pot Delroy appears to be a mere child. Even if he were to be recognized as a Grassrunner, he seems to be the kind of person who wouldn't be up to much more than idling the days away, watching the sun go by. Yet, he is one of the top intelligence officers for the Eyutorgo nation.

Fully embracing his inconspicuous appearance and the flighty reputation of his race, he is highly skilled at infiltration and receiving intelligence that he can pass back to King Tajwal. He has a wide network of informants at his command and knows of many secrets and hidden ways around most of the major nations of the Ursyla Region.

"Cold-Hearted Investigator" Heisbert Thringel (Nightmare/Male/178 years old)

"Magic is not some toy, some tool used to rule the world, or even to serve others. It is the way that we can find out the truth of the world."

The Supreme Master of the Sword of Knowledge in Haroon, Heisbert is a master of all types of magic, though his specialization is Truespeech Magic. Though he is ever in pursuit of his quest for knowledge, he will take time to train magical prodigies, teaching them diplomacy and economics and sending them off to become court wizards in their own right. Though everything in his life revolves around the pursuit of knowledge, he is also known as a cool-headed realist.

Famous People of the Zamsaska Region

"Daemon King" Zegan (Human?/Male/?)

"The power of the daemons is the strongest in the world, beyond what humans could do..."

Fo Formerly the court magician of the ruined kingdom of Rusea, Zegan has taken the throne himself as a representative of the Daemons who now rule over the region. He revels in his status as a symbol of fear for all those who would stand against him.

Since taking the throne, Zegan has fused with innumerable Daemons and is no longer anything remotely resembling Human. Any records of him, or even old Rusea, have been lost to time, and some speculate that he was not originally Human but another short-lived race that sought immortality. Many

heroes have attempted to take the lands back from the Daemons, but none have survived.

Famous People of the Korgana Region

"Iron-Blooded Guild Leader" Hadruka Gadgalis (Dwarf/Male/121 years old)

"Be on your guard. The Abyss is always close by."

Hadruka is the Guild leader of the Adventurer's Guild Headquarters, located near the Wall of the Abyss. He has devoted everything to preparing for fighting the Abyss, boasting a will of iron, an indomitable body, superior fighting skills, and unwavering faith in Eve, the Shield Against the Abyss. He is a compassionate and caring man who will nurture up-and-coming young adventurers. However, he is also able to set his emotions aside when necessary, becoming as cold as ice.

"Night-Eyed Wolf" Wanagiska (Lykant/Male/83 years old)

"In time, with our own hands, we can make this darkness pass."

Wanagiska is the leader of the Keepers of the Wall and a wolf Lykant. When on duty, he is always in his transformed state, looking out into the darkness others cannot penetrate. Standing on top of the Wall, he is always prepared for a fight and will join the front lines whenever he can. Known as a magical warrior, he has defeated countless higher Daemons. It is said that he will only leave the Wall when training recruits, and even then, not for long.

"Dragon Admiral" Gillorn Drexler (Lildraken/Male/137 years old)

"Hrm. The current has changed. Prepare yourselves. The Abyss is coming!"

Dispatched from the Adventurer's Guild, Gillorn leads a fleet that patrols the Abyss Sea in search of any Daemon that may try to cross the waters to reach Alframe. Originally a Keeper of the Wall, he specializes in hunting and killing Daemons.

To patrol as wide an area as possible, he looks for those who can fly, whether magically or otherwise, and puts them to work on his ships. However, the Abyss Sea is much too large for the number of boats in his fleet, so there is always a shortage of forces that can be out on patrol.



Here you can find information for GMing at high levels, sample scenarios, Specialized Divine Magic of the Gods of the Second Sword, and data on monsters and golems and upper-level familiars.

Part 5 Game Mastery

Illustration by Oka

Mastering Supplement

High-level Adventurer Remuneration

This the most complete total remuneration guideline (see CRI I, p. 362) for all 15 levels.

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
10 - 11	12,000	9,000	3,000	12 - 20
11 - 12	15,000	12,000	3,000	13 - 22
12 - 13	18,000	13,500	4,500	14 - 24
13 - 14	25,000	20,000	5,000	15 - 26
14 - 15	35,000	30,000	5,000	16 - 28
15	50,000	40,000	10,000	17 - 30

Scenario

Sample Scenario "Giant Looking Up at the Sky"

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

This scenario is an adventure set inside an abandoned colossus (see CR II, p. 390) and is a labyrinth exploration.

Without warning, this huge, abandoned magical weapon has begun to show signs of functioning, and the PCs are asked to investigate and, if possible, safely shut it down. The PCs' investigation reveals that one of the Barbarous that has mastered magitech, has infiltrated the interior of the Colossus and is planning to reactivate it and use it to invade a Humanoid realm.

The ultimate goal of the adventure is to enter the Colossus, figure out how to pass through its interior, defeat the Barbarous, and keep the Colossus at a safe distance from Humanoid lands.

Session Preparation

This scenario is designed for 3 to 5 PCs of levels 10 to 11. If it is played with more or fewer PCs, or ones of a different level than the range suggested, the GM should adjust the level and number of enemies appropriately.

Character Preparation

If you wish to prepare new PCs to play only this scenario, please use the high-level sample characters in the first part of this book (see p. 13-65) or create a character according to the "Creating High-level Characters" rules (see p. 72),

using the "10-11 level" column in the "High-level Character Creation Table" (see the next page).

Excerpts from High-level Character Creation and Average Growth Tables

Average Adventurer Level	Number of Growth	Additional Experience Points	Money	Current Reputation	Abyss Shards in Possession		
10 - 11	34	+62,000	120,000G	900	15		
		Growth ①	Growth ②	Growth ③	Growth ④	Growth ⑤	Growth ⑥
		9	7	7	6	4	1
		7	6	6	6	5	4

Fellows

If the number of PCs is small, you may prepare Fellows and introduce them at the beginning of the session. In this case, find a Fellow with Adventurer Level 10-11 or use one of the high-level sample characters and then convert them into one or more Fellows.

Scenario Setting

This scenario is set in the Kingdom of Shuvud, a state in the Randar region (see p. 277). This Humanoid nation is a small country with fewer than 5,000 inhabitants living in the capital city of Kudas. Most of the population, including the royal family, are Humans. The nation's sphere of influence is not large.

It is possible to play this scenario with the main labyrinth (the Colossus) in a different region or country. In this case, the GM should change the introduction and other parts of the scenario that are highly dependent on the location.

Main Scenario

Introduction

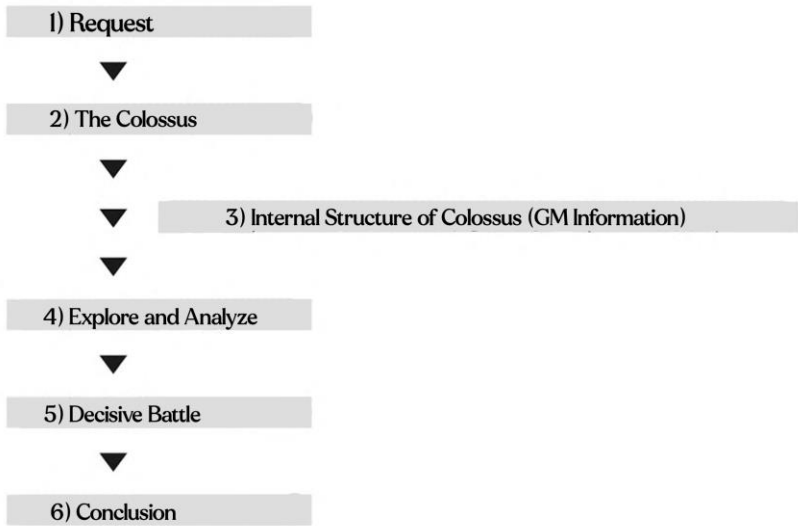
The small nation of Shuvud, nestled in the war-torn Randar region, is an anomaly among its neighboring Humanoid states. Despite its size and relative weakness, it has remained untouched by invasion due to its strategic location bordering the territory controlled by the Barbarous.

But this peace is fragile, as any attack on Shuvud would inevitably draw the attention and aggression of the Barbarous, forcing neighboring countries to

defend themselves. Thus, the two countries adjacent to Shuvud have shown restraint, refraining from marching into the vulnerable nation. However, this state of security is about to change, as Shuvud is fated to lead the charge against the Barbarous and must maintain its defenses.

And now, a dramatic change on this battlefield is about to occur...

Scenario Flow



In this scenario, the PCs receive a "1) Request", go to "2) The Colossus," the main setting of the game, and break into the Colossus to "4) Explore and Analyze" it, deciphering its mechanisms, and bypassing its tricks and traps. Finally, they will have a "5) Decisive Battle" with the Barbarous that is planning to take over the Colossus, defeating them to reach the "6) Conclusion".

To proceed with the exploration inside the Colossus, the GM must understand its structure and mechanisms in advance so that the session proceeds smoothly. Please read carefully and make sure you understand the scenario before play begins rather than attempting to run it on the spur of the moment.

1) Request

The Adventurers' Guild Branch, known as the "Quiet Pavilion of the Giant Colossuses," is in Kudas, the capital of the small country of Shuvud. You have been invited to the branch because of your fame and abilities.

Karasin (Human/Male/44 years old), the owner of the "Quiet Pavilion of the Giant Colossuses," requested you as you are amongst the best in the Guild.

This job is one of great concern to me, and it has the potential to affect the future of this country.

The name of this branch derives from the giant colossuses, and on the frontier of this country, there lies a giant colossus that stopped moving long ago.

But we have learned that it has recently stood up, though it has always before been in a crouched posture holding its knees and not moving at all.

Only a limited number of adventurers can hope to handle such a situation. I kept inquiring with the neighboring branches and was referred to you. Please help us to solve this problem."

○Request

- Client: Kingdom of Shuvud. Reward: 10,000G. Additional reward of 2,500G for determining or predicting why the Colossus has risen and what will happen if left unchecked. Additional 7,500G for eliminating future dangers.
- As an advance payment, the branch will provide two weeks' worth of preserved food per person, enough for a round trip to the site (6 days) and a stay for the exploration.
- Although no time limit is set, if the Giant Colossus does anything other than remain where it is, the mission will be treated as a failure. In that case, there may be no way back, so Karasin stresses that the characters should act with urgency.
- PCs can keep items gained on adventures, but must catalog them. The kingdom or Adventurers' Guild may require the PCs to sell certain items, such as a manual for operating a giant Colossus.

○Situation

- A colossus is a huge magitech used in the era of the Diabolic Triumph, the largest of which exceeded 100 meters in height.
- The objective in question is a colossus that is estimated to be about 60 meters tall. Although it is not as large as the largest magitech, of which there are said to be only 13 on the continent, it is still estimated to have immense power. If it were to go out of control, the whole of the Shuvud Kingdom would face devastation.
- Since its discovery, the Colossus has remained in a cowering, knee-hugging position, with no record of it ever being operational - until now.

- A scout who regularly observes the Colossus reported that it had moved and stood up with its arms raised to the sky about ten days ago. The exact timing of this event is unknown. It was still in a crouching posture during the previous observation mission a month prior, so it must have happened between then and now.

- No damage has been reported yet, but the Colossus cannot be left unattended, so the scout contacted the Adventurers Guild Branch in the neighborhood and asked them to dispatch skilled personnel to the area.

- The Colossus is located about three days' walk from Kudas, amid an extensive wasteland.

- It has been confirmed that the Colossus has doors in both heels (at the position of the Achilles tendon). Since it is magically sealed and prohibited by law from being accessed, there is no record of these doors being opened. Now, the PCs have been granted permission to open the doors. If necessary, Guild can provide a magical Key of Unlocking.

- Beyond the wasteland where the Colossus is located is Barbarous territory. Up until now, fear of the Colossus and what it might do has meant that the area has become a buffer zone between the Humanoid lands and those of the Barbarous.

The person who witnessed the rise of the Colossus was a low-level adventurer belonging to this Guild branch, but the PCs cannot obtain any more detailed information from him.

If the PCs request it, they will be provided with an additional Key of Unlocking as part of an advance payment.

2) To Colossus

Following the route that you were given, you have arrived at the wasteland where the Colossus is located. The Colossus can be seen from several hundred meters away, with few obstructions to the view. It stands poised on the ground with its arms raised toward the sky.

Bodies of Concern

When the PCs are about 50m away from the Colossus, they notice the corpse of a Barbarous on the ground nearby. If the PCs perform a Monster Knowledge check, and obtain a success value of 14 or more, they recognize that it is the body of a Garuda (see CR II, p. 354).

The Garuda's body is found with scorch marks all over it. It looks like it was attacked by a powerful fire, energy, or lightning-type attack. The PCs can also conclude that a great deal of damage would have been required to kill this so-called "King of the Sky"...

Danger of Flying

Should a PC come within 50 meters of the Colossus, if they are at a point higher than 5 meters above the ground (by flying, for example), then turrets will appear on the surface of the Colossus' body.

That PC must immediately perform a Danger Sense check with a Target Number of 22. If they succeed, they will notice the change in the Colossus and can quickly land.

If the Danger Sense check fails, or if it succeeds and the PC is still in mid-air, a ray of light is fired from one of the turrets and hits the PC. They must make a Willpower check with a Target Number of 22, suffering 2d+15 energy magic damage on a failure or half that amount on a success.

The GM should warn the players that a great many turrets have appeared on the surface of the Colossus. It should also be pointed out that the Garuda was probably shot multiple times, and the longer any PC persists in flying, the more turrets will target them (as was the case with the Garuda).

If the PC still remains in the air, after 10 seconds (1 round), two guns will open fire, and the PC will suffer the same damage twice. The number of guns that spew fire is doubled every 10 seconds (1 round) thereafter - 4, 8, and so on.

Heel Entrance

As previously mentioned, there is a doorway at the heel of the Colossus. The Colossus is facing south and the PCs are approaching from the west. If they approach directly, the Colossus' right foot will be in front of them.

The doorway in the right foot is locked by a spell cast with a success value of 20. It can be unlocked using a Key of Unlocking or a Spellcasting check using an unlocking spell such as [Unlock] with a success value of 21 or more. The PCs may also try to dispel the magic that locks the door. In that case, they will need to perform a Disable Device check with a Target Number of 21 to open the lock after dispelling the enchantment with a success value of 21 or more.

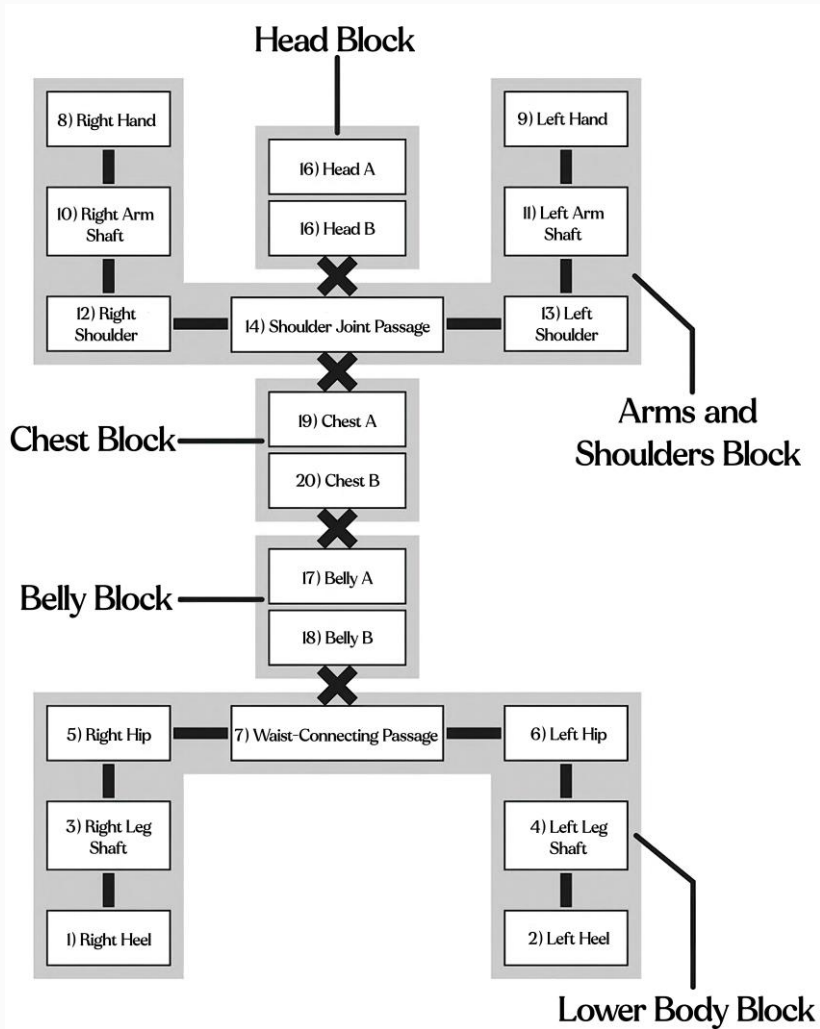
The doorway on the left foot (which is initially furthest away from the PCs) has been destroyed and left open; a character who has mastered the Artificer class will know that it was forced open by a magitech [Knocker Bomb].

If the PCs access the Colossus through one of these entrances, proceed to "4) Explore and Analyze" (see p. 311). The GM should know the details in "3) Internal Structure of the Colossus (GM Information)", to handle the exploration of the inside.

Climbing the Colossus exterior is dangerous. After 5 meters, turrets described in the previous section, "Danger of Flying," attack. The turrets shoot parallel to the surface, targeting the PC and not the Colossus itself.

3) Internal Structure of Colossus (GM Information)

Colossus Structure Chart



This section provides information on how the labyrinth can be explored and details the NPC "Fractal," who assists the PCs in the scenario and gives hints to keep the session moving forwards. The GM should read this section carefully before proceeding with part "4) Explore and Analyze".

Block Structure

This Colossus is divided into five major blocks.

- Lower Body Block (Entrance/Exit: "Heels (both legs)," "Hips (both body sides)")
- Belly Block (Entrance/Exit: "Belly")
- Chest Block (Entrance/Exit: "Chest")
- Head block (Entrance/Exit: "Mouth")
- Arms and Shoulders Block (Entrance/Exit: "Both Hands")

There is no internal passage between each Block. The only way to move from one Block to another is to use the entrance/exit provided for each Block.

However, in the scenario, the only entrances from the outside world are in the "Heels"; to move between Blocks, the PCs must rely on special, directly connecting entrances. See the next section.

Moving Arms

The Colossus can link the entrance and exit in its Hands with the entrance and exits of other Blocks, depending on the position of its arms.

If it places its arm over its mouth, head and palm will be linked, and if it places its hand over its chest or belly, its chest/belly and hands will be linked. If it places its hand on the side of its body, then the waist and the hands will be linked.

In a room with a "Hand" doorway, the PCs can manipulate the position of the arm on that side. Alternatively, the PCs can "call" the Hand when they are in the Mouth, Chest, Belly, or Waist.

The arms allow the PCs to travel between the various blocks of the Colossus. Finding out how they move is one of the first goals of the PCs' exploration.

Movement to Restricted Chest

The final battleground for this scenario is the Chest of the Colossus. However, it is not easy to move to this place. The leader of the Barbarous, who has already reached the "Chest," interferes with the normal movement of the arms.

To place an arm on the Chest, the PCs must find a backdoor (see p. 320). Finding it is essential to solving the scenario.

Entrance and Exit Between Each Room

Inside the Colossus, the entrances and exits between the rooms are, in principle, closed by magic cast with a success value of 20.

However, the entry point of the left heel, the entrance between the left heel and the left leg shaft, and the entrance between the left leg shaft and the left hip have been destroyed by [Knocker Bomb] magitech.

Fractal Magitech

In this scenario, a small humanoid magitech assists and accompanies the PCs. It is named Fractal and is about 1.2m tall, looking like a colossus shrunk down 1/50 scale. Through the PCs' actions, it can recover its lost memories and support the PCs in their adventures. It cannot fight, however.

Fractal's Recovered Memories and the Function of Colossus

Fractal can regain its memories and functions under certain conditions. Please copy the following chart and keep it handy so that you, as a GM, can always refer to it.

Conditions and Results of Fractal Regaining Memory

Condition	Result
Pointed out the similarity between himself and Colossus	Meaning of Likeness (see this page)
PC shows a willingness to observe the colossus from the outside	Dispatch of Observation Subunit (see p. 310)
He was asked what he meant by the term "General Supervisor."	About the General Supervisor (see p. 310)
Asked what he meant by the term "Defensive Posture".	The Defensive Posture of the Colossus (see p. 310)

Meaning of Likeness

When it is pointed out that the Fractal looks just like a reduced version of the Colossus itself, Fractal remembers and talks about the following:

"This must have been the idea of the Colossus and the artificer who designed us. By sharing a common format, it is possible to pattern various operations and increase efficiency.

"So, the shape, the way we walk, and the way we change our posture, are similar."

Dispatch of Observation Subunit

When the PCs talk about wanting to see how the Colossus moves from the outside when they manipulate its arms from the inside, Fractal reminds them that it is equipped with a subunit for observation.

A single subunit is housed in the abdomen of Fractal, and like Fractal, it is a hugely scaled-down version of the Colossus. It is about 15 cm tall (1/4,000 compared to Colossus, 1/80 compared to Fractal).

This subunit cannot move but is used as a fixed-point camera to be placed where the observation is to be made. The data observed by the subunit is relayed to Fractal, who can reproduce it, projecting it as an image in the air.

About the General Supervisor

When the PCs hear the words "General Supervisor" and ask what it means, Fractal reminds them of the following:

"The General Supervisor is the person who has sole authority to manage and run this Colossus. They have a seat in the centralized control room in the "Chest" of the Colossus. There are several terminal devices to run the Colossus, but the orders issued from the centralized control room with the authority of the General Supervisor have the highest priority.

"However, the General Supervisor from the time of the Diabolic Triumph must already be dead. Perhaps this Colossus is being taken over by someone else who has come aboard?"

"If so, as a General Supervisor, their orders will be the top priority. Still, it is not possible for them to respond to every automatic or reflexive action that is not a direct result of their orders. Besides, there is no way for them to deal with what they are unaware of. We can infer that there is an opportunity for us to intervene, at least until they fully understand the controls..."

The Defensive Posture of the Colossus

When the PCs see or hear the term "Defensive Posture" regarding the Colossus and ask about it, Fractal recalls the following.

"The head, chest, and belly are the most important parts of the Colossus. Suppose major damage occurs in one of these areas. In that case, the Colossus automatically assumes a posture that protects the remaining two areas with its two arms. This is the Defensive Posture.

"I, who am similar, will act in the same way. You may experiment with me as long as you don't damage me. If I'm punched in the stomach, I should automatically assume the Defensive Posture."

If the PCs try this with Fractal, then the Defensive Posture can indeed be reproduced.

4) Explore and Analyze

This description is based on the Colossus Structure Chart on page 307.

1) Right Heel

Accessible through a doorway in the heel (see p. 306), this room's walls, floor, and ceiling are covered with strange patterns that seem related to Magitech Civilization era technology.

Upon first entry, the PCs encounter a magitech that introduces itself as "Fractal."

There is a magitech in the room. It is humanoid and about 1.2 meters tall. Its appearance is very similar to that of the Colossus you have just entered, resembling what it would look like if it were shrunk to 1/50th of its original size.

"Welcome. I am Fractal."

You notice that the magitech introduces itself in the magitech language.

Fractal, who greeted the PCs, tells the following story.

"I am an artificial life form created by magitech and I was designed to be one of the "maintenance units" of this Colossus.

"This Colossus can move. There must be ways to make it move... Unfortunately, I do not think I can recall them.

"I am not sure if this is due to aging or some accident, but my knowledge about myself and this Colossus seems to have been severely curtailed.

"For example, I should know how to move this Colossus and recall its internal structure, but I can't remember at all.

"There must have been some way to maintain the Colossus, but I can't remember that either. However, I feel that, given a chance, I can get my memory back.

"There must be another being exactly like on the left leg side. I can't remember if there are any others inside."

Fractal asks the PCs to accompany him. He pleads that if something is wrong with the Colossus, it is his role to bring it back to normal and that even if he cannot remember how right now, he will be able to help PCs when his memories come back to him.

2) Left Heel

It is possible to enter through the torn doorway in the left heel (see p. 306). The room's structure is the same as in "1) Right Heel", but the doorway in the

room's ceiling has also been destroyed. Inside there is a black agate colossus statue. The statue is in a posture that looks like it is hiding its face with its right hand and protecting its chest with its left hand.

“There is a black agate statue in the room. It is humanoid and about 1.2 meters tall. In appearance, it is very similar to the Colossus you have just entered. It cannot be a mere model, for it has been reproduced with great precision and detail.”

The PCs can perform a Monster Knowledge check, and if they obtain a success value of 11 or more, they can refer to the data about the Onyx Basilisk (Monstrous Form - see p. 336), the monster that created this statue.

And if Fractal is accompanying them, it tells the following story.

“This is the same thing as me. The logical inference is that it was transformed into this form for some reason.”

The PCs can remove this petrification by casting [Cure Stone] with a success value of 23 or more or by using a Cure Stone Potion III.

Once the petrification is lifted, a magitech is revealed that looks and acts just like Fractal. Please refer to "1) Right Heel" (see the previous page) for details.

After removing the petrification, this version of Fractal tells the following story:

“The entrance was destroyed by a [Knocker Bomb], and something that looked like one of the Barbarous entered. I took a defensive posture as soon as I could, but its gaze immobilized my body.”

The advantage of having two "Fractals" is not great. They regain their memories and functions at the same rate.

3) Right Leg Shaft

This is a 25-meter vertical passage enclosed by smooth walls.

The vertical shaft can be climbed by Climb check, but PCs challenging this scenario may have many other ways. The GM should be willing to indulge them.

4) Left Leg Shaft

This area is the same as "3) Right Leg Shaft", but the doorways leading to 2) Left Heel and 6) Left Hip have been destroyed by [Knocker Bomb] magitech.

5) Right Hip

In this fairly large room, there is a magic device installed in one corner. It is a waist-high table, and symbols and magic sigils float in the space directly above it.

There are entrances and exits on the floor and on the east and west walls. The one on the floor leads to "3) Right Leg Shaft," the east one to "7) Waist-Connecting Passage," and the west one to the outside.

Characters who can read magitech can use the magical device in this room, as can Fractal. When they operate the device properly (no check is required), a pictograph representing the right hand and a series of letters next to it will appear on the device.

If the Right Arm of the Colossus is not "Lowered to the Waist"

The initial position at the start of the scenario (when hands are raised toward the sky) is also applicable. In this case, the word "Call" is floating next to the picture symbol. When this is touched, a loud mechanical sound is generated, and then a loud "clang" is heard near the west doorway. This means that the right arm has come to the "Waist." Now the display changes to the state described in the next section.

If the Right Arm of the Colossus is "Lowered to the Waist"

The letters next to the symbol read "Ready for Transfer." When PCs put their hand on the door, the doorway to the west opens, and they can get to the 8) Right Hand.

6) Left Hip

This room is almost identical to room 5) Right Hip. The only difference is that the doorway on the floor has been destroyed and left open (there are signs of destruction on the doorways on the east and west walls). The symbols that appear in the magic device are for the left hand, and the "9) Left Hand" of the Colossus is manipulated and moved here by the device.

7) Waist-Connecting Passage

A straight passage connects "5) Right Hip" and "6) Left Hip".

8) Right Hand

This is a square room. In one corner, there is a magic device installed. It is a waist-high table, and picture symbols and magic characters are floating in the space directly above it.

There are doorways on the floor, ceiling, and east, west, and north walls (only the south wall is missing one). When the Colossus changes the position of his arms, its wrists are folded or rotated in accordance with the movement so that each doorway changes where it leads (some of them are immediately blocked by walls or jam-packed pipework and wiring). On the other hand, the room itself maintains its orientation. Even if the arms move, the room will not be skewed or turned upside down.

Depending on the arm status ("raised to the sky," "hand over mouth," "hand over chest," "hand over the belly," or "lowered to the waist"), one of the doorways leads to the room on the side of the Block with which it is in contact (except when "raised to the sky"). The remaining one leads to the "10) Right Arm Shaft". During the movement of the arm, all the doorways are blocked.

The correspondence between the position of the right hand and the entrance/exit is as follows..

Correspondence of Each Entrance/Exit of the right hand, per position of the Right Arm

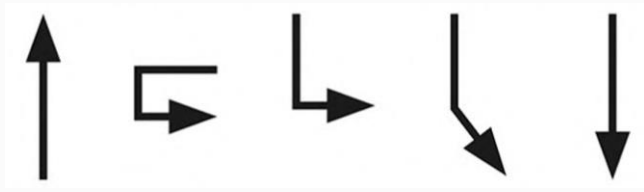
Entrance on the Right Side/ Right Arm Position	Sky	Mouth	Chest	Belly	Waist
Ceiling	Outside (On the Palm)	X	X	X	10) Right Arm Shaft
Floor	10) Right Arm Shaft	X	X	X	X
East	X	X	X	X	5) Right Hip
West	X	10) Right Arm Shaft	10) Right Arm Shaft	10) Right Arm Shaft	X
North	X	15) Head A	19) Chest A	17) Belly A	X

X: It's blocked.

The magic device can be either used by a character who can read magitech or by Fractal. A series of symbols that indicate the state of the right arm appears.

In order of precedence, they are: "upward arrow," "180-degree bend," "down and then right-angle bend," "down and then slow angle bend," and "straight

down," respectively. The magic device can be either used by a character who can read magitech or by Fractal. A series of symbols that indicate the state of the right arm appears.



Among these, the symbols corresponding to the current state of the right arm of the Colossus are highlighted ("raised to the sky," "hand over mouth," "hand over chest," "hand over the belly," or "lowered to the waist"). In addition, if the doorway leading to another Block in the Colossus is open, it blinks.

When a Hand is Held Over a Blinking Symbol

The doorway closes, and the corresponding symbol is simply highlighted.

When PC Holds Their hand over the Highlighted Symbol

The doorway opens. The doorway on the other side of the connected block also opens to allow transfers. The symbol flashes.

When PC Holds Their hand over any Other Symbol

The arm tries to move to the specified position (if the doorway is open, it will close automatically). However, this will not be accomplished in the following cases:

Movement Instructions to Chest ("Down and then Right Angle Bend")

Immediately after the room begins to move, a warning tone is heard throughout the room, and an announcement is made in magitech: *"The instruction has been rejected by the General Supervisor."* Regardless of the original position, the arm is moved to the "raised to the sky" position. The words "General Supervisor" can jog Fractal's memory (see p. 310).

The Mouth or Belly is Directed, but There is Already the Other Arm There

Immediately after the instruction is given, a warning tone echoes through the room, and an announcement is made in magitech: *"To avoid a collision, the instruction is rejected."* The arm does not move.

9) Left Hand

This is the same as "8) Right Hand," only with a left-right distinction. In the correspondence of the entrances and exits, consider east and west in reverse (e.g., if the arm is on the body side, it is the west entrance that leads to "6) Left Hip").

10) Right Arm Shaft/11) Left Arm Shaft

The structure is the same in both cases: each shaft is 20m long, and the end of each is connected to either 8) Right Hand/9) Left Hand, or 12) Right Shoulder/ 13) Left Shoulder.

The internal orientation matches the situation for the arm. For example, if the arm is "raised to the sky" or "lowered to the waist," it is a vertical shaft; if the arm is "hand over mouth," it is a horizontal passage that advances 10m, turns a corner, and then advances another 10m.

12) Right Shoulder/13) Left Shoulder

There are doorways on the east and west walls, the floor, and the ceiling. The doorway to the inside of the body (Right Shoulder: east, Left Shoulder: west) is always connected to the "14) Shoulder Joint Passage". The floor, the ceiling, and the doorway to the outside of the body are connected to the "10) Right Arm Shaft/11) Left Arm Shaft" depending on the status of the arm (Sky: ceiling, Mouth: west or east, other: floor). The other entrances and exits are blocked and cannot be passed through.

14) Shoulder Joint Passage

This horizontal passage is about 20 meters long and connects the 12) Right Shoulder and the 13) Left Shoulder.

15) Head A - Waiting Room

This small room can be entered from 8) Right Hand or 9) Left Hand when either of the arms of the Colossus is in the "hand over mouth" position.

There are two entrances, one on the rear wall and the other on the outside wall, where the Mouth is.

Although the same kind of magical device as in 5) Right Hip is in place here, with this one, symbols for both the left and right hands appear (instead of just one or the other). Either one of the arms can be operated from here

If Either Arm of the Colossus is Away from the "Mouth"

In this case, the word "Call" appears next to the right hand and left hand. By placing a hand on either of them, a PC can summon the hand of the Colossus so that it moves to the Mouth.

If Either Arm of the Colossus is in the "Mouth"

The word "Ready for Transfer" appears next to the symbol for the hand on the side that is held over the Mouth. If a character places their hand over the "Ready for Transfer" symbol, the doorway in the outside wall will open. The doorway in the hand will open in tandem, and the PCs will be able to enter.

The door on the rear wall will be inoperable and will not respond when the PCs hold a hand over it.

16) Head B

The PCs can arrive here only from 15) Head A. There is a magic device at the back of the room; either a PC who can read magitech or Fractal can operate it to get a report regarding the history of the Colossus.

It turns out that the place where the Colossus stands was where the Barbarous emerged from underground during the Diabolic Triumph and was the foothold for their invasion. Originally, there were unknown ruins from the Ancient Magic Civilization period in this location, and the Barbarous had been building up their forces in the area. The Colossus fought to stop them and remained in position at a semi-standstill in case of further incursions. Since the end of the Diabolic Triumph, there is no further record of the Barbarous ever having reappeared at this place.

The PCs also find a series of text messages marked "Stop Code" and "Self-Destruction Code." It seems that entering this code into a special magisphere makes it possible to send the commands to a specific magitech. However, there is no corresponding magisphere in this room.

17) Belly A - Waiting Room

This is a small room that can be entered from 8) Right Hand/9) Left Hand when one of the arms of the Colossus is in the "hand over belly" position. It is the same as "15) Head A - Waiting Room" except for the part related to the head and the belly.

18) Belly B

The PCs can only arrive here from 17) Belly A. On the first entry, a magitech is waiting for them. In Standard Combat, the distance between the

first PC and the magitech is 5 m. In this battlefield, there is only a space of 5m from the first PC and the last.

The appearance of this magitech is very similar to that of the Colossus (and of course, Fractal). It is about 3 meters tall (about 1/20 the height of the Colossus and 2.5 times the height of Fractal).

13 Colossus: Miniature

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 19/23 **Weak Point:** Physical damage +2 points

Initiative: 20 **Movement Speed:** 20/- **Fortitude:** 17 (24) **Willpower:** 16 (23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Head)	-	-	16(23)	12	100	-
None (Chest)	-	-	15(22)	12	110	-
None (Belly)	-	-	15(22)	12	110	-
Fist (Arm)	17(24)	2d+16	15(22)	8	95	-
Fist (Arm)	17(24)	2d+16	15(22)	8	95	-
Kick (Leg)	16(23)	2d+16	14(21)	14	110	-

※See scenario text.

Sections: 6 (Head / Chest / Belly / Arm x 2 / Legs) **Main Section:** Head / Chest / Belly (All)

Unique Skills

●All Sections

○Mechanical Body

It is immune to criticals from edged weapons.

○Mana Coating (3)

Reduces magic damage received by -3.

●Head / Chest / Belly

▶Magitech 10 Level/Magic Power 13(20)

▶Light Ray/16(23)/Willpower/Half

With "Range/Area: 2(50m)/Line," fires a Light Ray, dealing 2d+10 energy magic damage to targets.

Once two of the three sections have used this skill, the remaining one cannot use it.

●Arm

○Continuous Attack

If the section successfully hits a target in melee, it may make a second attack against the same target.

○Defensive Posture

If one of the main sections (head, chest, and belly) is destroyed, the other two sections are defended with one arm each.

Each Arm section is considered to have acquired the combat feat [Cover II], and the covers two remaining sections. At the same time, the Arms lose the [○ Continuous Attack] ability.

If two of the Main Section are destroyed, only one arm assumes the [○Defensive Posture].

●Legs

○Kneel

If the HP of any Leg section is reduced to 0 or less, Head, Chest and Belly sections receive a -2 penalty to the success value of [▶ Light Ray] and Evasion checks.

Loot

None

The HP of each section of the “Colossus: Miniature” is reduced by -20 if the number of PCs is 3 or by -10 if the number of PCs is 4.

Once the “Colossus: Miniature” has been eliminated, the room can be explored. At the back of the room, the PCs find a special magisphere. Examining this device, the PCs will discover that it is a “Colossus: Miniature Operation Sphere.” At the same time, they will receive an “Installation Code.” The Colossus: Miniature Operation Sphere has an input section that will accept Magitech Civilization characters, and which can be used by a PC who can read magitech (or by Fractal) to input various codes. Each code is a complex string of characters and takes one minute (6 rounds) to enter. Only one code can be entered at a time because it is overwritten when a new code is entered. After entering a code, the associated command is executed by pressing a button. It is also noted that there exists a “Stop Code” and a “Self-Destruction Code,” which can stop an activated “Colossus: Miniature”, and then the Self-Destruct code can be used to destroy it in the stopped state. However, these two codes cannot be found in this room.

This information about the codes becomes available when the PCs obtain the magisphere and the “Installation Code” in this room. Each code requires the ability to read and write magitech, but any PC can use the magisphere after the code has been entered.

Enter the Installation Code

This works only when the magisphere is used with the “Installation Code” in 18) Belly B. Also, nothing happens if there is already an intact “Colossus: Miniature” in the room. Otherwise, part of the floor in the center of the room opens, and a “Colossus: Miniature” rises from it. If the PCs peek through the opening, they will see that there are many “Colossus: Miniatures” under the floor of the room. They cannot themselves venture under the floor.

Should a PCs ask Fractal about the total number of such magitechs down there, he replies, *“There is a full reserve, and, as I recall, it can be replenished as much as necessary through an automatic creation function”.*

A stopped “Colossus: Miniature” is automatically activated as soon as one of the colossus' hands leaves the Defensive Posture. Therefore, as soon as the PCs leave it, go to another Block, and come back, another will have been activated and will be ready to fight again. However, they can avoid a battle by using the Stop Code (see the next section).

Enter the “Stop Code”

A “Colossus: Miniature” in the activated state can be stopped by using a magiSphere with a Stop Code entered in advance. To do so, the PC with the

magisphere needs to be in the same location (area, coordinate) as the “Colossus: Miniature” and issue a “Stop” command with a Minor Action. The PC can do this on their turn, as usual, after combat is initiated and the PC has entered the combat.

Enter the “Self-Destruction Code”

Only a “Colossus: Miniature” in the stopped state can be ordered to Self-Destruct. This is done by touching it with a Magisphere that has had the Self-Destruction Code entered in advance and sending the command (Self-Destruct commands are not accepted in the activated state).

Self-Destruction occurs after 30 seconds (3 rounds) from the input. To avoid collateral damage, the PCs must retreat to the outside of 18) Belly B. If they stay in the room, they will receive 50 bludgeoning magic damage at the time of Self-Destruction.

Note that when Self-Destruction of a “Colossus: Miniature” occurs in 18) Belly B, the main Colossus automatically takes a Defensive Posture and protects its head and chest.

Asking about the term “Defensive Posture” jogs Fractal’s memories (see p. 310).

19) Chest A - Waiting Room



Moving to the Chest

For the PCs to move to the chest, they must use the Self-Destruct Code on the Colossus: Miniature, and then take advantage of the “Defensive Posture” that the main Colossus assumes when the miniature version self-destructs. Only in this way can the PCs bring the hand of the Colossus to its chest without being interfered with by the leader of the Barbarous, who is sitting in the control room in the chest. Immediately after giving the Self-Destruction command, the PCs can successfully move to the chest by transferring to the hand resting on the belly.

If the PCs succeed in placing the colossus’ hand on its “Chest” by using the Defensive Posture, they can make their way to this room. The structure and function of the room are the same as those of 15) Head A and 17) Belly A. The PCs can proceed to 20) Chest B through the rear doorway. This doorway has been visibly damaged by a [Knocker Bomb] and is closed but not locked.

20) Chest B

You enter a room lined with glowing magical devices. This is certainly an important place. A man with an eye patch is working hard to operate the devices, but he notices you as you enter and turns around.

"Just when we are about to finally gain full command of this giant, we get a silly interruption..."

"How much destruction can this huge colossus cause? It was a terror to my people, but now I will return the favor.

"What a toy, what a delightful soldier! You shall not take it from me!"

The man then challenges you to a fight, his hatred writ large on his face.

5) Decisive Battle

The enemies in 20) Chest B are an Onyx Basilisk and one or more Ogre Berserkers. There is one Ogre Berserker if the number of PCs is 3 or 4, and two if there are 5. The Onyx Basilisk is enhanced with sword shards - 13 in Human Form and 14 in Monster Form.

In addition, this Onyx Basilisk has mastered Magitech instead of Truespeech Magic and can cast it at the same level as its Magic Power. He does not have a Gun.

Onyx Basilisk (see p. 336) (Note: Casts Magitech)

1 or 2 Ogre Berserkers (see p. 333)

The Onyx Basilisk, an eccentric who was interested in the Magitech Civilization and magitech spells, learned of the secrets of the colossuses while researching them and came on board this one to take possession of it. Although he was the first to seize the Chest and became the General Supervisor (see p. 310), he could not gain complete control (the anti-aircraft defense system went haywire), and while he was still trying this and that, the PCs boarded and thwarted his ambition (if the PCs were successful in defeating him).

6) Conclusion

Once the Onyx Basilisk is defeated, Fractal will use the magical devices in this room to retrieve all its memories and records. All the anti-aircraft guns that were out of control due to improper operation by the Onyx Basilisk can be deactivated.

"This Colossus was badly damaged in a battle with the Barbarous at the very start of the Diabolic Triumph. It seems that it was kept here not only to

monitor the place where the Barbarous emerged but also because it was too dangerous to keep it running any longer.

Even now, it is safest to avoid forcing it to move. There are some control problems here and there. It is unlikely that it will run amok and destroy its surroundings..., but it may fall if it is made to walk. And since it has such a huge body, such a fall would cause serious damage to itself and its surroundings.

I propose to keep it here as it is now. The auto-repair functions are working, albeit slowly.

Do you have any suggestions for a replacement for the Barbarous Supervisor?

Of course, I will stay here to maintain and manage this Colossus. Waiting for the automatic restoration to progress means that it could be used sometime in the future to help Humanoids, as it did in the past.”

In any case, a PC cannot control the Colossus (and, Fractal, an essentially honest magitech, cannot be intimidated into doing so). A practical solution would be to agree to Fractal's proposal. Both the Adventurers' Guild and the Kingdom of Shuvud will accept it. The kingdom welcomes the news that some ancient ruins are to be found buried where the Colossus stands, even if they cannot gain control of the giant itself. They will be keen to recruit adventurers and increase their national strength through the items and treasures that will surely be excavated from the ruins...

The PCs earn the promised rewards, as agreed in advance.

The PCs gain 1,000 XP for solving the scenario, plus any experience points they get from monsters they have defeated. However, the experience points obtained from the “Colossus: Miniature” are limited to the first miniature (780 points defeated), no matter how many of them they have bested.

Barbarous Faith and the Gods of the Second Sword

Basic Divine Spells Changes

Priests of the Second Sword Gods have a few of their spells changed, as shown in the table below. Those who serve the Mad God Laris (which are most Daemons) can use either.

Basic Divine Magic Varies by Faith

Level	Priests of the First Sword	Priests of the Second Sword
11	[Surrender]	[Resignation]
12	[Sacred Field]	[Vice Field]
13	[Erase Soulscar]	[Instant Soulscar]

11 Resignation						Cost	MP13
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	1 minute (6 r)	Resistance	Neg
Sum.	Dampens the fighting spirit of Humanoids					Type	Psychic
Eff.	<p>This spell only works on Humanoids with 1/10th of their Maximum HP remaining (rounded down) or less. In the case of multi-section characters, the HP of all main sections must meet this condition.</p> <p>If the target attempts to attack, cast a spell, or perform any other action against Barbarous, the target suffers a -4 penalty on Accuracy, Spellcasting, and any other Skill Checks.</p>						

12 Vice Field						Cost	MP20
Tar.	All Areas (100m Radius)/Space	Range/Area	Caster/-	Duration	Instant/1 Day	Resistance	N/A
Sum.	Creates a barrier blocking Humanoids and Undead						
Eff.	<p>The target area has a barrier formed around it, preventing any Humanoids or Undead from passing through. This barrier also prevents any spells or abilities from Humanoids or Undead from passing through as well.</p> <p>When this spell is cast, the barrier will not form if any Humanoids or Undead are already within the area of this spell. Additionally, suppose this effect overlaps with the range of a [Sacred Field] spell (see p. 145). In that case, both spells' effects end immediately.</p>						

13 Instant Soulscar						Cost	MP20
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	1 minute (6 r)	Resistance	Temporary
Sum.	Binds Humanoids, Strengthen Barbarous						
Eff.	<p>The target receives one soulscar for a split second. Depending upon the target, this spell will act differently:</p> <p>If the target is a Humanoid, then they must roll a die at the beginning of their next turn. If the result is 3 or less, then no movement or Major Actions may be taken that turn.</p> <p>If the target is a Barbarous, then they must roll a die at the end of each turn. If the result is 4 or greater, that Barbarous may take additional Major Action that turn. This effect can appear only once per turn.</p>						

Specialized Divine Magic of the Gods of the Second Sworn

Specialized Divine Spells of Dalkhrem, God of War

13	Fatal Explosion						Cost	MP22				
Tar.	1 area (6m Radius)/20	Range/Area	Caster/-	Duration	Instant	Resistance	Half					
Sum.	Deals Power 80 damage					Type	Bludgeoning					
Eff.	Call upon Dalkhrem's power to create a massive attack. Deals Power 80 + Magic Power magical damage.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	80	6	9	10	13	16	18	20	21	22	23	(10)

Specialized Divine Spells of Eiryak, Sea Snatcher

13	Water Bridge						Cost	MP25
Tar.	Caster	Range/Area	Caster/-	Duration	1 Hour	Resistance	Optional	
Sum.	Build a water bridge							
Eff.	<p>During the duration of the effect, the caster can create a bridge made of water in space. The bridge must be between 1 and 10 meters in width and depth, and between 10 and 100 meters in length, with a slight upward arch. The caster determines the width, depth, and length, but the shape is limited to a straight line, and the arch is limited to a reasonable design. The caster can build a bridge as many times as they want within the duration of the Major Action. Still, once a bridge is built, it remains for the duration of the spell and cannot be erased or destroyed by the caster's will. Water bridges, including previously built bridges, cannot be built over structures or characters that already exist (although they can be crossed by arches). Water bridges have a flow toward either side of the straight line. The flow speed can be freely determined by the caster for each bridge, ranging from a rushing current to a turbulent one.</p> <p>Water bridges can be navigated on the water using boats or other means, and swimming through them is possible.</p>							

Specialized Divine Spells of Zeides, Immortal Queen

13 Ultimate Being						Cost	MP13
Tar.	Caster	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	Ignore all disadvantageous effects. Action checks +2						
Eff.	<p>During the duration of the effect, the caster may arbitrarily choose any effects they do not wish to receive and ignore their effects. Declared effects are treated as temporarily absent (they are not removed but are re-applied at the end of the duration of this spell).</p> <p>Also, the caster gets a +2 bonus to all action checks during the spell's duration if there is even one effect to ignore.</p>						

Specialized Divine Spells of Laris, Mad God

13 Call Daemon						Cost	MP20
Tar.	Any Point	Range/Area	1(10m)/ Target	Duration	Instant	Resistance	N/A
Sum.	Summons a daemon						
Eff.	Calls a Daemon Level 12 or lower. The summoned Daemon will act on their own starting on the next round.						

Monsters

Additional Elements

Note on [Normal Weapon Immunity]

When a character attacks a monster with [ONormal Weapon Immunity], it should be handled as follows.

- As a rule, an attack that grants magic damage will ignore this unique skill.
- Attacks that inflict physical damage will not harm a monster with this unique skill, except in the few cases described below.
- If the attacking monster is enhanced by Sword Shards, the attack is treated as magical, regardless of the attack type.
- If the description of a monster's unique skill states that it should be treated as a Silvered/Magic Weapon, then its attacks should be handled as such.
- Similarly, if the monster's description mentions its use of silver/magic weapons, the GM may treat its attacks likewise.
- Otherwise, at the GM's discretion, the monster may be attacked with a silver/magic weapon if they deem it appropriate.
- The GM may equip monsters with silver/magic weapons in their scenarios for legitimate reasons and purposes (i.e., to make the game more fun!). The PCs should not be prevented from acquiring them as special loot either.)

De-bonding

Some monsters can attack targets by entangling them in their tentacles or pinning them in their powerful arms. These abilities have disadvantages for targets, such as restricting movement or imposing a penalty applied to, or the automatic failure of, certain Skill Checks. The act of trying to escape from this state is called de-bonding and is explained here.

To capture a character, entangle or hold them, an Accuracy Check or similar must first be made, as specified in the unique skill description. GM should make a note of the monster's Success Value, as it is the Target Number for escaping. In case of multiple hits, GMs should use the lowest Success Value.

A character in an entangled state can try to escape by de-bonding using a Major Action. This involves a $2d + \text{Adventurer level} + \text{Strength Modifier}$ check, with a Target Number equal to the Success Value that the GM noted down earlier. If the Success Value is greater than or equal to the Target Number, the de-bonding succeeds, and the character is no longer entangled (and their Major Action was completed).

Another character can try to de-bond someone else. The same Check needs to be made; if successful, the target character escapes and is free to act immediately afterward. Of course, the helping character will have to use a Major Action to do this.

If the GM forgets to write down the Success Value, they can roll the dice again to determine it or use a Fixed Success Value.

When several characters work together to de-bonding a comrade, the one who is leading the attempt and the other cooperating character(s) should be determined first. The cooperating character(s) declare they will be helping the leader as their Major Action and their turn ends. In this case, the sum of the Strength Modifiers of the cooperating character(s) can be added as a bonus to the leader's Check.

When a character with monster data is trying to de-bond, its Fortitude should be used instead of "Adventurer level + Strength Modifier."

Barbarous

3 Hog Hoodling

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 2

Language: Barbaric, Youma **Habitat:** Various

Rep/Weak: 9/12 **Weak Point:** +2 Magic Damage

Initiative: 12 **Movement Speed:** 15(4 Legs)/- **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon (Rider)	6(13)	2d+4	5(12)	2	18	11
Slam (Pig)	5(12)	2d+3	3(10)	2	23	7

Sections: 2 (Rider/Pig) **Main Section:** Rider

Unique Skills

● **All Sections**

○ **Dismounting**

This monster's Rider section is mounted on the Pig section. If the Rider is dismounted, all sections suffer a -2 penalty on all Skill Checks and have their damage reduced by -2 points.

See Rider class and the Riding Rules (see p. 87) for rules for this monster on how to dismount and mount back at the mount.

Loot

Always	Dirty Hood (20G/White B)	7 - 11	Cheap Meat (100G/Red A)
2 - 6	None	12+	Fine Meat (200G/Red A)

This is a Hoodling who is used to handling animals and fights by riding on them. The riding animal is carried around for food and may be a variety of small to medium size animals, not limited to pigs.

Arakcruder

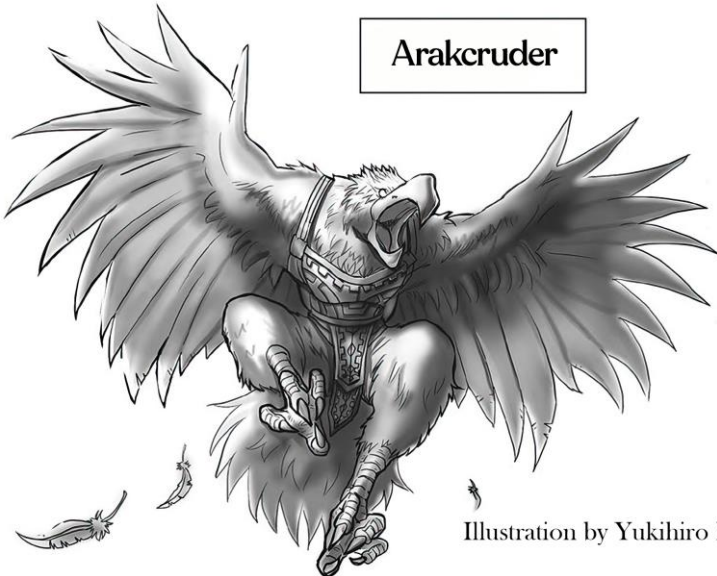


Illustration by Yukihiko Maruo

5 Arakcruder

Intelligence: Average **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 3

Language: Aviary, Barbaric **Habitat:** Mountains

Rep/Weak: 12/14 **Weak Point:** Accuracy +1

Initiative: 13 **Movement Speed:** 10/30(Flying) **Fortitude:** 7(14) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	7(14)	2d+5	7(14)	4	39	13

Unique Skills

○Flight

This monster receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○Spear Pursuit

A monster's spear can be used as a melee

attack against an opponent who has been attacked with a beak.

Accuracy check and damage are the same as those of the beak. This effect is effective only when the monster is Flying.

Loot

2 - 6	None	10+	Seven-colored Feather (200G/Gold Red A)
7 - 9	Beautiful Feathers (30G/Gold Red B)		

Arakcruder is Barbarous with its entire body is covered with feathers, and its head resembles a bird of prey. It has a pair of upper limbs with large wings. It is about 2 meters tall, but its wing span is twice that when flying. Although their ability to manipulate objects with their hands has degenerated significantly, they can use their legs like hands while flying, and they mainly live in this way. When they have no choice but to walk, they walk upright.

They are territorial and live in groups, building primitive dwellings in caves, cliffs, or on the tops of large trees, often using floating rocks (see CR I, p. 341) as their strongholds. Although belligerent and ferocious, they revere Garuda (see CR II, p. 354) as the King of the Flying Barbarous, and many serve them.

8 Arakcruder Hunter

Intelligence: Average **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 3

Language: Aviary, Barbaric **Habitat:** Mountains

Rep/Weak: 14/16 **Weak Point:** Accuracy +1

Initiative: 16 **Movement Speed:** 10/35(Flying) **Fortitude:** 10(17) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	10(17)	2d+9	10(17)	6	77	18

Unique Skills

○Flight

This monster receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○Spear Pursuit

A monster's spear can be used as a melee attack against an opponent who has been attacked with a beak.

Accuracy check and damage are the same as those of the beak. This effect is effective only when the monster is Flying.

☞Cleave I

This ability can only be used with [○Spear Pursuit]. 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.

▶▶△Techniques

They may use the [Cat's Eye], [Bear Muscle], [Gazelle Feet], and [Beetleskin] Techniques.

Loot

Always	Gems (150G/Gold A)	8+	Seven-colored Feather (200G/Gold Red A)
2 - 7	Beautiful Feathers (30G/Gold Red B)		

Among the Arakcruder, they are the ones who are skilled with spears and lead their tribes in hunting and eliminating foreign enemies.

8 Quepala Sage

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 3
Language: Barbaric, Arcana, Drakish **Habitat:** Forest, Caves, Swamps, Shallows
Rep/Weak: 15/18 **Weak Point:** Fire damage + 3 points
Initiative: 15 **Movement Speed:** 15/- **Fortitude:** 9(16) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	11(18)	2d+9	9(16)	6	74	68

Unique Skills

○ **Poison Immunity**

▶ **Truespeech Magic, Spiritualism Magic 8 Level/Magic Power 10(17)**

○ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Metamagic/Targets], and [Multi-Action].

○ **Poison/10(17)/Fortitude/Neg**

If the Bite attack hits, the target is dealt additional 8 poison magic damage.

Loot

2 - 6	Arcana-Language (170G/White A)	Book	11+	Esoteric (1,500G/White S)	Spellbook
7 - 10	Spellbook (500G/White A)				

This is a Quepala (see CRI, p. 406), who is particularly knowledgeable and excels in magical knowledge. They are sometimes the leaders of settlements in the larger Shallow Abysses. They are gruesome and brutal, and has a strong hatred for Humanoids and the beings who are in their service.



Blood Troll

Illustration by Shiroichi Ohno

10 Arakcruder Predator

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 4

Language: Aviary, Barbaric **Habitat:** Mountains

Rep/Weak: 15/18 **Weak Points:** Accuracy +1

Initiative: 18 **Movement Speed:** 10/40 (Flying) **Fortitude:** 13(20) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	12(19)	2d+12	12(19)	8	88	24

Unique Skills

○Flight

This monster receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○Spear Pursuit

A monster's spear can be used as a melee attack against an opponent who has been attacked with a beak.

Accuracy check and damage are the same as those of the beak. This effect is effective only when the monster is Flying.

☞Cleave II

This ability can only be used with [○Spear Pursuit]. It attacks with a weapon up to 5 characters within the skirmish in which it resides.

▶▶△Techniques

They may use the [Cat's Eye], [Bear Muscle], [Gazelle Feet], [Recovery (5 pts.)], and [Beetleskin] Techniques.

○Rage

This effect appears automatically when this monster's current HP becomes less than half its maximum value (rounding up) and disappears automatically when its HP recovers to more than half its maximum value.

The monster becomes frenzied and attacks indiscriminately and without regard for the consequences. In all melee attacks, the target is randomly selected from among possible targets, friend or foe. When declaring [☞Cleave II], select 5 targets at random (or all of them if there are fewer than 5 suitable targets).

All melee attacks gain a +2 bonus to Accuracy checks and +4 points to damage. At the same time, the monster receives a -2 penalty on Evasion checks.

While this effect is in effect, this monster cannot use the [Recovery] Technique.

Loot

Always	Gems (300G/Gold A)	5 - 11	Seven-colored Feather (200G/Gold Red A)
2 - 4	Beautiful Feathers (30G/Gold Red B)	12+	Dazzling Feathers (2,000G/Gold Red S)

It is a very powerful Arakcruder. They justify their violent nature by defining justice as simply being strong. When cornered, they go berserk and begin to rampage without restraint.

11 Ogre Berserker

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Ogre, Drakish **Habitat:** Various
Rep/Weak: 15/19 **Weak Point:** +2 Magic Damage
Initiative: 17 **Movement Speed:** 19/- **Fortitude:** 16(23) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	15(22)	2d+18	12(19)	13	103	13

Unique Skills

○Continuous Attack II

If an Ogre Berserker 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.

○Power Strike II

An Ogre Berserker can deal an additional +12 damage on their next attack. However, any Evasion Check made by the Ogre Berserker this turn receives a -2 penalty.

This declaration should have been made at the time of the first attack. It cannot be made during an additional attack from the [○Continuous Attack II].

Loot

2 - 8	Bag of Silver (200G/-)	13+	Golden Berserker Accessory (4,500G/Gold White S)
9 - 12	Gems (500G/Gold A) x 1d		

Although they have no shapeshift ability and cannot cast spells, they are a subspecies of Ogres, boasting a strong body twice the size of a normal Ogre and formidable strength. Because of their low intellect, they are used by Ogres and Drakes, but as long as they can fight, Ogre Berserkers are happy.

12 Quepala Chief

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Arcana, Drakish **Habitat:** Forest, Caves, Swamps, Shallows
Rep/Weak: 19/22 **Weak Point:** Fire damage + 3 points
Initiative: 19 **Movement Speed:** 15/- 15 **Fortitude:** 14(21) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	15(22)	2d+15	13(20)	9	113	107

Unique Skills

○Poison Immunity

►Truespeech Magic, Spiritualism Magic 12 Level/Magic Power 15(22)

○Power Magic Aptitude

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic

Control] [Metamagic/Targets], [Rune Master], and [Multi-Action].

○Poison/15(22)/Fortitude/Neg

If the Bite attack hits, the target is dealt additional 12 poison magic damage.

Loot

2 - 6	Spellbook (500G/White A)	11+	Rare Grimoire (3,000G/White S)
7 - 10	Esoteric Spellbook (1,500G/White S)		

This is a highest-ranking Quepala (see CR I, p. 406). Although they are regarded as quite powerful among the Barbarous, they do not take their place as generals in the Barbarous army, preferring to hide in the dark and plotting. There are some Quepala Chiefs who prefer to dwell in Shallow Abyss.

13 Ogre Warlord

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade Common, Barbaric, Ogre, Drakish, Arcana **Habitat:** Various
Rep/Weak: 16/20 **Weak Point:** Physical damage +2 points
Initiative: 20 **Movement Speed:** 20/- **Fortitude:** 18(25) **Willpower:** 18(25)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	17(24)	2d+15	14(21)	16	121	69

Unique Skills

<p>○ Multiple Declarations - 2 times</p> <p>► Truespeech Magic 10 Level/Magic Power 14(21)</p> <p>○ ► Magic Aptitude</p> <p>They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Metamagic/Targets], and</p>	<p>[Wordbreak].</p> <p>◁ Mana Strike - +14 damage</p> <p>An Ogre Warlord may deal an additional +14 damage to their next melee attack. If they do, at risk, they receive a -2 penalty to Fortitude and Willpower checks until their next turn.</p>
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Loot

2 - 8	Bag of Gold (1,400G/-)	13+	Royal Treasured Sword (8,000G/Gold Black White S)
9 - 12	Luxury Ornaments (500G/Gold White A) x 2d		

Although they lack the shapeshift ability, Ogre Warlords are a superior species of Ogres, possessing physical and magical powers far superior to those of ordinary Ogres. Though not much different in appearance from an ordinary Ogre, they are sometimes adorned with crowns and necklaces and carry specially forged swords that prove their kingship.

13 Blood Troll

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade Common, Barbaric, Giantish **Habitat:** Ruins
Rep/Weak: 17/20 **Weak Point:** +2 Magic Damage
Initiative: 18 **Movement Speed:** 21/- **Fortitude:** 18(25) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	18(25)	2d+14	15(22)	14	123	88

Unique Skills

<p>► Divine Magic 13 Level / Magic Power 17(24)</p> <p>◁ ► Magic Aptitude</p> <p>A Blood Troll can use the Combat Feats [Metamagic/Targets], [Multi-Action], and [Wordbreak].</p> <p>◁ Mana Strike - +17 damage</p> <p>A Blood Troll may deal an additional +17 damage to their next melee attack. If they do, at risk, they receive a -2 penalty to Fortitude and Willpower checks until their next turn.</p>	<p>○ Dark Regeneration - 10 points</p> <p>At the end of each round, a Blood Troll recovers 10 HP. This has no effect if the Blood Troll is at 0 HP or lower or is under sunlight.</p> <p>○ Weakened</p> <p>As long as a Blood Troll is under sunlight, it receives a -2 penalty to all Accuracy and Evasion Checks.</p>
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Loot

Always	Troll's Black Blood (500G/Red A)	7 - 11	Strange Holy Symbol (3,300G/White S)
2 - 6	Gems (300G/Gold A) x 1d	12+	Strange God Statue (6,200G/Gold White S)

They are upper-level Dark Trolls and are in charge of leading the Trolls. They are always ready to fight without compromise to not disappoint their enemies. Fighting is the highest priority in their life, and they teach other Trolls how to fight and defeat any opponent.

13 Onyx Basilisk (Human Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Neutral **Soulscars:** 4
Language: Trade Common, Barbaric, Basilisk, Drakish, Youma, Arcana
Habitat: Desert, Ruins **Rep/Weak:** 11/19 **Weak Point:** Water/Ice damage +3 points
Initiative: 18 **Movement Speed:** 15/- **Fortitude:** 16(23) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	17(24)	2d+14	15(22)	14	118	91

Unique Skills

○Poison Immunity, ○Disease Immunity
 ▶Truespeech Magic 12 Level/Magic Power 16(23)

◻▶Magic Aptitude

They can use the Combat Feats [Multi-Action], [Universal Metamagic], and [Wordbreak].

▶▶Onyx Gaze/15(22)/Willpower/Neg

With "Range/Area: 2(50m)/Target", it stares at "Target: 1 Character" and petrifies the target (Dexterity, Agility/-6) (see CR II, p. 329). Under this effect, the target eventually turns into an onyx statue instead of a stone statue. It is possible to cancel the effect with [Cure Stone].

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 Onyx Basilisk always affecting them without a check even if Onyx Basilisk is blindfolded. This unique skill is of curse type.

This unique skill can be used only once per round.

▶▶Stagnation Gaze/14(21)/Willpower/Neg

With "Range/Area: 2(30m)/Target", the monster stares at "Target: 1 Character" and prevents its movement. Target cannot take any Major Action and any Minor Action for 10 seconds (1 round). However, if the target can take multiple Major Actions, the number of Major Actions is reduced by only one (still no Minor Action can be taken).

○Poison Blood/16 (23)/Fortitude/Neg

Anyone who deals damage to this monster in the same skirmish will receive 2d+6 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 "Onyx Basilisk (Monstrous Form)" (the next page). 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 and Evil Eyes sections may take Major Action on this turn.

[▶▶ΔInstant Humanification] cannot be used for 1 hour immediately after using [▶▶Monstrous Form].

Loot

Always	Basilisk Pureblood (1,000G/Red S)	6 - 11	Onyx Eye (4,000G/Gold Red S)
2 - 5	None	12+	Eye of Stagnation (10,000G/Gold Red SS)

14 Onyx Basilisk (Monstrous Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade Common, Barbaric, Basilisk, Drakish, Youma, Arcana
Habitat: Desert, Ruins **Rep/Weak:** 11/19 **Weak Point:** Water/Ice damage +3 points
Initiative: 19 **Movement Speed:** 12(Many Legs)/- **Fortitude:** 17(24) **Willpower:** 17(24)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Right Evil Eye)	-	-	18(25)	6	60	30
None (Left Evil Eye)	-	-	18(25)	6	60	30
Bite (Head)	18(25)	2d+12	17(24)	11	114	65
Claws (Body)	17(24)	2d+16	15(22)	15	126	73

Sections: 4 (Right Evil Eye / Left Evil Eye / Head / Body) **Main Section:** Head

Unique Skills

●All Sections

○Poison Immunity, ○Disease Immunity

○Poison Blood/17 (24)/Fortitude/Neg

It is the same as the unique skill of Onyx Basilisk (Human Form), except for a different target number.

●Right Evil Eye

▶▶Onyx Gaze/16(23)/Willpower/Neg

It is the same as the unique skill of Onyx Basilisk (Human Form), except for a different target number.

●Left Evil Eye

▶Stagnation Gaze/15(22)/Willpower/Neg

It is the same as the unique skill of Onyx Basilisk (Human Form), except for a different target number.

●Head

▶Truespeech Magic 12 Level/Magic Power 14(21)

☞▶Magic Aptitude

They can use the Combat Feats [Multi-Action], [Universal Metamagic], and [Wordbreak].

●Body

○Standing Upright

If the HP of the Body is 0 or less, all other sections get a -2 penalty on Evasion checks.

▶▶ΔInstant Humanification

It instantly transforms into Human form. Refer to Onyx 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.

[▶▶ΔInstant Humanification] cannot be used for 1 hour immediately after using [▶Monstrous Form].

Loot

Always	Basilisk Pureblood (1,000G/Red S)	10 - 12	Eye of Stagnation (10,000G/Gold Red SS)
2 - 9	Onyx Eye (4,000G/Gold Red S)	13+	Evil Onyx Eye (20,000G/Gold Red SS)

Onyx Basilisk is a higher-level of Basilisk with an evil onyx eye. The petrification curse this Basilisk gives turns the victim into a black agate (onyx).

This monster also has the evil eye of stagnation as its second evil eye.

The transformed Onyx Basilisk is a large lizard over 5 meters in length, and its right and left evil eyes to shine in milky white and black. Unlike the rational Human form, Onyx Basilisk in this form moves with its emotions and lays waste to the beings in front of it.

14 Bolg Suppressor

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Youma **Habitat:** Forest, Mountain, Cave
Rep/Weak: 19/24 **Weak Point:** Physical damage +2 points
Initiative: 21 **Movement Speed:** 20/- **Fortitude:** 18(25) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	17(24)	2d+18	16(23)	7	122	26

Unique Skills

► Twin Strike & Double Attack

Can make two Fist attacks each round, though each attack requires its own Accuracy check. They may choose to attack different characters with each attack.

○ Counter

This is the same effect as the combat feat [Counter](see CR II, p. 209).

○ Crushing Palm Strike (Fall)/17(24)/Fortitude/Neg

If the target is hit by a Fist attack, the target will fall prone on failed Fortitude check.

○ Crushing Palm Strike (Withering)/17(24)/Willpower/Neg

If the target is hit by a Fist attack and fails the Willpower check, the target may not speak or declare any Minor Action or active combat feats for the next 10 seconds (1 round). This effect is of the psychic type.

►► Pressure Point/17(24)/Willpower/Neg

Roll 1d. Bolg Suppressor hits the target with its powerful aura, receiving 10 fixed damage to its MP if it rolls "1-3" and to its HP if it rolls "4-6".

This effect can be used only once in 10 seconds (1 round) and consumes 10 points of its own MP when used.

Loot

Always	Barbarous' Orders (500G/White A)	5 - 10	Soldier's Outfit (500G/White A)
2 - 4	Battle Gear (30G/White B)	11+	Golden Battle Outfit (3,200G/Gold White S)

It is a Bolg fighter who has trained their body to the utmost limit and is filled with a strong presence beyond ordinary people's reach. Although they are hand-to-hand fighters, it is said that they can do more than an ordinary army just alone, and they are trusted by the upper barbarous as a trump card in local battles.

Bolg Suppressors specialize in striking enemies with the bottom of their palms, knocking them down in the process. They then look down fiercely at their fallen opponent, defeating their spirit.

15 Hecatoncheires

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Giantish **Habitat:** Various
Rep/Weak: 16/22 **Weak Point:** Physical damage +2 points
Initiative: 20 **Movement Speed:** 20/- **Fortitude:** 21(28) **Willpower:** 19(26)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Upper Body)	-	-	19(26)	12	148	35
Weapon (Arm) x 6	21(28)	2d+19	21(28)	12	103	18
Kick (Lower Body)	19(26)	2d+21	21(28)	15	137	23

Sections: 8 (Upper Body / Arm x6 / Lower Body) **Main Section:** Upper Body

Unique Skills

• Arm

► Swords Dance/Can't

The Hecatoncheires does a strange, flailing dance that deals "2d x (Remaining Arms) + 5 Physical damage" to one target in the same skirmish.

This ability cannot be used when even one Arm has completed its Major Action. Also, after this ability is used, Major Actions of all Arms are completed.

○ Limited Attacks

Due to the size of the Hecatoncheires, only two Arms can attack the same target in 10 seconds (1 round).

○ Power Strike II

They can deal an additional +12 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

○ Layered Protection

The Defense of Upper Body section is increased by +2 points for each remaining Arm section.

• Lower Body

○ Attack Obstacle = +4 • None

Hecatoncheires' 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

Always	Massive Weapon (300G/Black White A) x 6	8 - 12	Lump of Silver (3,600G/Gold S)
2 - 7	None	13+	Lump of Gold (18,000G/Gold SS)

This is a 12-armed giant of about 6 meters in height. When fighting, they carry weapons on 6 arms and shields on the other 6. They value bravery and respect those who come at them fairly and squarely, but they are angry at those who act cowardly. Because of this, they are often entrusted with guarding important places such as the treasury and are not often seen outside.

15 Diablo Captain (Human Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Drakish, Daemonic **Habitat:** Wilderness, Shallows
Rep/Weak: 23/26 **Weak Point:** Energy damage +3 points
Initiative: 24 **Movement Speed:** 25/25(Flying) **Fortitude:** 19(26) **Willpower:** 19(26)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	19(26)	2d+20	18(25)	14	132	85

Unique Skills

○Tough Skin

Whenever it receives physical or magical damage of the bludgeoning type, it is reduced by -3 points.

○Flight II

Receives a +2 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 III] 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 III/Can't

With a sharp look in its eyes, it makes shriveling enemies.

With "Range/Area: 2(30m)/Target", select any number of targets and deal 10 curse fixed damage each. Afterward, Diablo's HP is restored by the sum of all applied damage dealt to the targets.

Using this ability consumes 4 points of MP per character targeted.

○Barbarous and Daemons Strengthening

All Barbarous and Daemon monsters except for the Diablo Captain within "Range: Self" and "Target: All Areas(30m Radius)/All" receive a +2 bonus on all action checks except Evasion checks, and the physical and magic damage they cause is increased by +2 points.

►►Instant Daemonshift

The character changes into the daemon form with Minor Actions or during Combat Preparation. For the data, see Diablo Captain (Daemon Form) (see the next page). 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 Head section of the Daemon Form is treated as having completed the Major Action, and the Right Side and Left Side sections 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	Abyss Shard (200G/-) x 5	6 - 12	True Dark Gem (4,900G/Gold S) x 2
2 - 5	Jet-Black Gem (2,200G/Gold S) x 2	13+	Abyssal Treasure (15,500G/Gold SS) x 2

This is a Diablo who has led an army through age and many combat experiences.

They are a skilled commander of Barbarous and Daemons and is a master of drawing out their strengths, sometimes leading the troops, but they are also devoted to the training of young Diablos. They have a broad perspective on the expansion of Barbarous as a whole. Therefore, they are not only at odds with Humanoids but also often engage in strategic bargaining and political dealings.

When transformed into the daemon form, they expose their true ferociousness and destroy their enemies with their fighting instincts.

16 Diablo Captain (Daemon Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4

Language: Barbaric, Drakish, Daemonic **Habitat:** Wilderness, Shallows

Rep/Weak: 24/27 **Weak Point:** Energy damage +3 points

Initiative: 24 **Movement Speed:** 25/25(Flying) **Fortitude:** 20(27) **Willpower:** 20(27)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	20(27)	2d+22	19(25)	14	141	83
Weapon (Right Side)	21(28)	2d+20	17(24)	16	118	39
Weapon (Left Side)	21(28)	2d+20	17(24)	16	118	39

Sections: 3 (Head / Right Side / Left Side) **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 III] or [▶Daemonic Cursed Rain].

▶ **Daemonic Eyes III/Can't**

With a sharp look in its eyes, it makes shriveling enemies.

With "Range/Area: 2(30m)/Target", select any number of targets and deal 10 curse fixed damage each. Afterward, Diablo's HP is restored by the sum of all applied damage dealt to the targets. Using this ability consumes 4 points of MP per character targeted.

▶ **Daemonic**

Rain/20(27)/Willpower/Half

First, the Head must spend 10 points of MP to use this ability. Then, roll 2d, and calculate the Intensity of the effect as "roll + 5".

The Diablo Captain receives fixed damage of Intensity points, and at the same time, at "Range: Caster" and "Target: All Areas (30m Radius)/All" receive "Intensity x 3" curse magical damage. Any character within this range can be excluded from the target.

▶ **Humanification**

It changes to the Human form. For data on the Human form, refer to Diablo Captain

(Human Form). If the Head 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 Daemonshift] was used. Also, [▶▶Instant Daemonshift] cannot be used for 3 hours immediately after the [▶Humanification] was used.

● **Right Side/Left Side**

○ **Flight II**

All sections receive a +2 bonus to Accuracy and Evasion only for melee attacks. If either the Right Side or Left Side 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.

● **Right Side**

○ **Daemons Strengthening**

All Daemon monsters within "Range: Self" and "Target: All Areas(30m Radius)/All" receive a +2 bonus on all action checks except Evasion checks, and the physical and magic damage they cause is increased by +2 points.

● **Left Side**

○ **Barbarous Strengthening**

All Barbarous monsters (except this monster) within "Range: Self" and "Target: All Areas(30m Radius)/All" receive a +2 bonus on all action checks except Evasion checks, and the physical and magic damage they cause is increased by +2 points.

Loot

Always	Abyss Shard (200G/-) x 2d	5 - 11	True Dark Gem (4,900G/Gold S)
2 - 4	Jet-Black Gem (2,200G/Gold S)	12+	Abysal Treasure (15,500G/Gold SS)

17 Drake Count (Human Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade Common, Barbaric, Drakish, Arcana **Habitat:** Various
Rep/Weak: 18/25 **Weak Point:** +2 Magic Damage
Initiative: 23 **Movement Speed:** 30/60(Flying) **Fortitude:** 23(30) **Willpower:** 23(30)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	23(30)	2d+21	21(28)	21	150	90

Unique Skills

► **Spiritualism Magic 15 Level/Magic Power 21(28)**

○◊► **Magic Aptitude**

A Drake Count (Human Form) can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], [Hawk Eye], [Multi-Action], and [Wordbreak].

○ **Multiple Declarations – 2 times**

►► **Δ Techniques**

A Drake Count (Human Form) can use the [Beetleskin], [Cat's Eyes], [Recovery (9 pts.)], [Giant Arms], and [Sphinx Knowledge] Techniques.

○ **Flight**

A Drake Count receives a +1 bonus to Accuracy and Evasion only for melee attacks.

◊ **Mana Strike – +21 damage**

A Drake Count may deal an additional +21 damage to their next melee attack. If they do, at risk, they receive a -2 penalty to Fortitude and Willpower checks until their next turn.

►► **Δ Instant Dragonification**

The Drake Count transforms into a dragon form, healing all HP and MP. Any lingering magical effects are removed as well. For more information, see the Drake Count (Dragon Form) stats. In the turn in which ►► **Δ Instant Dragonification** is performed, only the Body section of Dragon Form is treated as having completed the Major Action, and Wing sections can make them on this turn.

►► **Instant Humanification** cannot be used for 1 hour immediately after using ►► **Δ Instant Dragonification**

Loot

Always	Heraldic Ring (3,000G/Gold White S)	8 - 12	Majestic Draconian Horn (4,200G/Red S)
2 - 7	None	13+	Noble Draconian Horn (12,600G/Red SS)

18 Drake Count (Dragon Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade common, Barbaric, Drakish, Arcana **Habitat:** Various
Rep/Weak: 19/26 **Weak Point:** Magic damage +2 points
Initiative: 23 **Movement Speed:** 30/60(Flying) **Fortitude:** 24(31) **Willpower:** 24(31)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Body)	23(30)	2d+22	22(29)	22	165	90
Wing (Wing)	24(31)	2d+18	19(26)	19	90	46
Wing (Wing)	24(31)	2d+18	19(26)	19	90	46

Sections: 3 (Body / Wing x 2) **Main Section:** Body

Unique Skills

●All Sections

○Energy Immunity

●Body

▶Spiritualism Magic 15 Level/Magic Power 21 (28)

○◀▶Magic Aptitude

A Drake Count (Dragon Form) can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], [Hawk Eye], [Multi-Action], and [Wordbreak].

○Multiple Declarations - 2 times

▶▶ΔTechniques

A Drake Count (Dragon Form) can use the [Beetleskin], [Cat's Eyes], [Recovery (9 pts.)], [Giant Arms], and [Sphinx Knowledge] Techniques.

◀ Mana Strike - +21 damage

A Drake Count may deal an additional +21 damage to their next melee attack. If they do, at risk, they receive a -2 penalty to Fortitude and Willpower checks until their next turn.

▶Radiant Breath/24 (31)/Fortitude/Half

Drake Count spits out a pure energy mass at "Range/Area: 2(50m)/Shot" and explodes it at the point of impact, dealing "Target: 1 area (6m Radius)/20" 2d+25 energy magic damage.

This unique skill cannot be used in consecutive turns.

▶▶ΔInstant Humanification

It instantly transforms into Human form. Refer to Drake Count (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 [▶▶ΔInstant Dragonification].

●Wing

○Flight

A Drake Count (Dragon Form) 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.

◀Decoy Attack II

It gains -2 to Accuracy checks, but the damage is increased by +8 on hit.

If the declared attack is evaded, the enemy receives a -2 penalty to Evasion checks for the next 10 seconds (1 round). This effect is cumulative up to -8 but is lost if the target fails an Evasion check even once.

Loot

Always	Heraldic Ring (3,000G/Gold White S)	8 - 12	Majestic Draconian Horn (4,200G/Red S)
2 - 7	None	13+	Noble Draconian Horn (12,600G/Red SS)

One of the highest-ranking Barbarous, Drake Counts have a regal air about themselves that lesser Drakes do not. While they may be the same as other Drakes physically, a Drake Count's appearance and mannerisms have that noble look about them, unconsciously showing off their status to other Barbarous. At the same time, Drake Counts are masterful combatants and tacticians, able to easily control thousands of Barbarous beneath them.

A massive beast, the dragon form of a Drake Count, is much larger than those of the Drake Barons underneath them. With glistening translucent green scales, its glory is only surpassed by its frightening combat unique skill.

Animals

2 Dolphin

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Sea Animal **Habitat:** Sea, River
Rep/Weak: 6/11 **Weak Point:** Fire damage +3 points
Initiative: 11 **Movement Speed:** -/25 (Swimming) **Fortitude:** 4(11) **Willpower:** 4(11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	4(11)	2d+2	3(10)	3	23	9

Unique Skills

○Underwater

It cannot move outside of the water and cannot act outside of the water, but it does not suffer any restrictions or penalties for actions in the water.

Loot

2 - 5	None	10+	Ocean Pearl (200G/Gold Red A)
6 - 9	Pearl Fragments (50G/Gold Red B)		

This species of Dolphin grows to around 3m long and is highly intelligent, able to speak its own language. While Dolphins often live in groups out in the seas and open ocean, they will rarely come to the coast and attempt to make contact with Humanoids. Some have even been trained by humans to allow riders on their backs, though preparations must be made to allow the rider to breathe underwater.

3 Anaconda

Intelligence: Animal **Perception:** Five senses (Darkvision) **Disposition:** Hungry
Language: None **Habitat:** Forests, Plains, Caves
Rep/Weak: 8/12 **Weak Point:** +2 Magic Damage
Initiative: 11 **Movement Speed:** 15(Crawling)/- **Fortitude:** 6(13) **Willpower:** 4(11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Constrict	5(12)	2d+3	3(10)	4	29	9

Unique Skills

○Entanglement

A successful hit from a Constrict attack entangles the target. In each round, the Anaconda hits the entangled target automatically and makes all Accuracy and Evasion Checks with a -2 penalty.

When the target tries to escape, use de-bonding (see p. 327).

While entangled by this unique skill, the Anaconda cannot attack other characters. If the monster itself wants to release the target, it can do so with a Minor Action.

Loot

2 - 5	Snake Skin (20G/Red B)	10+	Premium Snake Skin (320G/Red A)
6 - 9	Fine Snake Skin (150G/Red A)		

A large snake, an Anaconda measures around 2m in length. Its preferred method of attack is to hide in trees as though it were a large vine, then drop down onto unsuspecting prey. The coils of an Anaconda can constrict and suffocate something as large as a cow. The skin of the Anaconda is prized for its capabilities when turned into leather, and adventurers are often sent to procure such skins.

4 Poisonous Spillbug

Intelligence: None **Perception:** Five senses (Darkvision) **Disposition:** Hungry

Language: None **Habitat:** Forest, Swamp

Rep/Weak: 10/13 **Weak Point:** +3 Energy damage

Initiative: 10 **Movement Speed:** 10 (Many Legs)/- **Fortitude:** 6(13) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Mouth	5(12)	2d+4	4(11)	6	38	8

Unique Skills

○Poison Immunity

○Corrosive Fluid Secretion

If the monster is hit by a melee or ranged attack, the weapon or ammunition will be affected by the corrosive fluid. If not cleaned with at least 1 liter of alcohol within 24 hours, they will rot and become useless. Magic weapons and ammunition are not affected by this effect.

If the attack was made with a natural weapon, the attacker must suffer 1d poison magic damage for each hit.

▶Venom Spray/5(12)/Fortitude/Half

Sprays poison fluid at "Target: 1 area(3m

Radius)/5" with "Range: Caster." The target receives 2d poison magic damage.

This ability cannot be used on consecutive turns.

▶Curl Up

It curls up its body and defends itself with its outer shell. While curled up, it gains +3 Defense points but cannot make a melee attack with its Mouth.

Stretching a curled up body is also a Minor Action. The body can only be curled up or stretched before the Major Action is executed.

Loot

2 - 7	None	12+	Highly Poisonous Shell (750G/Red A)
8 - 11	Poisonous Shell (250G/Red A)		

It is a species similar to a bug with a total length of more than 1 meter. It prefers moist ground, such as swamps and deep forests where there is no sunlight. It constantly secretes poisonous body fluid, which it uses to weaken approaching small animals and prey on them. Its poisonous shell can become a dangerous weapon if carefully processed and traded at a high price by some.

4 Lizard Fly

Intelligence: None **Perception:** Five senses (Darkvision) **Disposition:** Hungry

Language: None **Habitat:** Forest, Swamps

Rep/Weak: 9/13 **Weak Point:** +3 Energy damage

Initiative: 10 **Movement Speed:** 10 (many legs)/- **Fortitude:** 6(13) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	6(13)	2d+7	3(10)	1	35	12

Unique Skills

○Flight

A Lizard Fly receives a +1 bonus to Accuracy and Evasion only for melee attacks.

Loot

Always	Sand Lizard Skin (70G/Red B)	8 - 11	Thin Wings (120G/Red A)
2 - 7	None	12+	Glittering Feathers (340G/Gold Red A)

Lizard Flies appear to be larger than average lizards, ranging in size from about 50cm to 1m, with two pairs of thin, translucent wings on their back. Carnivorous, they will stay buried under sand until prey comes near, then spring out and attack.

5 Tiger

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Forest

Rep/Weak: 10/14 **Weak Point:** Accuracy +1

Initiative: 14 **Movement Speed:** 22(4 Legs)/- **Fortitude:** 8(15) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	7(14)	2d+8	8(15)	4	42	13

Unique Skills

○Fast Action

During the first round of combat, if Tiger wins the initiative, it may take two Major Actions that round.

○Continuous Attack

If a Tiger successfully hits a target in melee, it may make a second attack against the same target.

Loot

Always	Large Fang (100G/Red A)	7 - 12	Tiger Pelt (200G/Red A)
2 - 6	None	13+	Fine Tiger Pelt (600G/Red A)

A four-legged carnivore with black and orange stripes. A ferocious feline, these large cats are hunting experts alone, hiding with their striped camouflage and striking unexpectedly. Their fur is prized by fashion enthusiasts, and high-quality pelts can fetch a good price at the market.

6 Grizzly Bear

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Forest, Mountains

Rep/Weak: 12/16 **Weak Point:** Magic damage +2 points

Initiative: 14 **Movement Speed:** 18/- **Fortitude:** 9(16) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	8(15)	2d+8	7(14)	7	49	14

Unique Skills

▶Double Attack

A Grizzly Bear can make two Claw attacks.

When the target tries to escape, use debonding (see p. 327).

○Bear Hug

If the Grizzly Bear successfully hits with [▶Double Attack], it will hold the target, and the target will not be able to move or make melee or ranged attacks. Each round, the held target is hit automatically by the Grizzly Bear, dealing 2d + 16 damage.

While entangled by this unique skill, the Grizzly Bear cannot attack other characters. If the monster itself wants to release the target, it can do so with a Minor Action.

○Power Attack

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

Always	Fur (150G/Red A)	13+	Aromatic Bear Paws (1,200G/Red S)
2 - 12	Bear Paws (300G/Red A)		

A large bear with grey-brown fur, Grizzlies can stand on their hind legs to intimidate would-be predators, standing around 2-3m tall. In the summer, they will rarely appear to those wandering in the wilderness, but as the seasons change, they will attack livestock to build up bulk for their winter hibernation. Grizzlies are especially dangerous during the springtime, as they are ravenously hungry after hibernation.

Bear paws, specifically the right paw, are used as ingredients in high-end cuisine, as the right paw is used to scoop honey. It is said that honey has infused itself into the bear's skin, giving the paw an almost sweet, gamey flavor. The left paw, however, is rarely used and often discarded as there is little demand for it.

6 Crimson Maggot

Intelligence: None **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: None **Habitat:** Ruins

Rep/Weak: 13/16 **Weak Point:** Water/Ice damage + 3 points

Initiative: 12 **Movement Speed:** 10(Crawling)/- **Fortitude:** 9(16) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	9(16)	2d+11	8(15)	5	51	14

Unique Skills

○**Fire Immunity, Psychic Immunity**

○**Bloodsucking**

If a Bite attack hits, the monster's HP is restored by a value equal to the applied damage.

▶**Cannibalism**

Within "Range: Touch," this monster preys on other Crimson Maggots "Target: 1 Character".

The target dies immediately. At the same time, the monster's HP is restored to its maximum value.

For the next 3 minutes (18 rounds), the Crimson Maggot using this effect, gains a +1 bonus to Accuracy checks and +2 points to damage. This effect is cumulative up to 4 times (Accuracy check +4, damage +8).

○**Splashing Bodily Fluids/Can't**

If this monster dies (including when it is targeted by [▶Cannibalism]), it sprays hot bodily fluids to "Target: 1 area(3m Radius)/5" at "Range: Caster" and deals 1d fire magic damage.

Loot

2 - 8	Reddish Black Body Fluid (70G/Red B)	9+	Red Body Fluid (550G/Gold Red A)
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This maggot is a larva that has grown to about 1m to 1m 50cm in length without becoming an adult. They are reddish-black in color and move with surprising agility.

It has a symbiotic relationship with Fossil Chrysalis (see the next page) and preys on small animals that approach it.

In times of crisis, they tend to eat the allies around them, enhancing their abilities.

7 Fossil Chrysalis

Intelligence: None **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Ruins

Rep/Weak: 15/18 **Weak Point:** Bludgeoning damage +3 points

Initiative: 7 **Movement Speed:** 10(Crawling)/- **Fortitude:** 11(18) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam (Chrysalis)	9(16)	2d+13	7(14)	12	71	13
Tentacle (Tentacle)	10(17)	2d+10	8(15)	7	49	14
Tentacle (Tentacle)	10(17)	2d+10	8(15)	7	49	14
Tentacle (Tentacle)	10(17)	2d+10	8(15)	7	49	14

Sections: 4 (Chrysalis / Tentacle x 3) **Main Section:** Chrysalis

Unique Skills

● **All Sections**

○ **Block**

The same as [Block] combat feat (see CR II, p. 202).

● **Chrysalis**

○ **Chrysalis Body**

It is immune to critical hits from edged weapons and slashing-type attacks. It also reduces all magic damage it suffers by -6 points.

▶ **Soporific Scent/9(16)/Fortitude/Neg**

It releases a soporific scent, putting all the characters in the skirmish it resides to sleep.

Poison and psychic (weak) type countermeasures are effective against this effect (for example, this effect can be removed with damage to HP or MP). If the target is protected or resistant to both types, the target may choose either type.

This ability cannot be used on consecutive turns.

● **Tentacle**

○ **△ Cover I (Chrysalis only)**

Has the combat feat [Cover I]. The Cover is limited to the Chrysalis section.

○ **Long Tentacles**

It can attack with Tentacle with "Range/Area: 1(10m)/Target".

Loot

Always	Fossil Shell (300G/Red Black A) x 1d	11+	Extended Tentacle (660G/Red A)
2 - 10	Tentacle (220G/Red A)		

This gigantic chrysalis, about 3 meters long, is often found in old ruins. Because of its huge size, when it is found, it is often only exposed partly in a ruin's room, and its full extent is rarely revealed.

The body surface of the chrysalis is so hardened that it could be mistaken for a mineral. Moreover, it can move while still in its pupal state, making it dangerous to be caught in its movement. Black tentacles extend from the tip of the chrysalis, and while the body remains motionless, the chrysalis uses the tentacles to defend itself.

It is said that they hatch when some conditions are met, but there is no reported case of witnessing the moment of hatching.

They never appear alone but are always surrounded by several to a dozen Crimson Maggots (see the previous page) living in symbiosis.

8 Sea Serpent

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Sea

Rep/Weak: 14/19 **Weak Point:** Fire damage + 3 points

Initiative: 16 **Movement Speed:** 15 (Crawling)/30(Swimming)

Fortitude: 11 (18) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	10(17)	2d+10	10(17)	8	69	18
Constrict (Body)	11(18)	2d+8	8(15)	7	78	21

Sections: 2 (Head / Body) **Main Section:** Head

Unique Skills

● **All Sections**

○ **Underwater Specialization**

Can move in water without penalties and restrictions. Conversely, all Skill Checks are subject to a -2 penalty on the ground.

● **Head**

▶ **Fire Breath/9 (16)/Fortitude/Half**

Spits out a fireball with "Range: Caster" and deals 2d+5 fire magic damage to "Target: 1 area (4m Radius)/10".

● **Body**

○ **Entanglement II**

A successful hit from a Sea Serpent attack entangles the target. Each round, the entangled target is dealt 2d+8 physical damage and makes all Accuracy and Evasion Checks with a -2 penalty.

The monster can use [○Entanglement II] to entangle multiple characters with multiple hits and can attack other characters while entangling.

When one of the targets tries to escape, use de-bonding (see p. 327).

○ **Long Body**

The Head section can make a Bite attack with "Range/Area: 1(10m)/Target".

When the Body falls to 0 HP or lower, this effect disappears.

○ **Attack Obstacle = +4 • None**

The Sea Serpent's height prevents enemies from attacking it. The Head receives a +4 bonus to Evasion checks against melee attacks. When the Body falls to 0 HP or lower, this effect disappears.

Loot

Always	Sea Serpent Scales (200G/Red A)	7 - 12	Parasitic Shellfish Husk (200G/Red A)
2 - 6	None	13+	Shining Parasitic Shellfish Shell (1,000G/Gold Red S)

A giant ocean snake, a Sea Serpent, can measure up to 20m long, causing sailors to believe they had encountered an aquatic dragon. Under normal circumstances, they are solitary monsters, content to eat fish but will attack boats when desperately hungry. There are subspecies of Sea Serpents that can live in freshwater, and some cities have even enshrined a Sea Serpent as the embodiment of a water god.

9 Giant Bohr

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Forest, Mountain

Rep/Weak: 16/19 **Weak Point:** Magic damage +2 points

Initiative: 19 **Movement Speed:** 25(4 Legs)/- **Fortitude:** 13(20) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	13(20)	2d+13	12(19)	9	79	13
Kick (Body)	12(19)	2d+10	11(18)	8	85	11

Sections: 2 (Head / Body) **Main Section:** Head

Unique Skills

•All Sections

►Trample

A melee attack is applied to the targets within "Range/Area: 1(25m)/Breakthrough", and a melee attack is applied to each target by any one section of this monster.

Once this ability is used, all sections will complete the Major Action.

This ability cannot be used if the HP of the Body section is 0 or less.

•Body

►Full Speed Rush

This ability can only be used in a melee.

Giant Bohr rampages around and leaves the melee. It changes position to an adjacent area in the backward direction (Simplified Combat) or to any coordinates within 25m front or back (Standard Combat).

Loot

2 - 4	Fur (150G/Red A)	10+	Best Fur (1,350G/Red S)
5 - 9	Fine Fur (450G/Red A)		

These huge boars, which live in forests and mountains and reach more than 5 meters in length, are omnivores and are feared as demolishers of the environment because of their appetite for devouring anything and everything they can find and the wildness that they can rampage about on their huge bodies. They are extremely belligerent and territorial and will react with fierce hostility to anyone who approaches them.

Blazing Mammoth



Illustration by Shiroichi Ohno

10 Marsavra

Intelligence: Animal **Perception:** Five senses (Darkvision) **Disposition:** Hungry

Language: None **Habitat:** Wilderness, Grasslands

Rep/Weak: 17/20 **Weak Point:** Water/ice damage +3 points

Initiative: 16 **Movement Speed:** 15(4 Legs)/- **Fortitude:** 14(21) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	14(21)	2d+13	12(19)	8	81	14
Arm (Body)	13(20)	2d+11	11(18)	10	98	13
Tail (Tail)	14(21)	2d+11	11(18)	8	77	10

Sections: 3 (Head / Body / Tail) **Main Section:** Head

Unique Skills

● **All Sections**

▶ **Body Press/11(18)/Fortitude/Half**

The Marsavra's body leaps up, carrying all the weight on its belly.

All characters in the skirmish it resides are dealt 2d+18 physical damage.

To use this ability, all sections (Head, Body, and Tail) must be able to make a Major Action, and at least one must perform a Major Action. Then, the Major Action of all sections is completed when this ability is used.

This ability cannot be used on consecutive turns.

● **Head**

▶ **Fire Breath/13(20)/Fortitude/Half**

Spits out a fire mass at "Range/Area: 2(20m)/Shot", dealing 2d+12 fire magic damage to "Target: 1 Character".

This ability cannot be used on consecutive turns.

● **Body**

▶ **Potbelly Defense (Attack Obstacle - Impossible • +4)**

Extends belly to prevent attacks on the head. For 10 seconds (1 round) after this ability is used, the Head section cannot be the target of melee attacks and gains a +4 bonus on Evasion checks against ranged attacks.

● **Tail**

○ **Continuous Attack**

If the section successfully hits a target in melee, it may make a second attack against the same target.

Loot

2 - 6	Crocodile Skin (200G/Red A)	10+	Perfect Crocodile Skin (2,200G/Red S)
7 - 9	Superior Crocodile Skin (600G/Red A)		

This large, fat, balloon-like reptile inhabits the south-central part of the Alframe continent. It is about 8 meters long and prefers arid land, but its body surface resembles that of a crocodile and is also covered with hard scales. Some call it crocodile skin, but it is superior to crocodile skin and is used as a material for leather products.

With a voracious appetite, any animal they see is prey for them, as large as a horse. When they find their prey to be a threat, they will spit out the fire to weaken it, and then, bouncing their whole body, they will try to finish it off.

II Desert Scorpion

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Desert

Rep/Weak: 17/20 **Weak Point:** Physical Damage +2 points

Initiative: 18 **Movement Speed:** 25 (Many Legs)/10 (in sand)

Fortitude: 14(21) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Jaw (Body)	13(20)	2d+12	13(20)	10	103	16
Pincer (Right Pincer)	14(21)	2d+10	12(19)	9	78	12
Pincer (Left Pincer)	14(21)	2d+10	12(19)	9	78	12
Tail (Tail)	16(23)	2d+11	11(18)	8	71	11

Sections: 4 (Body / Right Pincer / Left Pincer / Tail) **Main Section:** Body

Unique Skills

● **All Sections**

○ **Many Legs**

It is not subject to penalties due to poor footing.

● **Body**

○ **Hide in the Sand**

If the character approaches within 15 meters of Desert Scorpion, if they fail the Danger Sense check with target number 18, they will receive a surprise attack (see CR I, p. 144).

▶▶ **Dusting Sand**

For 10 seconds (1 round), all attacks against all sections of this monster have a -1 penalty on Accuracy checks against them and Evasion checks against attacks from them. Characters with Magic perception are not affected by this.

To use its ability, 5 points of HP must be consumed.

● **Right Pincer/Left Pincer**

☞ **Decoy Attack II**

It gains -2 to Accuracy checks, but the damage is increased by +8 on hit.

If the declared attack is evaded, the enemy receives a -2 penalty to Evasion checks for the next 10 seconds (1 round). This effect is cumulative up to -8 but is lost if the target fails an Evasion check even once.

● **Tail**

○ **Dead Angle Attack**

If the Body section is the target of a melee attack, an Accuracy check by Tail can be performed instead of an Evasion check of the Body section. See [Counter] for the detail of the process (see CR II, p. 209). In failure, the Body section suffers damage as with [Counter] feat.

This ability can only be used once per 10 seconds (1 round).

○ **Poison/13 (20)/Fortitude/Neg**

If the Tail attack inflicts 1 or more applied damage, it inflicts 10 poison magic damage to the target.

Loot

Always	Poison Stinger (100G/Red A)	12+	Large Scorpion Shell (2,200G/Red S)
2 - 11	Fine Scorpion Shell (250G/Red A)		

It is a giant scorpion that inhabits the deserts of the Alframe continent. Its body length, including the tail, exceeds 10 meters.

These lords of the desert usually lurk in the depths of the sand. When it recognizes an intruder in its territory, it approaches the intruder from the sand and kills it with a single strike of its deadly tail.

The shells are valuable as armor and building materials. Still, few people attempt to kill a living Desert Scorpion to steal it, instead obtaining it by searching for its rotting carcass in the desert or by picking up anything that falls by chance.

13 Lunoicos

Intelligence: Animal **Perception:** Five senses **Disposition:** Neutral

Language: None **Habitat:** Wilderness, Plain

Rep/Weak: 17/21 **Weak Point:** Energy damage +3 points

Initiative: 19 **Movement Speed:** 20(4 Legs)/- **Fortitude:** 17(24) **Willpower:** 14(21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Horns (Head)	15(22)	2d+16	14(21)	16	111	18
Trample (Front)	16(23)	2d+18	13(20)	13	121	18
Trample (Back)	16(23)	2d+18	13(20)	13	131	18
Tail (Tail)	17(24)	2d+14	14(21)	12	101	18

Sections: 4 (Head / Front / Back / Tail) **Main Section:** Head

Unique Skills

•All Sections

○Light Protection

It protects itself with a light covering its entire body. A character who makes a melee attack against this monster, regardless of success or failure, suffers 6 energy-fixed damage for each attempt.

This monster illuminates an area of 2 to 3 areas (10m Radius) centered on itself.

•Head

►Light Ray/16(23)/Fortitude/Half

It attacks by firing a huge beam of energy light from its horns.

With "Range/Area: 2(30m)/Line" dealing 2d+12 energy magic damage.

This effect cannot be used on consecutive turns.

•Front & Back

○Attack Obstacle - Impossible • +4

The Head cannot be attacked in melee. Against any ranged attacks, Head receives a +4 bonus to Evasion checks.

This effect disappears when either Front or Back section falls to 0 HP or lower.

○Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +12 points.

•Tail

○Tail Swing

The monster can use its Tail to attack up to 5 targets in the same skirmish.

Loot

2 - 4	Faintly Glowing Scale (370/Gold Red A)	10+	White Green Scales (3,370G/Gold Red S)
5 - 9	Glowing Blue Scale (670G/Gold Red A)		

A giant reptile walks on all four legs covered with glowing scales. The glowing scales are believed to be caused by microscopic insects living symbiotically on the body's surface. They receive nutrients from the main body of Lunoicos and protect them from approaching foreign enemies by strongly glowing.

Lunoicos themselves are herbivores and do not actively attack other organisms. However, they have learned to harness the power of their symbionts and tend to confront danger rather than flee from it.

After the death of the Lunoicos, the symbionts reduce their activity to an extremely low level to survive. The scales become pale and luminescent, which lasts for a long time. This makes them highly prized as accessory materials. Each individual has a slight difference in the light's hue, making it collectible to enthusiasts.

14 Roc

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Mountains

Rep/Weak: 15/21 **Weak Point:** Accuracy +1

Initiative: 25 **Movement Speed:** 15/60(Flying) **Fortitude:** 19(26) **Willpower:** 17(24)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak (Head)	17(24)	2d+17	17(24)	12	122	22
None (Body)	-	-	15(22)	10	130	26
None (Body)	-	-	15(22)	10	130	26
Claw (Wing)	18(25)	2d+13	17(24)	10	79	19
Claw (Wing)	18(25)	2d+13	17(24)	10	79	19
Talon (Leg)	19(26)	2d+14	17(24)	12	82	17
Talon (Leg)	19(26)	2d+14	17(24)	12	82	17

Sections: 7 (Head / Body x 2 / Wing x 2 / Leg x 2) **Main Section:** Head

Unique Skills

●Head

○Continuous Attack

If a Roc successfully hits a target in melee, it may make a second attack against the same target.

●Body

○Attack Obstacle = Impossible • None

The huge Roc's Body hinders attacks.

The Head of the Roc cannot be attacked with melee and ranged attacks. This unique skill is lost when the Body section has 0 or less HP.

●Wing

▶Windstorm/18 (25)/Fortitude/Neg

The Roc flaps its wings, creating high winds dealing 2d+12 physical damage within "Range: Caster" to "Target: All Areas (30m Radius/All".

To use this ability, both Wing sections must be ready for Major Action. Also, when this ability is used, the Major Action of both Wing sections is completed.

This unique skill cannot be used in consecutive turns.

○Flight II

All sections receive a +2 bonus to Accuracy and Evasion only for melee attacks.

This unique skill is lost if the Wing sections are reduced to 0 or less HP.

●Leg

○Clutch

If the Talon attack hits, the target is grabbed; the target can no longer move and can only perform melee attacks against the Leg that is grabbing it.

Roc cannot attack the target Leg has grabbed except with the section it has grabbed (▶Windstorm] also cannot hit the target). However, the Talons of Leg section will automatically hit.

When the target tries to escape, use debonding (see p. 327). If the monster itself wants to release the target, it can do so with a Minor Action.

Loot

Always	Strange Flight Feathers (500G/Red A)	7 - 12	Beautiful Feathers (1,200G/Gold Red S)
2 - 6	None	13+	Vivid Feathers (3,000G/Gold Red S)

A monstrous bird whose wingspan reaches 30m, the Roc is a wondrous sight to see. They live in the higher altitudes of most mountain ranges, though their massive form and vivid coloring can be seen from quite far away. With their massive talons, they can grab even mature cows and fly away with them, let alone a full-grown humanoid.

15 Blazing Mammoth

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Volcano

Rep/Weak: 22/25 **Weak Point:** Water/Ice damage + 3 points

Initiative: 21 **Movement Speed:** 25(4 Legs)/- **Fortitude:** 20(27) **Willpower:** 19(26)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	19(26)	2d+22	17(24)	13	135	26
Trample (Body)	18(25)	2d+24	16(23)	15	144	19

Sections: 2 (Head / Body) **Main Section:** Head

Unique Skills

● **All Sections**

○ **Fire Immunity**

● **Head**

○ **2 Actions**

Can perform two Major Actions in one round.

▶ **Fire Shower/19(26)/Fortitude/Half**

Raising its snout high, it blows fireballs. The fireball deals 2d+25 fire magic damage to "Target: 1 area(3m Radius/5" within "Range: Caster."

This ability can only be used once every 20 seconds (2 rounds).

▶ **Throw/17(24)/Evasion/Neg**

The Blazing Mammoth attempts to grab a "Target: 1 Character" within "Range: Touch." If successful, the target is thrown to the rearguard area of their faction (Simplified Combat) or in any direction chosen by this monster at 30m (Standard Combat) and falls down, taking 45 points of fall damage.

● **Body**

○ **Attack Obstacle - +4 • None**

Blazing Mammoth's height prevents enemies from attacking it.

The Head receives a +4 bonus to Evasion checks against melee attacks. This effect disappears when the Body section falls to 0 HP or lower.

▶ **Trample with Both Feet**

The Blazing Mammoth may Trample twice during the same turn but must attack two different characters.

○ **Flame-clad/Can't**

The body surface of the Body section is always covered with fire. Any character in the same position (area, coordinate) as this monster will receive 6 fire magic damage at the end of this monster's turn.

This ability is lost when the HP of the Body section becomes less than 0.

▶▶ **Burning Rage**

The damage caused by [○Flame-clad] is increased by +2 points for 3 minutes (18 rounds). This bonus is accumulated up to 3 times (max +6 points).

To use this ability, the monster must spend 5 points of HP. Also, it can use this ability only once per round.

Loot

2 - 8	Damaged Ivory Tusk (100G/Gold Red A)	11 - 12	Crimson Ivory Tusk (3,600G/Gold Red S)
9 - 10	Red Ivory Tusk (1,600G/Gold Red S)	13+	Crimson Lotus Ivory Tusk (6,600G/Gold Red S)

This huge elephant-like animal continuously emits fire from its entire body and stands about 6 meters tall. It is adapted to volcanic regions, and the fire on its skin is not emitted from its own body but is ignited by rubbing its body against the surrounding magma to keep the fire going.

When angered, they secrete a viscous liquid from their skin, increasing the intensity of their flames.

18 Tyrant Regilex

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile
Language: None **Habitat:** Forests, Wasteland, Plains, Grasslands
Rep/Weak: 19/23 **Weak Point:** Magic damage +2 points
Initiative: 24 **Movement Speed:** 35/- **Fortitude:** 24(31) **Willpower:** 22(29)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	23(30)	2d+22	21(28)	20	167	29
Claws (Body)	25(32)	2d+17	20(27)	20	189	31
Tail (Tail)	24(31)	2d+18	21(28)	19	136	22

Sections: 3 (Head / Body / Tail) **Main Section:** Head

Unique Skills

•All Sections

○Might of the Tyrant/23(30)/Willpower/Neg

This unique skill is treated as an effect of "Range: Caster" and "Target: All Areas (100m Radius)/Space".

All characters in the area of effect, except Tyrant Regilex itself, must perform Willpower at the beginning of their turn. If they fail, they suffer a -2 penalty on all action checks for the next 10 seconds (1 round) due to instinctive fear.

This effect is of the psychic type.

○Enormous Body

Tyrant Regilex's body is too large. Some attacks will not reach the enemy in front of it. The Tail section melee attacks cannot be used to attack targets that have been attacked by Head or Body sections. The same is true vice versa.

•Head

○Continuous Attack

If a Tyrant Regilex successfully hits a target in melee, they may make a second attack against the same target.

○Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +20 points.

•Body

○Claws

If the Claws attack hits, it should make two damage decisions, dealing them both to the target.

○Attack Obstacle = +4 • +4

The giant body hinders attacks.

The Head section gains a +4 bonus to Evasion checks against melee and ranged attacks.

This effect disappears when the Body section falls to 0 HP or lower.

•Tail

○Power Strike III

They can deal an additional +20 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

Loot

Always	Sharp Fangs (200G/Red A) x 2d	7 - 12	Tyrant Fang (4,200G/Red S)
2 - 6	Giant Fangs (1,500G/Red S)	13+	Tyrant King Fang (11,700G/Red SS)

Known as "tyrant," Tyrant Regilex is an extremely ferocious predator. It stands erect and looks like a lizard with well-developed back legs. They are about 10 meters long, and when they see their prey, they attack without hesitation, no matter how big or small the prey is. Their sharp claws and fangs are their most powerful weapons, and they are uncontrollable once they start rampaging. They are also known as the strongest predators in all Raxia.

Plants

8 Giant Fluffball

Intelligence: None **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Wilderness

Rep/Weak: 14/17 **Weak Point:** Fire damage +3 points

Initiative: 14 **Movement Speed:** -/15(Floating) **Fortitude:** 11(18) **Willpower:** 10(17)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam (Fluff)	10(17)	2d+10	9(16)	6	78	17
Slam (Fluff)	10(17)	2d+10	9(16)	6	78	17
Slam (Fluff)	10(17)	2d+10	9(16)	6	78	17

Sections: 3 (Fluff x 3) **Main Section:** None

Unique Skills

● **All Sections**

○ **Fluff Body**

The monster does not receive a critical hit from bludgeoning weapons and is treated as having a Defense value of 3 points higher against bludgeoning weapons.

○ **Fire Vulnerability**

When the Giant Fluffball is hit by Fire-type damage, it takes an extra 3 damage.

○ **Fluff Scatter/Can't**

If the target character (a character who is hit by a Slam or a character who hits this monster with a melee attack) automatically gains 1 "fluff point". This effect accumulates until the number of "fluff points" reaches 5.

○ **Fluff Explosion/Can't**

The Fluff section explodes and scatters cotton wool within "Range: Caster" when its HP becomes 0. In "Target: 1 area (5m Radius)/15," gets 1d x "fluff points." Fluff points are accumulated until the number of points reaches 5 for each target.

After this effect occurs, the Fluff section automatically fails the Death Check.

○ **Fluff Disease/11(18)/Fortitude/Neg**

A character with 1 or more "fluff points" receives "fluff points" of fixed damage at the end of their turn. This effect is a disease type and lasts for 1 day.

A character can pull out the fluff from "Target: 1 Character" (including itself) within "Range: Touch" with a Major Action. This makes the target's "fluff points" automatically reduced by -1.

Loot

2 - 10	Dangerous Fluff (200G/Green A)	11+	Ash Fluff (2,000G/Green S)
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Found throughout the continent of Alframe in wastelands with little fruitfulness, it is a huge mass of cottony hairs up to 3 meters in length. They are sometimes seen floating in the wind.

It attacks any creature that comes near it and plants hairs on its body. The hairs absorb the host's life force and sprout as a seedbed.

They are called "Deadly Fluff" by merchants, travelers, and adventurers, who are told to stay away from them and run away if they see them.

10 Living Tree

Intelligence: Low **Perception:** Magic **Disposition:** Neutral

Language: Sylvan **Habitat:** Forest

Rep/Weak: 15/21 **Weak Point:** Fire damage + 3 points

Initiative: 16 **Movement Speed:** 14/- **Fortitude:** 15(22) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Branch (Trunk)	13(20)	2d+14	12(19)	14	105	58
Branch (Trunk)	13(20)	2d+14	12(19)	14	105	58

Sections: 2 (Trunk x 2) **Main Section:** None

Unique Skills

● **All Sections**

▶ **Fairy Magic 2 Level/Magic Power 3(10)**

Can use earth, water/ice, light, and dark types.

⊙ **Power Strike II**

They can deal an additional +12 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

⊙ **Improved Aimed Attack**

When attacking, the Living Tree can gain a +4 bonus to Accuracy but receives a -8 penalty to damage dealt when doing so.

⊙ **Regeneration - 10 points**

At the end of each round, Living Tree recovers 10 HP. This has no effect if Living Tree has 0 HP or lower.

Loot

Always	Ent Leaves (100G/Green A) x 1d	5 - 8	Mysterious Seeds (100G/Green A)
2 - 4	None	9+	Mysterious Sapling (500G/Green A)

They are giant walking trees that boast of their huge size and monstrous strength. Some trees are around 5 meters tall and more than 1,000 years old.

They are not very intelligent, but they are mild-mannered and honest. They are proud to be the protectors of the forest and can become friends with anyone they meet as long as they are respectful and considerate of the forest.

Abyss Tree



Illustration by Yukihiko Maruo

12 Belladonna

Intelligence: None **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Forest, Meadow

Rep/Weak: 16/20 **Weak Point:** Fire damage + 3 points

Initiative: 12 **Movement Speed:** 15/- **Fortitude:** 16(23) **Willpower:** 14(21)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Vine (Upper Body)	15(22)	2d+10	14(21)	12	116	14
Slam (Lower Body)	13(20)	2d+12	13(20)	13	128	16

Sections: 2 (Upper Body / Lower Body) **Main Section:** None

Unique Skills

● **All Sections**

○ **Psychic Immunity**

○ **Persistent Poison/16(23)/Fortitude/Neg**

If the Belladonna melee attack hits, the target will be poisoned.

A character affected by poison immediately suffers 2d poison magic damage and continues to suffer similar damage every hour (without Fortitude checks). This effect persists unless the poison is removed, but it is not cumulative.

The Belladonna Leaves characters can get when you kill this monster is a counterpoison that can remove the effects of this poison without contested checks. 1 leaf can heal 1 person.

● **Upper Body**

▶ **Snaring Vines/14 (21)/Fortitude/Neg**

As a Major Action, the Belladonna can use its Vine to ensnare a target in the same skirmish. If the target fails to resist, they are ensnared, unable to move, and receive a -4 penalty to Evasion checks.

When the target tries to escape, use debonding (see p. 327).

The monster has a large number of vines, and even if it has already entangled a character with [▶ Snaring Vines], it can still make a Melee Attack or a new [▶ Snaring Vines], regardless of the number of vines, even if it has already entangled a character with [▶ Snaring Vines].

Loot

Always	Belladonna Leaves (150G/Green A) x 1d	9+	Poisonous Flower (500G/Green A)
2 - 8	None		

A Belladonna appears at first glance to be a green-skinned humanoid, but upon closer investigation is actually a plant whose vines have been so entwined with each other they can take the shape of a human. By taking a humanoid shape, the Belladonna can move much more easily to attack prey and will drain nutrients from anything it has killed, animal or otherwise. It will also hide in forests, using its plant body to disguise itself before surprising prey.

The vines of a Belladonna contain a horrific poison, causing high fevers, nausea, and even death from just a touch. However, the leaves from the Belladonna's vines can be turned into an antidote for this contact poison, so it is recommended to slay the Belladonna before the poison spreads throughout the victim's body.

13 Abyss Tree

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: Arcana, Daemonic **Habitat:** Abyss
Rep/Weak: 20/23 **Weak Point:** Fire damage + 3 points
Initiative: 19 **Movement Speed:** -/ **Fortitude:** 17(24) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam (Trunk)	15(22)	2d+16	13(20)	11	137	88
Branch (Branch)	16(23)	2d+14	15(22)	9	105	23
Branch (Branch)	16(23)	2d+14	15(22)	9	105	23

Sections: 3 (Trunk / Branch x 2) **Main Section:** Trunk

Unique Skills

•Trunk

► **Spiritualism Magic 12 Level/Magic Power 14(21)**

○◁► **Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Universal Metamagic], [Rune Master], and [Wordbreak].

○ **Abyss Connection**

When this monster is in Shallow Abyss, it may share HP with a monster existing in the same Shallow Abyss. In this case, as long as the target monster exists in the Shallow Abyss, it can choose to receive the applied damage to its HP as fixed damage that would otherwise be dealt to the Trunk section. The distance from the target is not taken into account, and it is not necessary to be visible. Any number of monsters can be the target of this effect.

The HP of the target cannot be used to heal the damage already suffered by the Trunk section.

○ **Regeneration - 9 points**

At the end of each round, Abyss Tree recovers 9 HP. This has no effect if Abyss Tree has 0 HP or lower.

•Branch

○ **Attack Obstacle - +4 • +4**

The giant body hinders attacks.

The Trunk section gains a +4 bonus to Evasion checks against melee and ranged attacks.

This effect disappears when any Branch section falls to 0 HP or lower.

► **Toxic Branch/15(22)/Willpower/Neg**

Branch strokes "Target: 1 Character" with the Abyss branch and leaves within "Range: Touch."

The target suffers 2d+15 magic damage and, at the same time, randomly loses one of its items if it has any of the following items in its inventory: herbs, potions, or medicine. This effect is a curse type.

On the turn when any Branch section uses this ability, other Branch sections cannot use this ability.

Loot

Always	Abyss Tree Branches (1,900G/Green S)	10+	Abyss Tree Black Leaves (4,000G/Green S)
2 - 9	Abyss Tree Leaves (300G/Green A) x 1d		

This tree can be found in Shallow Abyss. It does not look much different from other trees and is difficult to distinguish from a distance.

However, it acts with its own will, including casting spells. Its purpose is to maintain the Shallow Abyss in which it lives.

Therefore, it cooperates with monsters protecting Shallow Abyss and takes measures such as sharing HP. Because of its ability to share, it is necessary to find and defeat this tree before clearing the Shallow Abyss.

16 Green Torch

Intelligence: None **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Forests, Mountains, Plains

Rep/Weak: 20/25 **Weak Point:** Fire damage +3 damage

Initiative: 21 **Movement Speed:** 5(Creep)/- **Fortitude:** 20(27) **Willpower:** 19(26)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Roots)	-	-	16(23)	13	159	62
None (Stamen)	-	-	17(24)	12	150	47
Tentacles (Petal) x 6	20(27)	2d+21	18(25)	10	99	13

Sections: 8 (Roots / Stamen / Petal x 6) **Main Section:** Root, Stamen (All)

Unique Skills

● **All Section**

○ **Mimicry/25/Danger Sense/Neg**

It mimics uninhabited settlements and ruins. 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 25, and if it fails, they will be surprised (see CR I, p. 144). Mimicry will be automatically ended once the monster starts to act.

This monster can be detected with [Sense Magic].

○ **Psychic Immunity**

● **Roots**

○ **Under the Petals**

Any character wishing to attack or interfere with this monster must roll 1d at the beginning of its turn. If the number of 1d is not greater than the number of Petal sections of this monster alive, the Roots section of this monster cannot be chosen as a target, including those affecting a wide area, and cannot become a target for that turn. Exceptions are magic and effects that have "Range: 2 (Infinite)" and do not require visibility.

▶ **Nutrient Replenishment**

Select any Petal sections with HP of 1 or more, and heal their HP by 60 points. Roots can arbitrarily allocate the HP in units of 10 points.

▶ **Nutrient Augmentation**

In the turn, when this ability is used, the Stamen

section will be able to perform [▶ Light Wave] twice.

● **Stamen**

▶ **Light Wave/20(27)/Evasion/Neg**

With "Range/Area: 2(30m)/Shot," deals 2d+16 energy magic damage to "Target: 1 Character".

● **Petal**

▶ **Undulating Petals/20(27)/Fortitude/Neg**

The entire petal undulates violently, shaking the character standing above it. The character is knocked prone within "Range: Caster," dealing 2d+25 physical damage to "Target: 1 area (6m Radius)/20". Flying, floating, and other characters that do not have their feet on the ground are not affected by this effect.

Only one Petal section can use this unique skill each turn.

▶ **Confusing Scene/20(27)/Willpower/Neg**

Petal's tentacles disorient the surrounding characters.

All characters within "Range: Caster" and "Target: All Areas (30m Radius)/All" should roll 1d. If the roll is "1-2", the character cannot take a Major Action on their turn for 10 seconds (1 round). This effect does not apply to characters other than with five senses perception.

Only one Petal section can use this unique skill each turn.

Loot

2 - 6	Lightly Glowing Pollen (770G/Gold Green S)	11+	White Green Pollen (7,370G/Gold Green S)
7 - 10	Glowing Blue Pollen (1,370G/Gold Green S)		

The plant mimics settlements and ruins lined with simple buildings. The plant is a giant flower with a radius of about 30 meters, with six petals that open in a radial pattern. Mimicry is achieved by deforming the numerous tentacles that line the petal's surface. Still, there is also an element of magical illusion, and the monster is assumed to have been modified during the Magic Civilization Period. In the center of each petal is a stamen with a greenish light at the tip. To the uninitiated, it looks like a tower of green lights that brightly illuminate the entire settlement. This light is due to the same effect as the symbiotic organisms of the Lanoicos (see p. 352).

During predation, the tentacles on the surface of the petals break their mimicry, bunch together, and strike at moving objects. The central stamen also attacks using its luminescent ability. The roots beneath the petals must be eliminated in order to defeat it, making it a troublesome monster that should be treated with caution.

20 Yggdrasil Sapling

Intelligence: High **Perception:** Magic **Disposition:** Neutral

Language: Sylvan **Habitat:** Forests

Rep/Weak: 18/23 **Weak Point:** Fire damage + 3 points

Initiative: 20 **Movement Speed:** +/- **Fortitude:** 26(33) **Willpower:** 27(34)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Trunk)	-	-	22(29)	19	200	156
Branch (Branch) x 5	25(32)	2d+23	24(31)	17	142	34

Sections: 6 (Trunk / Branch x5) **Main Section:** Trunk

Unique Skills

●All Sections

○Water/Ice Immunity, ○Earth Immunity

●Trunk

○3 Actions

The Trunk can perform three Major Actions in one round.

► **Fairy Magic 15 Level/Magic Power 27(34)**

Can use earth, water/ice, light, and dark types.

○► **Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Universal Metamagic], [Double Cast], [Rune Master], and [Wordbreak].

○ **Breath of the World Tree**

Yggdrasil Sapling brings the vitality of nature into its body. At the end of each round, the Trunk sections recover 20 HP and MP.

This effect is lost if the HP of the Trunk section becomes 0 or less.

● **Branch**

○ **Long Branches**

An attack on a branch can be made within "Range/Area: 2(20m)/Target".

○ **Branch Cover**

If the Yggdrasil Sapling's Trunk is attacked by a melee or ranged attack, a spell with "Area: Shot" with "Target: 1 Character", a Branch may move in the way of the attack, taking the damage instead automatically (no Evasion, Fortitude or Willpower check needed). The branch cannot reduce damage with its defense or other effects.

Each Branch may only do this once per round. This unique skill is automatically used when the trunk is attacked, but GM should decide which Branch will take the hit.

This does not protect the Trunk from "Area: Target" spells or wide-area effects.

► **Branch Dance/Can't**

The Yggdrasil Sapling deals "2d x (Remaining Branches) + 5 Physical damage" to one target in the same skirmish.

This ability cannot be used if even one Branch has completed its Major Action. Also, after using this ability, the Major Actions of all Branches are completed.

Loot

Always	Yggdrasil Leaf (5,000G/Green S)	7 - 12	Yggdrasil Branch (15,000G/Green SS)
2 - 6	None	13+	Great Yggdrasil Branch (40,000G/Green SS)

In Raxia, the name "Yggdrasil" is the name of the great World Tree, the largest tree known to humanity, which has been rooted in Raxia since the beginning of the Divine Civilization. This young tree is but a sapling of another Yggdrasil, resulting from a seed flung far from the original tree that has taken root. Though it is young compared to the original World Tree, the Yggdrasil Sapling is still large enough to scrape the heavens and cannot be accurately measured using current equipment. It is said that the history of Raxia lies engraved in its leaves and branches, and those who can find even a fallen twig of the tree can find themselves with a wealth of knowledge.

Undead

3 Bloodling

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: Regional dialect **Habitat:** Various
Rep/Weak: 10/14 **Weak Point:** HP Recovery (deals damage instead), +3 points
Initiative: 12 **Movement Speed:** 12/24(Flying) **Fortitude:** 5(12) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	5(12)	2d+2	4(11)	3	24	6

Unique Skills

► **Vampire Bite/4 (11)/Evasion/Neg**

Bites an enemy character in the skirmish in which it resides, dealing 2d-1 Physical damage. The Bloodling heals HP equal to the applied dealt.

○ **Vampire Body**

As long as a Bloodling is under sunlight, it takes 3 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.

○ **Flight**

A Bloodling receives a +1 bonus to Accuracy and Evasion only for melee attacks.

Loot

2 - 9	None	10+	Corrupted Ash (300G/Gold A)
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It is a species of Blood Suckers (see CR II, p. 372) created by Nosferatu, but it is clearly an inferior species of Blood Suckers. When Blood Suckers are born, only a certain percentage of them survive, and the reason for this is unclear.

The Blood Suckers take on the form of a human with bat wings for arms. At night, they fly around, emitting a high-pitched, sad cry, targeting the weakest enemies.

Nosferatu can be expected to be nearby wherever these Blood Suckers are found.

4 Flying Hands

Intelligence: None **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Wilderness, Ruins
Rep/Weak: 9/12 **Weak Point:** HP Recovery (deals damage instead), +3 points
Initiative: 11 **Movement Speed:** -/20(Flying) **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist (Right Arm)	7(14)	2d+3	6(13)	4	29	9
Fist (Left Arm)	7(14)	2d+3	6(13)	4	29	9

Sections: 2 (Right Arm / Left Arm) **Main Section:** None

Unique Skills

● **All Sections**

○ **Psychic Immunity**

○ **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	None	12+	Yellowed Golden Ring (1,000G/Gold White S)
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It is an undead pair of hands flying around from the elbow to the tip. It is said that the hands move only in search of the enemy as if they are wandering around in regret for the death of a fighter who could not exert their strength in battle.

5 Adapsia

Intelligence: Average **Perception:** Magic **Disposition:** Neutral
Language: Trade Common, Regional Dialect **Habitat:** Forest, Mountain, Wilderness
Rep/Weak: 12/15 **Weak Point:** Fire damage +3 points
Initiative: 12 **Movement Speed:** 15/- **Fortitude:** 7(14) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	7(14)	2d+5	7(14)	4	39	16

Unique Skills

○ **Normal Weapon Immunity**

○ **Fire Vulnerability**

When the Adapsia is hit by Fire-type damage, it takes an extra 3 damage.

Loot

2 - 7	None	11+	Memento (1,000G/White S)
8 - 10	Broken Memento (500G/White A)		

This is an undead person with a corpse-like body. They maintain the same appearance as before they were born and are almost indistinguishable from the living. For some reason, their souls were not reincarnated but remained in the corpse. Some resent the world and try to bring misfortune upon it, while others maintain their reason and intelligence and live in solitary dwellings in remote places. It is said they gather together in some places to form pseudo-families.

6 Lanternhead

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: Barbaric, Arcana **Habitat:** Unknown
Rep/Weak: 12/15 **Weak Point:** HP Recovery (deals damage instead), +3 points
Initiative: 13 **Movement Speed:** -/12(Floating) **Fortitude:** 8(15) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	7(14)	2d+7	7(14)	4	48	42

Unique Skills

► **Divine Magic 6 Level/Magic Power 8(15)** Using this ability consumes 3 points of MP.
 ► **Fear Curse/8 (15)/Willpower/Half** Also, once the target succeeds in Willpower, it cannot be used on this turn.
 Within "Range/Area: 1(10m)/Target," Lanternhead whispers a word of fear curse into the "Target: 1 Character's" ear and inflicts 1d magical damage to the target MP.
 ○ **Nimble** Lanternhead gains a +2 bonus to the Evasion check against ranged attacks.

Loot

Always	Missing Bones (80G/Red B)	10+	Tainted Skull (300G/Red A)
2 - 9	None		

The humanoid's head is the only undead part of its body, drifting in midair. The entire head is enveloped in a blue luminescence, attacking all living things without regard. At times, it can use the Divine Magic of Immortal Queen Zeides.

7 Warring Ash

Intelligence: None **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Ruins, Wilderness
Rep/Weak: 14/17 **Weak Point:** Water/Ice damage +3 points
Initiative: 15 **Movement Speed:** -/20(Floating) **Fortitude:** 9(16) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None	-	-	10(17)	0	53	11

Unique Skills

○ **Fire Immunity**, ○ **Wind Immunity**, ► **Cover with Ash/9(16)/Fortitude/Half**
 ○ **Normal Weapon Immunity** Within "Range: Touch," it covers "Target: 1 Character" with its own body and suffocates it.
 ○ **Ash Body** The target suffers 2d+7 poison magic damage. Bludgeoning weapons treat the Defense of Warring Ash as 5 points higher. In addition, the target will not be able to make any vocalizations for 10 seconds (1 round).
 Throws deal no damage and have no effect. ► **Gale of Ashes/9(16)/Evasion/Neg**
 Any damage that is not of the recovery effect type cannot be critical. Warring Ash rushes through the air in a whirlwind, tearing through anything it touches.
 ○ **Shadow Sneak** Within "Range/Area: 1(20m)/ Breakthrough", the targets are dealt 2d+5 wind magic damage. It is not subject to any movement blocking (see CR II, p. 59) and is not restricted in any way when attempting to leave the skirmish. This ability cannot be used on consecutive turns.

Loot

Always	Corrupted Ash (300G/Red A)

The ashes of a corpse burnt to ashes, leaving behind a grudge and becoming undead. It rarely occurs when a person burned to death in a fire is left unattended or when a corpse is burned carelessly in the open. It is rare for a corpse that has been officially cremated to become undead. These ashes are rising and moving in whirlpools. They are full of resentment and attack the living without regard.

8 Corpse Mass

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: Trade Common, Regional Dialect **Habitat:** Ruins, Battlefields

Rep/Weak: 13/16 **Weak Point:** HP Recovery (deals damage instead), +3 points

Initiative: 12 **Movement Speed:** 15(Many Legs)/- **Fortitude:** 11(18) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Colored Light)	-	-	11(18)	8	71	52
Weapon (Corpse x 3+)	10(17)	2d+10	10(17)	7	63	11

Sections: 4+ (Colored Light / Corpse x 3+) **Main Section:** Colored Light

Unique Skills

● **All Sections**

○ **Cursed Light**

A character who makes a melee attack against this monster, regardless of success or failure, suffers 3 curse fixed damage for each attempt.

● **Colored Light**

○ **Normal Weapon Immunity**

○ **HP Sharing**

Whenever this section receives damage to HP, half of the applied damage (rounded up) is allocated as fixed damage to any Corpse section so that the section itself receives only the rest of the damage. The damage cannot be allocated to a Corpse section whose HP is already 0 or less, but it is acceptable if the HP of the Corpse section becomes 0 or less as a result of the allocation.

► **Raise Dead**

Resurrects one Corpse section whose HP is 0 or less, with the maximum HP.

Using this ability consumes 20 points of MP of the Colored Light section.

● **Corpse**

○ **Coordinated Attack**

If an attack on a Corpse section is evaded, the other Corpse section's attacks on that target gain a +1 to the Accuracy check against that target. This modifier is accumulated for each evaded attack. However, once any Corpse section attack hits or the monster's turn is ended, it is lost.

Loot

Always	Crystal Tears of Resentment (500G/White A)	7+	Engraved Weapon (600G/Black White A)
2 - 6	Dirty Weapons (300G/Black White A)		

The souls of warriors who died without redemption have merged and become undead. The corpses of the warriors can move and wield weapons, but their bodies are anchored in the mysterious light they carry, which connects each warrior seamlessly.

They have lost most of their sense of self, but they can still communicate. They harbor a deep hatred of the living and are willing to fight as slaves if they are promised to kill the living. However, if they feel that promises are not kept, and their desire to kill is not fulfilled, they immediately begin to rebel.

9 Banshee

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: Arcana **Habitat:** Various

Rep/Weak: 12/19 **Weak Point:** Energy damage +3 points

Initiative: 17 **Movement Speed:** -/21 (Floating) **Fortitude:** 10(17) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	10(17)	2d+7	12(19)	10	72	73

Unique Skills

○2 Actions

Banshee can perform two Major Actions in one round.

► **Truespeech Magic, Spiritualism Magic 7 Level/Magic Power 10 (17)**

○ Magic Aptitude

A Banshee can use the Combat Feats [Universal Metamagic].

► **Maddening Scream/13 (20)/Willpower/Neg**

Banshee makes a high-pitched wail within “Range: Caster,” causing everyone within a “Target: All Areas (20m Radius)/All” to go mad. A character affected by this effect must randomly select a target for their attacks, casting spells, and other effects. The character is free to choose actions, use Minor Actions, declare active combat feats, etc.

The target of an action taken by a frenzied character is chosen at random after checking possible targets by the range and other conditions just before the Skill Check for the action is taken. This effect lasts for 3 minutes (18 rounds), but it also disappears when the affected character inflicts a total of 45 points of applied damage to a character in their own faction. A character released from the effect of applied damage accumulation cannot receive the effect of [► Maddening Scream] for 1 day afterward (if the effect is released by any other method, it may receive the effect anew). If a character who has been affected by this effect is affected again, the duration of the effect is refreshed, but the accumulated applied damage is until the effect is removed as it is.

This effect is treated as psychic type.

Banshee can use this ability only once per round.

Loot

2 - 7	Crystal Tears of Resentment (500G/White A)	8+	Crystal Tears of Sorrow (1,000G/White S)
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A Banshee is the vengeful spirit of a woman who died in sorrow after suffering a terrible betrayal, seeking to share her fate with others. Its screams can shake even the most stoic of adventurers, and it is said that death comes to those who've heard the wail of a Banshee. Though they tend to appear as a beautiful woman, Banshees turn as ugly as a mummy when unleashing their wail on others. Upon defeat, a Banshee will disappear entirely, leaving behind only beautiful crystals, physical remnants of their powerful emotions.

II Dullahan Lord

Intelligence: High **Perception:** Magic **Disposition:** Hostile

Language: Arcana, Magitech **Habitat:** Unknown

Rep/Weak: 17/24 **Weak Point:** Energy damage +3 points

Initiative: 22 **Movement Speed:** 40(Wheeled)/- **Fortitude:** 15(22) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Sword (Rider)	15(22)	2d+13	12(19)	12	95	123
Slam (Manabike)	14(21)	2d+14	11(18)	13	101	43

Sections: 2 (Rider / Manabike) **Main Section:** Rider

Unique Skills

• **All Sections**

○ **Normal Weapon Immunity**

○ **Iron Body**

The Dullahan Lord is immune to criticals from edged weapons.

• **Rider**

▶ **Truespeech Magic, Divine Magic, Magitech 11 Level/Magic Power 15 (22)**

○ **Q Magic Aptitude**

A Dullahan Lord can use the Combat Feats [Universal Metamagic], [Rune Master], and [Multi-Action].

○ **Q Power Strike II**

They can deal an additional +12 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

• **Manabike**

▶ **Magitech 11 Level/Magic Power 15 (22)**

▶ **Gunfire/14(21)/Evasion/Neg**

A Shooting Attack is performed with the following data (name and minimal strength are omitted).

Stance	Max Magazine	Accuracy	Crit Value	Addl Dmg	Range
2H	5	-	(10)	-	2(30m)

○ **Targeting**

Stray shots cannot occur.

▶ **Sonic Blaster/15 (22)/Fortitude/Neg**

Within "Range: Caster" causes a loud noise around the target, impacting "Target: All Areas (30m Radius)/All". Targets suffer 2d bludgeoning magic damage and cannot declare Minor Actions or active combat feats for 10 seconds (1 round). Their Accuracy check and Evasion check are penalties by -2.

This unique skill cannot be used on consecutive turns.

○ **Downswing**

The Rider section deals an extra +2 damage.

This unique skill cannot be used when the Manabike falls to 0 HP or lower.

○ **Attack Obstacle - Impossible • None**

The Manabike size hinders attack.

The Rider cannot be attacked, whether melee or ranged. When the Manabike falls to 0 HP or lower, this effect disappears.

Loot

Always	Manabike Parts (500G/Black White A)	7 - 12	Mithril (2,600G/Gold S)
2 - 6	None	13+	Pure Mithril (8,800G/Gold S)

An improved Dullahan (see CR I, p. 419), the Dullahan Lord still wears beat-up white armor and tucks its head underneath one arm. However, the Dullahan Lord is familiar with magitech and takes advantage of an ancient Manabike instead of the old horse-drawn carriage.

12 Cursed Artist

Intelligence: High **Perception:** Magic **Disposition:** Hostile

Language: Arcana **Habitat:** Ruins

Rep/Weak: 19/22 **Weak Point:** Accuracy +1

Initiative: 18 **Movement Speed:** 20/- **Fortitude:** 15(22) **Willpower:** 15(22)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bow for Playing (Musician)	15(22)	2d+15	14(21)	9	115	88
None (Instrument)	-	-	15(22)	10	106	48

Sections: 2 (Musician / Instrument) **Main Section:** Special

Unique Skills

●All Sections

○Concealed Main Section

The Main Section of this monster is randomly selected from Musician and Instrument section at the time of its appearance and is kept secret.

In the Monster Knowledge check during Combat Preparation, if the success value is equal to or greater than the Weakness, in addition to applying weak points, Main Section will be identified.

○Magic Aptitude

They can use the Combat Feats [Universal Metamagic], [Targeting], [Magic Convergence], [Magic Control], and [Hawk Eye].

●Musician

▶ **Truespeech Magic 11 Level/Magic Power 14(21)**

○Intoxicated by Music

The body is activated in response to spellsongs.

If the Musician section is under the effect of any spellsong, its HP is recovered by 8 points at the end of its turn.

●Instrument

▶ **Basic Spellsongs 10 Level/15(22)/All Areas (50m Radius)**

In addition to Basic 5th level Spellsongs (see CR II, p. 192), it can use [Dare] (see p. 177).

▶ **[Finale: Dance of the Fire Dragon]/15(22)/Willpower/Half**

It uses [Finale: Dance of the Fire Dragon] at "Range: 2(50m)", dealing 2d+15 fire and wind magic damage to up to 5 targets.

This ability cannot be used on consecutive turns.

○Magic Repeat

The same magic cast by the Musician section in the same round is cast by the Instrument section with the exact same target and the same success value. The same amount of MP is consumed from the Instrument section.

Loot

Always	Baffling Sheet Music (800G/White A)	10 - 12	Vintage Instrument (2,600G/Green White S)
2 - 9	None	13+	Antique Instrument (12,600G/Green White SS)

This is a figure of a past musician who could not let go of their obsession with their own music and became undead, continuing to perform even after their death. This is the result of a musician of the Magic Civilization Period who tried to use their strong spellsongs.

They are eccentric and stubborn and will not tolerate anyone who interferes with their playing. They are known to have several types of musical instruments in their hands, including a large keyboard. There are various theories about the source of their obsession, the musician or the instrument.

13 Wraith

Intelligence: High **Perception:** Magic **Disposition:** Hostile
Language: Trade Common, Arcana **Habitat:** Unknown
Rep/Weak: 16/23 **Weak Point:** Physical damage +2 points
Initiative: 25 **Movement Speed:** -/26(Floating) **Fortitude:** 16(23) **Willpower:** 19(26)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None	-	-	17(24)	13	118	112

Unique Skills

○ Knowledge – Conjurer Class

Those with Conjurer will automatically succeed in the Monster Knowledge check for this monster. But they still must roll to know its weak point.

▶ Spiritualism Magic 13 Level/Magic Power 18 (25)

○ ◀ ▶ Magic Aptitude

A Wraith can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], and [Wordbreak].

○ Normal Weapon Immunity

○ Fog Body

Bludgeoning weapons treat the Wraith's Defense as 5 points higher.

In addition, the Throw weapon deals no damage to it.

The Wraith automatically halves the total damage of any incoming Magical damage (or quarters if the spell has "Resistance: Half").

Loot

2 – 12	None	13+	Frozen Mana (5,000G/Gold S)
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When using the spell [Wraith Form], this is the form the Conjurer takes. The strength of the individual depends on the Conjurer who used [Wraith Form]. In most cases, the conjurer becomes a powerful Wraith. However, some Wraiths had never been a Conjurer in their previous life, and these so-called "natural" Wraiths are curious oddities to those who study monsters.

In rare cases, the magical power of the Wraith will itself freeze and coalesce into a solid lump of frozen mana. This frozen mana is so cold that, under normal weather, it will not melt, making it unbelievably valuable among researchers on the open market.

14 Undead General

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: Arcana **Habitat:** Ruins

Rep/Weak: 16/20 **Weak Point:** HP Recovery (deals damage instead), +3 points

Initiative: 19 **Movement Speed:** 23/- **Fortitude:** 16(23) **Willpower:** 17(24)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	18(25)	2d+18	18(25)	18	128	-

Unique Skills

○Psychic Resistance

Undead General gains a +4 bonus when it makes a Willpower roll against any psychic type spell or unique skill.

○Bone Body

An Undead General is immune to criticals from edged weapons.

▶ 4 Attacks (At Random)

The Undead General makes four attacks, swinging the weapon around in both hands. For each attack, the target is chosen at random from the list of possible melee attackers.

○Continuous Attack II

If an Undead General 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.

○Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +12 points.

○Cover I

The effect is the same as the combat feat [Cover II].

Loot

Always	Well-kept (1,000G/Black White S)	Weapon	13+	Royal Treasured (8,000G/Gold Black White S)	Sword
2 - 12	Well-kept (1,000G/Black White S)	Weapon			

The Undead Generals were specially created by ancient wizard-kings to guard their treasures.

These warriors are skilled at launching swift and powerful attacks, making them formidable in melee combat. However, they possess low intelligence and can only carry out orders. Still guarding the wizard-king's secret underground laboratories and treasure vaults, they are an extremely formidable adversary for any adventurers.

15 Giant Zombie

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Various
Rep/Weak: 13/20 **Weak Point:** Physical damage +2 points
Initiative: 19 **Movement Speed:** 25/- **Fortitude:** 20(27) **Willpower:** 18(25)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon (Upper Body)	19(26)	2d+20	17(24)	16	132	20
Kick (Lower Body)	20(27)	2d+16	16(23)	18	142	10

Sections: 2 (Upper Body / Lower Body) **Main Section:** Upper Body

Unique Skills

● **All Sections**

○ **Regeneration - 10 points**

At the end of each round, each section of Giant Zombie recovers 10 HP. This has no effect if the section has 0 HP or lower.

● **Upper Body**

▶ **War Cry/18 (25)/Willpower/Neg**

The Giant Zombie unleashes a powerful yell, causing fear for "Range: Caster" and "Target: 2-3 areas (10m Radius)/All". This fear, treated as a Psychic effect, gives a -2 penalty to all Action rolls for the next 30 seconds (3 rounds).

This effect is treated as psychic type.

☞ **Simultaneous Attack**

A Giant Zombie's Weapon can attack all characters in the same skirmish. Each Accuracy Check is made with a -2 penalty.

● **Lower Body**

○ **Attack Obstacle - +4 • None**

A Giant Zombie'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

Always	Giant Rotting Weapon (500G/Black White A)	7 - 12	Gold Bracelet (5,000G/Gold White S)
2 - 6	None	13+	Giant's Treasure (10,000G/Gold SS)

Giant Zombie is born from the corpse of a Giant. These are just a few examples of Giant Zombies, and the strength of Giant Zombies varies greatly depending on the race and the individual.

18 Dark Hierophant

Intelligence: High **Perception:** Magic **Disposition:** Hostile

Language: Arcana, Drakish, Basilisk, Daemonic **Habitat:** Ruins, Abyss

Rep/Weak: 25/28 **Weak Point:** HP Recovery (deals damage instead), +3 points

Initiative: 25 **Movement Speed:** 18(Many Legs)/- **Fortitude:** 22(29) **Willpower:** 23(30)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Cane (Body)	22(29)	2d+24	21(28)	14	161	206
Fist (Palanquin)	24(31)	2d+21	20(27)	16	145	26

Sections: 2 (Body / Palanquin) **Main Section:** Body

Unique Skills

•Body

► **Divine Magic 15 Level/Magic Power 23(30)**

○◡Magic Aptitude

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], [Double Cast], [Critical Cast II], [Rune Master].

•Palanquin

► **3 Attacks (Free)**

A countless number of ghosts swarm and attack three times per round, with separate Accuracy checks and choosing whether to attack the same target again or a different target.

○Attack Obstacle = Impossible • +4

The Body cannot be attacked in melee. Against any ranged attacks, Body receives a +4 bonus to Evasion checks.

This effect disappears when the Palanquin section falls to 0 HP or lower.

○Wall of Believers

The Body section cannot be a target for the effects with "Target: 1 Character", "Target: 1 Character X", and "Target: X area (YY radius)/Z" unless it wishes to be (it still can be targeted by "Target: 1 Entire Character" and "Target: X area (YY radius)/All").

This effect is lost when the Palanquin section HP falls to 0 or less.

►Praise the Hierophant

The departed sacrifice themselves and offer distorted prayers to the being above the palanquin. This ability costs 10 HP and MP to the Palanquin section.

The Body section heals HP and MP by 10 points immediately and gets a +2 bonus to action checks for 10 seconds (1 round).

Loot

Always	Holy Symbol of the Evil God (600G/Black White A) x 2d	11+	Hierophant's Cloak (11,100G/White SS)
2 - 10	None		

This is an evil hierophant, who worshipped and glorified the evil gods, and became undead by involving their followers. Even in death, they are still worshipped by the souls of the dead.

The hierophant himself has no special abilities, though they are a high priest. However, they are strengthened by the palanquin that carries them, and their power baptizes the living into death and makes them new believers.

20 Dragon Zombie

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Ruins

Rep/Weak: 20/27 **Weak Point:** HP Recovery (deals damage instead), +4 points

Initiative: 21 **Movement Speed:** 20(4 Legs)/- **Fortitude:** 27(34) **Willpower:** 27(34)

Fight, Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	25(32)	2d+24	25(32)	18	187	61
Claw (Body)	26(33)	2d+22	22(29)	20	218	54
Wing (Wing)	23(30)	2d+20	23(30)	15	156	51
Wing (Wing)	23(30)	2d+20	23(30)	15	156	51
Tail (Tail)	24(31)	2d+22	23(30)	19	184	49

Sections: 5 (Head / Body / Wing x2 / Tail) **Main Section:** Head, Body (All)

Unique Skills

●All Sections

○Miasma Vortex

The Dragon Zombie is surrounded by a protective veil of miasma and gains a +4 bonus to Evasion checks against ranged attacks.

○Regeneration = 10 points

At the end of each round, each section of Dragon Zombie recovers 10 HP. This has no effect if the section has 0 HP or lower.

●Head

▶Poison Breath/25(32)/Fortitude/Half

With "Range/Area: 2(20m)/Shot" and "Target: 1 area (6m Radius)/20", it breathes putrid gas dealing 2d+25 poison magic damage.

This unique skill cannot be used on consecutive turns.

●Body

▶Twin Strike & Double Attack

A Dragon Zombie can make two Claw attacks each round. They may choose to attack different characters with each attack.

○Miasma Claws/24(31)/Fortitude/Neg

The target is weakened if the target is hit by a Claw attack. Target's strength is reduced by -6.

This effect is permanent and accumulative; a character whose strength falls to 0 or less dies without making a Death Check.

In the case of a fixed value character, each time it is affected by this effect, its damage is reduced by -1, and it will die if it is affected by the effect "Monster Level/5 (rounded up) + 2" times in total.

This effect is of the disease type.

○Attack Obstacle = +4 • None

A Dragon Zombie's height prevents enemies from attacking it. The Head receives a +4 bonus to Evasion checks against melee attacks. 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.

●Tail

○Tail Sweep

The monster can use its tail to attack up to 5 targets in the same skirmish. This ability cannot be used on consecutive turns.

Loot

Always	Decaying Dragon Scales (10,000G/Red SS)	7 - 12	Dragon Jewel (7,000G/Red S) x 2
2 - 6	Dragon Jewel (7,000G/Red S)	13+	Dragon's Treasure (20,000G/Gold SS)

Dragon Zombies are the reanimated corpse of a dragon that decayed over a number of years and returned to unlife after being corrupted. Typically, Dragon Zombies are of lower intelligence due to their brain having decomposed over the years, but rarely are there intelligent Dragon Zombies capable of speech and magic. However, the organs that would produce fire in a living dragon have rotted and decayed, and now the Dragon Zombie can only exhale a rotten miasma.

Often, Dragon Zombies have some sort of unfinished business in the world of the living, whether to get revenge on their slayer, to protect the remnants of their plundered horde, or something else altogether. The need to take care of this business drives the Dragon Zombie to the point where nothing will stand in their way in order to accomplish their goals.

Constructs

5 Deck Chest Trap

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed
Language: None **Habitat:** Ruins
Rep/Weak: 9/13 **Weak Point:** Accuracy +1
Initiative: 12 **Movement Speed:** 14/- **Fortitude:** 8(15) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Arms	7(14)	2d+6	6(13)	6	39	-

Unique Skills

○Mimicry/15/Danger Sense/Neg

It can mimic treasure chests, furniture, and doors. 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 15, and if it fails, they will be surprised (see CR I, p. 144). Mimicry will be automatically ended once the monster starts to act.

This monster can be detected with [Sense Magic].

▶Twin Strike & Double Attack

A Deck Chest Trap can make two Smash attacks each round.

They may choose to attack different characters with each attack.

○Capture

If both Smash attacks from [▶Twin Strike & Double Attack] hit the target, the target becomes entangled by Deck Chest Trap. The target will not be able to move, and from the next round on, any attack from this monster to the entangled target will automatically hit.

When the target tries to escape, use debonding (see p. 327).

Loot

2 - 5	None	10+	Premium Magical Wood (500G/Gold Green A)
6 - 9	Magical Wood (200G/Gold Green A)		

A Deck Chest Trap can disguise itself as a variety of ordinary furniture, such as bookcases, doors, beds, etc. It can move its strong arms and two small legs in and out at will.

6 Plasma Sphere

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 13/16 **Weak Point:** Physical damage +2 points

Initiative: 13 **Movement Speed:** -/10(Floating) **Fortitude:** 8(15) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Shock	9(16)	2d+8	8(15)	5	53	34

Unique Skills

○Shock

Melee Attack damage inflicted by this monster is treated as lightning magic damage.

► Lightning Connection/Can't

Deals "Target: 1 Character" at "Range: Touch" 5 lightning fixed damage.

If the target is a Construct or Magitech monster, the target gets a +2 bonus to Accuracy check for 10 seconds (1 round), and the physical damage it causes becomes the lightning type and increased by +3 points.

Loot

2 - 10	None	11+	Lightning Crystal (1,600G/Gold S)
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This construct looks like a about 30cm in diameter crystal ball floating in the space. Lightning is swirling inside the sphere and occasionally discharges outward with sound.

Its lightning can activate constructs and magitech. It is known that this construct was developed by researchers in the Magic Civilization Period, but it was later confirmed to be effective for magitech as well. In the Magitech Civilization Period, there were cases where magitech was used at archaeological sites.

7 Ghast Bishop

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 9/15 **Weak Point:** Physical damage +2 points

Initiative: 15 **Movement Speed:** 15/- **Fortitude:** 10(17) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Arms	11(18)	2d+12	10(17)	5	54	-

Unique Skills

None.

Loot

2 - 6	Magical Stone (250G/Gold A)	7+	Dense Magic Jewel (700G/Gold A)
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It is a Ghast (see CR I, p. 420) that has grown to an immensely powerful level, often leading an army of Ghasts and playing the role of Ghast leader.

8 Malicious Dresser

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: Arcana **Habitat:** Ruins

Rep/Weak: 16/19 **Weak Point:** Physical damage +2 points

Initiative: 14 **Movement Speed:** 10(4 Legs)/- **Fortitude:** 10(17) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Mirror) x 3	-	-	10(17)	5	61	33
Kick (Foundation)	11(18)	2d+12	9(16)	8	69	15

Sections: 4 (Mirror x 3 / Foundation) **Main Section:** Mirror (All)

Unique Skills

•Mirror

▶ Invitation to the Reversed World/10(17)/Willpower/Neg

Engulfs the person reflected in the mirror, making it impossible to interfere with the real world.

Engulfs "Target: 1 Character" in the mirror within "Range: Touch." The captured target will not be able to perform any movement or actions (Major Action, Minor Action). The target can attempt to escape at the beginning of its turn by comparing the success value of the ability to its Willpower (with the escaping player being the active player). If the success value is higher than the ability value, the target is released and can continue its turn. Otherwise, the target suffers 2d+5 curse magic damage.

This effect is automatically canceled when the HP of the Mirror section that used this ability becomes 0 or less or the target dies.

A Mirror section that already captured another character cannot use this ability.

As a general rule, this ability does not allow a character in multiple sections to be the target. However, suppose multiple Mirror sections have not engulfed the character. In that case, using this ability, it is possible to take in as many sections of the target by the same number of Mirror sections. Each check of this ability and each check of escape attempts is performed only once to compare to the success value. Damage incurred in case of escape failure is given to each section individually.

▶ Mirroring

This ability can only be used if another character has been taken in by [▶ Invitation to the Reversed World].

The mirror creates the shadow of the character captured in the mirror and manipulated at will. The abilities and numerical values of the character captured in the mirror are used as they are. The GM controls the shadow.

When a shadow performs an action involving an item's consumption, it does so by consuming that item from the character captured in the mirror (but it does not needlessly discard items, etc.).

The shadow itself has no HP or MP, and if it must be dealt damage or consumed, the HP and MP of the Mirror section controlling it are reduced instead.

When Mirror's turn is over, the shadow disappears.

Only one Mirror section can perform the [▶ Mirroring] per turn. Once one Mirror section has done so, no other section Mirror can use it.

When multiple Mirror section is used to capture the character with multiple sections, it is possible to create the shadow of only one of the sections.

•Foundation

○Oak Wood Body

It is immune to a critical hit from edged weapons.

○Attack Obstacle = +4 • None

Size prevents enemies from attacking it.

All Mirror sections receive a +4 bonus to Evasion checks against melee attacks.

This effect disappears when the Foundation section falls to 0 HP or lower.

Loot			
2 - 10	Fragments of Mirror (330G/Black White A)	11+	Large Fragments of Mirror (1,220G/Black White S)

This is a runaway construct of a magical mirror stand used by the nobility in the Magic Civilization Period. It is equipped with three large mirrors reflecting the whole body and is supported by a sturdy base.

Its original purpose was to place the reflected image outside the mirror in order to be able to check it from all angles, but what is now running amok in ruins is to take the reflected character into the mirror and manipulate only its shadow.

Although it can speak arcana for guidance, it is currently unable to communicate with the user and only continues to speak unintelligible guidance one-sidedly.

9 Phosphor Sphere

Intelligence: Low **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Hostile

Rep/Weak: 15/20 **Weak Point:** Water/Ice damage +3 points

Initiative: 14 **Movement Speed:** -/16(Flying) **Fortitude:** 12(19) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	12(19)	2d+10	11(18)	6	74	-

Unique Skills

○**Fire Immunity**, ○**Lightning Immunity**

○**Energy Absorption**

It is immune to energy-type damage. Conversely, if the monster is hit by an energy-type attack, its HP is recovered by the amount of applied damage.

No effects other than damage can be caused by energy-type effects.

○**Poison/11 (18)/Fortitude/Neg**

If the Slam hits, it deals 2d poison magic damage to the target.

○**Poison Body/11 (18)/Fortitude/Neg**

A character who makes a melee attack against this monster and hits it suffers 2d points of poison magic damage at the end of their turn.

Loot			
Always	Green Dye (80G/Green B) x 1d	9+	Green Light Powder (520G/Gold A) x 1d
2 - 8	Green Light Powder (520G/Gold A)		

It is a sphere about one meter in diameter that floats while emitting phosphorescent light. This construct is believed to have been used by wizards to show off their creations and illuminate them.

As well as being a light, it could act as a guardian, preventing the exhibits from being stolen or damaged.

It is often encountered in ruins, along with the architecture and objects it was guarding. Although it does not speak itself, there have been reports of it being stopped by arcana words.

10 Alchemy Tooth

Intelligence: Animal **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Forest, Ruins, Cave

Rep/Weak: 14/17 **Weak Point:** Physical damage +2 points

Initiative: 14 **Movement Speed:** 18(Crawling)/- **Fortitude:** 12(19) **Willpower:** 13(20)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	14(21)	2d+9	11(18)	10	83	-

Unique Skills

○Golden Disease/15 (22)/Fortitude/Neg

If the Bite attack hits, it infects the target with a "Golden Disease" disease.

Target immediately receives a 2d disease magic damage and an additional 1d disease magic damage at the end of each round (no additional checks are needed in that case).

As the disease deals with damage, golden spots spread from the wound, eventually turning the whole-body gold. If the target dies from this disease, after 24 hours, their entire body is stiff gold, and the character cannot be resurrected.

The Golden Serum earned from defeating an Alchemy Tooth can be used to cure this disease (but not the HP lost). If taken in advance, it will prevent the character from catching this disease for up to 24 hours.

Major Action is needed to take Golden Serum.

○Continuous Attack

If an Alchemy Tooth successfully hits a target in melee, it may make a second attack against the same target.

Loot

Always	Golden Serum (300G/Gold A) x 1d	9+	Golden Scales (600G/Gold Red A)
2 - 8	None		

This particular construct has a bacterium that causes the Golden Disease, which eventually turns a person's entire body into gold. While someone with the Golden Disease eventually dies and stiffens into a golden statue, their entire body is not actually gold. However, unscrupulous salesmen will attempt to sell these bodies as golden statues in hopes of duping people out of their hard-earned money.

11 Exceed Disaster

Intelligence: Average **Perception:** Magic **Disposition:** Hostile

Language: Arcana **Habitat:** Ruins

Rep/Weak: 18/21 **Weak Point:** Accuracy +1

Initiative: 19 **Movement Speed:** 20(Flying) **Fortitude:** 14(21) **Willpower:** 15(22)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Sword (Sword)	15(22)	2d+16	14(21)	13	90	34
Swing (Handle)	13(20)	2d+14	13(20)	11	75	28
Slam (Sheath)	14(21)	2d+13	13(20)	9	80	68

Sections: 3 (Sword / Handle / Sheath) **Main Section:** None

Unique Skills

● **All Sections**○ **Flight**

This monster receives a +1 bonus to Accuracy and Evasion only for melee attacks.

● **Sword**○ **Mithril Body**

It is immune to criticals from edged weapons and all Magic damage. Sword section melee attacks are treated as silver weapons.

☞ **Power Strike II**

It can deal an additional +12 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

☞ **Lethal Strike II**

The 2d roll of damage decision is increased by +1. At risk, he takes a -1 penalty to its Evasion check.

☞ **Cleave II**

It attacks with a weapon up to 5 characters within the skirmish in which it resides. Accuracy checks are made at once, and damage is determined individually. If this ability is declared with [☞Power Strike II] or [☞Lethal Strike II], the damage will be changed only for one target.

○ **Painful Strike**

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +8 points. When declaring [☞Lethal Strike II], this ability is triggered when the modified roll is 10 (the original roll was 9) or more.

● **Handle**○ **Careful Balance**

The well-balanced and carefully crafted handle helps to move the sword blade. The Sword section has the ability of [○Multiple Declarations = 2 times]. This ability is lost when the HP of the Handle section becomes 0 or less.

▶ **Gale Breath/11(18)/Fortitude/Half**

The dragon on the handle spits torrent from the dragon's mouth and deals 2d+11 wind magic damage to "Target: 1 area (3m Radius)/5" at "Range/Area: 2(20m)/Shot".

This ability cannot be used on consecutive turns.

● **Sheath**▶ **Truespeech Magic 10 Level/Magic Power 12(19)**○☞ **Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], and [Universal Metamagic].

Loot

Always	Mithril (2,600G/Gold S)	8 - 11	Gold and Silver Decoration (1,800G/Gold White S)
2 - 7	Gold Thread Decoration (800G/Gold White A)	12+	Jewelry Decoration (7,800G/Gold White S)

This is a self-sustaining sword created by a sorcerer who studied Swords of Genesis during the Magic Civilization Period as the result of their research. It is about 5 meters long.

Swords of Genesis have been studied from various aspects, but the monstrosity that we see here was created to reproduce its performance and power and has survived to the present day. The size of the sword is also too large to be handled by a humanoid.

Strictly speaking, it's not a magic sword but a Construct in the shape of a sword, but it seems that some of the research results were able to reproduce part of the secret of Swords of Genesis.

14 Carbide Claws

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Labyrinths, Ruins

Rep/Weak: 19/25 **Weak Point:** Accuracy +1

Initiative: 18 **Movement Speed:** 17/- **Fortitude:** 18(25) **Willpower:** 18(25)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist (Right Side)	18(25)	2d+21	14(21)	20	120	-
Fist (Left Side)	18(25)	2d+21	14(21)	20	120	-

Sections: 2 (Right Side / Left Side) **Main Section:** None

Unique Skills

● **All Sections**

○ **Knowledge – Conjurer Class**

Those with Conjurer will automatically succeed in the Monster Knowledge check for this monster. But they still must roll to know its weak point.

○ **Superalloy Body**

It is immune to criticals from magical or weapon attacks.

▶ **Throw/17(24)/Evasion/Neg**

The Carbide Claws attempts to grab a “Target: 1 Character” within “Range: Touch.” If successful, the target is thrown to the rearguard area of their faction (Simplified Combat) or in any direction chosen by this monster at 30m (Standard Combat) and falls down, taking 45 points of fall damage.

Loot

Always	Magic Iron Ingot (680G/Gold Black A) x 1d	10+	Pure Mithril (8,800G/Gold S)
2 - 9	Mithril (2,600G/Gold S)		

It is a bipedal golem made of a jet-black alloy, but with long arms that reach to the ground and huge hands.

As the guardian of places and treasures, it is known to throw anything that approaches and never allows it to pass.

Carbide Claws

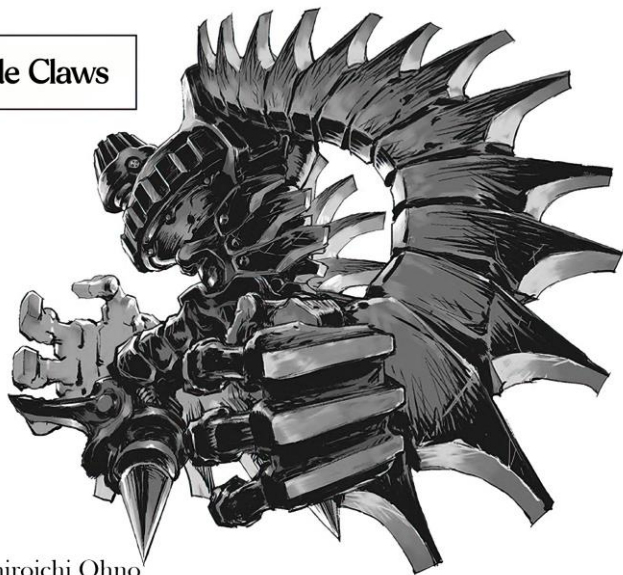


Illustration by Shiroichi Ohno

16 Goldface

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: Arcana **Habitat:** Ruins

Rep/Weak: 22/26 **Weak Point:** Physical damage +2 points

Initiative: 23 **Movement Speed:** -/15(Floating) **Fortitude:** 20(27) **Willpower:** 20(27)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	22(29)	2d+20	21(28)	19	150	-

Unique Skills

○ **Fire Immunity**

○ **Superalloy Body**

It is immune to criticals from magical or weapon attacks.

○ **3 Actions (At Random)**

The monster can take 3 Major Actions in one round. Each Major Action is randomly selected by the table with 1d rolled. The same Major Action may be selected more than once.

1d	Major Action to be taken
1	► Face Flash
2	► Binocular Light Ray
3	► Gale Blow
4	► Poisonous Flame Breath
5	► Crunch
6	Slam (Melee Attack)

► **Face Flash/Can't**

Within "Range: Caster" causes the target's face to glow intensely, blinding "Target: 2-3 areas (10m Radius)/All". Targets take a -2 penalty on Accuracy and Evasion checks for the next 10 seconds (1 round). If the target is hit by this effect again during the duration, the penalty is increased to -4, and the target is blinded (see CR II, p. 70). 3 or more times will not make the effect worse. This effect is curse type and is independent of the target's perception. Target will be affected even if they are blind. If an attempt is made to cancel an effect, the success value is treated as 30.

► **Binocular Light Ray/20(27)/Willpower/Half**

Within "Range/Area: 2(30m)/Line", light rays are emitted from both eyes, dealing 2d+16 magic damage to the target. For this effect, the dice must be rolled twice to determine at random by 1d whether or not a character in the

area of effect has escaped the effect (see CR I, p. 163). Only if both of them are the same will the effect be avoided. If either one of the two rolls is a roll that is considered to be affected, then the effect must be taken. Even if both of the rolls are considered to be affected, the effect is taken only once.

► **Gale Blow/20(27)/Fortitude/Half**

Within "Range: Caster," blowing strong wind from its nose causes "Target: All Areas (30m Radius)/All" to fall prone and take 2d+16 physical damage.

► **Poisonous Flame Breath/20(27)/Fortitude/Half**

Spits out poisoned particles of high temperature within "Range/Area: 2(30m)/Shot" and "Target: 1 area (6m Radius)/20", dealing 2d+20 poison and fire magic damage.

► **Crunch/21(28)/Evasion/Neg**

Within "Range: Touch," the monster captures "Target: 1 Character" with its large mouth and crushes it with its fangs. In addition, the target's armor is damaged.

If the target is a character that has PC data, the Defense of any equipped armor or shield chosen by the target must be reduced by -1. This effect is cumulative, and if Defense becomes 0, it will be completely destroyed. Armor with reduced Defense can be repaired by paying 10% (up to 90%) of the armor's price for each reduction.

Each time a character with the monster data is affected by this effect, its Defense is reduced by -1. The effect is cumulative but only down to 0. Defense is restored by +1 point per day.

○ **Throw**

If a Slam hits the target, the target is knocked prone and falls to the ground.

Loot

Always	Magical Gold Nuggets (2,000G/Gold Black S)	10+	Pure Mithril (8,800G/Gold S)
2 - 9	Mithril (2,600G/Gold S)		

This is a construct in the shape of a human head from the neck up. It is gigantic, 3 meters in height, and is floating with the help of magic. It is made of a special metal, and its surface is golden and shiny. It has a few curved surfaces, and many small planes are connected by sharp corners and edges to form the face.

During the Magic Civilization Period, they were mainly used as gatekeepers of important facilities such as treasuries. Even today, when encountered inside the ruins, the gatekeepers protect such places and act to keep intruders out.

20 Mithril Golem

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Labyrinths, Ruins

Rep/Weak: 19/25 **Weak Point:** Accuracy +1

Initiative: 20 **Movement Speed:** 20/- **Fortitude:** 26(33) **Willpower:** 25(32)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist (Upper Body)	26(33)	2d+26	23(30)	30	204	-
Fist (Upper Body)	26(33)	2d+26	23(30)	30	204	-
Kick (Lower Body)	24(31)	2d+28	22(29)	30	228	-
Kick (Lower Body)	24(31)	2d+28	22(29)	30	228	-

Sections: 4 (Upper Body x 2 / Lower Body x 2) **Main Section:** None

Unique Skills

● **All Sections**

○ **Knowledge - Conjurer Class**

Those with Conjurer will automatically succeed in the Monster Knowledge check for this monster. But they still must roll to know its weak point.

○ **Mithril Body**

The Mithril Golem is immune to criticals from edged weapons and all Magic damage. The Mithril Golem's melee attacks are treated as silver weapons.

● **Upper Body**

○ **2 Actions**

Can perform two Major Actions in one round.

○ **Multiple Declarations - 2 times**

○ **Improved Aimed Attack**

When attacking, the Mithril Golem can gain a +4 bonus to Accuracy but receives a -8 penalty for damage dealt.

▶ **Glowing Fists**

Wraps its fists with magical light for 10 seconds (1 round), and the damage it generates in a melee attack becomes energy magic damage.

● **Lower Body**

▶ **Simultaneous Attack**

A Mithril Golem's Kick attacks all characters in the same position.

▶ **Earthshaker/25 (32)/Fortitude/Neg**

The Mithril Golem shakes the ground, and those who fail to resist immediately fall prone.

○ **Balance Loss**

If the HP of any Lower Body section is reduced to 0 or less, the remaining Lower Body sections lose their [▶Earthshaker] and [▶Simultaneous Attack] abilities.

○ **Attack Obstacle - +4 • None**

Upper Body sections cannot be attacked in melee. Against any ranged attacks, Upper Body sections receive a +4 bonus to Evasion checks.

This effect disappears when all Lower Body sections fall to 0 HP or lower.

Loot

Always	Mithril (2,600G/Gold S) x 2d	Always	Pure Mithril (8,800G/Gold S) x 1d
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A humanoid golem created entirely out of the magical metal mithril, the Mithril Golem is a 10m tall behemoth. However, the Mithril Golem is one of the most dangerous monsters known to exist in the entirety of Raxia, so defeating one and taking the treasure it guards is much easier said than done.

Magitech

2+ Magireplica

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins

Rep/Weak: ※/※ **Weak Point:** Lightning damage +3 damage

Initiative: ※ **Movement Speed:** ※(※)/※(※) **Fortitude:** ※ **Willpower:** ※

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
※(※)	※+1	※+2	※	※+1	※+5	※

Sections: ※ **Main Section:** None

Unique Skills

○Mechanical Body

It is immune to criticals from edged weapons.

○By Model

The strength of this monster depends on the modeled animal. Please apply the modeled animal monster's values to the place marked with ※ in the various values and data columns.

Its level is equal to the "Animal Monster's Level +1". In the case of a multi-section model, the Main Section is always "None".

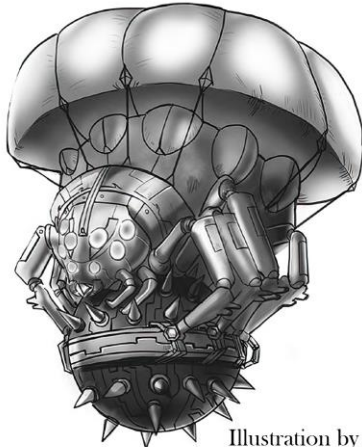
Basically, Magireplica has the same unique skills. However, it does not have the effect of regenerating its own HP (such as [○Regeneration]) and [○Bloodsucking]).

Loot

Always	Iron (20G/Black B)	6 - 9	Magitech Components (300G/Black White A)
2 - 5	Crude Magitech Components (100G/Black White A)	10+	Rare Magitech Components (900G/Black White A)

Magireplica is a magitech modeled after an Animal. Except for the fact that it is obviously made of metal, it looks exactly like the modeled animal and behaves very similarly. Even if the animal has unique skills, they are reproduced by magitech.

In the history of magitech development, it is said to be the result of the attempt to gain various knowledge by "learning from nature," but it seems that many of them were created as a hobby.



Barba

Illustration by Yukihiro Maruo

3 Kagner

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins

Rep/Weak: 10/13 **Weak Point:** Lightning damage + 3 points

Initiative: 9 **Movement Speed:** 10(Wheeled)/- **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	4(11)	2d+4	4(11)	4	28	-

Unique Skills

○Mechanical Body

It is immune to criticals from edged weapons.

○Mounted Magitech - 2 Characters

Up to 2 magitech characters (2 sections) can be mounted (see p. 98).

○Mounted Person Protection - +2 • None

A character mounted on this monster has a +2 bonus to Evasion checks against melee attacks.

Loot

Always	Iron (20G/Black B)	8+	Crude Magitech Components (100G/Black White A)
2 - 7	None		

This is a transportation magitech used to carry magitechs during the Magitech Civilization Period in the Alframe region. It is about 1m high and 3m long with wheels.

The pedestal has fasteners and fixations for mooring the magitech, making it suitable for long-distance transportation. It was capable of moving by itself and being towed by a train to carry the magitech in succession.

4 Barba

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins, Mountains

Rep/Weak: 11/14 **Weak Point:** Physical damage +2 points

Initiative: 11 **Movement Speed:** -/10(Floating) **Fortitude:** 6(13) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Legs	6(13)	2d+5	6(13)	3	31	-

Unique Skills

► Bursting Shell Drop/6(13)/Willpower/Half

The bursting shell is dropped on the top of the target.

Within "Range: Caster" deals 2d+5 fire magic damage to "Target: 1 area (3m Radius)/5".

This ability can only be used once.

Loot

Always	Iron (20G/Black B)	6 - 9	Crude Magitech Components (100G/Black White A)
2 - 5	None	10+	Magitech Components (300G/Black White A)

During Magitech Civilization Period, the tactic of attacking from the air to the ground in large-scale field battles and sieges was devised, and the Barba series of magitech was developed to realize this tactic.

It looks like a spider about 50 cm in length and moves by floating with a small air sac on its back. It holds a Bursting Shell between its legs, which it drops to attack a wide area.

5 Deg Kagner

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins

Rep/Weak: 12/15 **Weak Point:** Lightning damage + 3 points

Initiative: 11 **Movement Speed:** 10(wheeled)/- **Fortitude:** 7(14) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	7(14)	2d+7	7(14)	7	42	-

Unique Skills

○Mechanical Body

It is immune to criticals from edged weapons.

○Mounted Magitech - 2 Characters

Up to 2 magitech characters (2 sections) can be mounted (see p. 98).

○Mounted Person Protection - +2 • +2

A character mounted on this monster has a +2 bonus to Evasion checks against meleé and ranged attacks.

PART 1

PART 2

Loot

Always	Iron (20G/Black B)	9+	Magitech Components (300G/Black White A)
2 - 8	Crude Magitech Components (100G/Black White A)		

This sturdy Kagner is designed for transportation over rough terrains, such as mountains and wastelands. The extra fence to secure the magitech to be transported is added to protect the magitech even more firmly.

PART 3

6 Gur Barba

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins, Mountains

Rep/Weak: 13/16 **Weak Point:** Physical damage +2 points

Initiative: 13 **Movement Speed:** -/10(Floating) **Fortitude:** 7(14) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Legs	9(16)	2d+8	8(15)	5	48	-

Unique Skills

► Bursting Shell Drop/8(15)/Willpower/Half

The bursting shell is dropped on the top of the target. Within "Range: Caster" deals 2d+7 fire magic damage to "Target: 1 area (3m Radius)/5".

This ability can only be used once.

► Sprinkle Repair Liquid/Can't

Sprays magitech restoring liquid to "Target: 1 area (3m Radius)/5" in "Range: Caster." If the target is a magitech character, its HP is restored by 2d+7 points.

This effect can be used only once. This monster is always excluded from this effect.

PART 5

Loot

Always	Iron (20G/Black B)	8+	Magitech Components (300G/Black White A)
2 - 7	Crude Magitech Components (100G/Black White A)		

This large Barba is about one meter in length and holds a Bursting Shell and a restore fluid to support the front-line magitech. The fluid solidifies quickly when it touches the damaged part of the magitech and closes it temporarily.

Both Bursting Shell and restore liquid are loaded only enough for one use.

GAME MASTERY

7 Lang Kagner

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins, Mountains

Rep/Weak: 14/17 **Weak Point:** Lightning damage +3 points

Initiative: 13 **Movement Speed:** 10(Wheeled)/15(Floating)

Fortitude: 10(17) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	10(17)	2d+11	9(16)	7	63	-

Unique Skills

○Mechanical Body

It is immune to criticals from edged weapons.

○Mounted Magitech - 2 Characters

Up to 2 magitech characters (2 sections) can be mounted (see p. 98).

○Mounted Person Protection - +2 • +2

A character mounted on this monster has a +2 bonus to Evasion checks against melee and ranged attacks.

▶ Gale Artillery/9(16)/Willpower/Half

Within "Range/Area: 2(20m)/Shot", spews a gale of wind, dealing 2d+8 wind magic damage to "Target: 1 Character" and knocks prone.

This ability can be used only when this character's movement method is "wheeled" (grounded).

Loot

Always	Iron (20G/Black B)	9 - 11	Rare Magitech Components (900G/Black White A)
2 - 8	Magitech Components (300G/Black White A)	12+	Mysterious Magitech Components (2,400G/Black White S)

This is the largest type in the Kagner series. It is equipped with a powerful air-blowing mechanism and is capable of floating and moving by blowing wind.

It is also equipped with a small cannon for self-defense. Connecting an air-blowing mechanism here can launch wind cannonballs to eliminate enemies. Since this mechanism cannot work for weapons and floating systems simultaneously, the weapon is operatable only when moved by wheels.

8 Maris Barba

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins, Mountains

Rep/Weak: 15/18 **Weak Point:** Physical damage +2 points

Initiative: 15 **Movement Speed:** -/10(Floating) **Fortitude:** 10(17) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Machine Gun (Body)	11(18)	2d+8	11(18)	6	61	-
Legs (Legs)	11(18)	2d+10	10(17)	7	66	-

Sections: 2 (Body / Legs) **Main Section:** None

Unique Skills

●Body

○Gun

The Machine Gun is treated as a gun weapon with a "Range: 2 (20m)" and a maximum magazine of 3.

When the bullets run out, Maris Barba cannot attack at all.

▶Reload (One Time Only)

Completely reloads the bullets of the Machine Gun. This effect can only be used once.

○Targeting & Hawk Eye

Stray shots cannot occur. It also can aim through the shielding.

●Legs

▶Bursting Shell Drop/10(17)/Willpower/Half

The bursting shell is dropped on the top of the target. Within "Range: Caster" deals 2d+10 fire magic damage to "Target: 1 area (3m Radius)/5".

This ability can only be used once.

▶Sprinkle Repair Liquid/Can't

Sprays magitech restoring liquid to "Target: 1 area (3m Radius)/5" in "Range: Caster." If the target is a magitech character, its HP is restored by 2d+7 points.

This effect can be used only once. This monster is always excluded from this effect.

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 mid-air support type of the larger Barba series. At the end of the Magitech Civilization Period, Maris Barba's troops in formation were recorded to have attacked and defeated all the Barbarous.

However, there is a record of problems such as inferior fighting capability and increased cost as a result of the larger size.

9 Barba Kagner

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins

Rep/Weak: 16/19 **Weak Point:** Lightning damage + 3 points

Initiative: 15 **Movement Speed:** 10(Wheeled)/- **Fortitude:** 12(19) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Machine Gun (Right Side)	12(19)	2d+9	13(20)	7	68	-
Machine Gun (Left Side)	12(19)	2d+9	13(20)	7	68	-
Wheels (Cart)	11(18)	2d+14	11(18)	10	85	-

Sections: 3 (Right Side / Left Side / Cart) **Main Section:** None

Unique Skills

● **All Sections**

○ **Mechanical Body**

It is immune to criticals from edged weapons.

● **Right Side/Left Side**

○ **Gun**

The Machine Gun is treated as a gun weapon with a "Range: 2 (20m)" and a maximum magazine of 3.

○ **Targeting & Hawk Eye**

Stray shots cannot occur. It also can aim through the shielding.

▶ **Reload**

Reloads bullet into the Machine Gun.

● **Cart**

▶ **Maris Barba Launch**

One stored Maris Barba (see the previous page) is launched. The launched Maris Barba appears in the same position (area, coordinate) as this monster and performs movement and actions from the next round.

This ability cannot be used on consecutive turns. It can be used only up to 3 times.

▶ **Sprinkle Repair Liquid/Can't**

Applies magitech restoring liquid to "Target: 1 Character" (including itself) with "Range: Touch," and if the target is a magitech, its HP is restored by 2d+10 points.

This ability cannot be used on consecutive turns.

○ **Stranded**

If the HP of the Cart section becomes 0 or less, the Right Side and Left Side receive a -4 penalty on Evasion checks.

Loot

Always	Iron (20G/Black B)	9 - 12	Mysterious Components (2,400G/Black White S)	Magitech (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 Kagner specialized for transporting Maris Barba and capable of storing three Maris Barba.

It was assumed that Kagner would move to the vicinity of the operation area and launch Maris Barba to attack the base, but there is no record of its actual use in battle. The number of Barba Kagner found at ruins is extremely small, and they are also known as "phantom magitechs."

12 Material Dealer

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: Magitech **Habitat:** Ruins

Rep/Weak: 19/22 **Weak Point:** Lightning damage + 3 points

Initiative: 19 **Movement Speed:** 20(4 Legs)/- **Fortitude:** 15(22) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Card	15(22)	2d+16	14(21)	10	111	-

Unique Skills

○Card Throwing

The Card attack is treated as a thrown attack with "Range: 1(10m)", and if it hits, it deals slashing physical damage. The Cards can be used as many times as it wants since they are infinitely generated and replenished.

○Targeting & Hawk Eye

Stray shots cannot occur. It also can aim through the shielding.

▶▶Evocations/15(22)

It can use [Vorpal Weapon], [Critical Ray], [Paralyzing Mist], [Heal Spray], and [Slash Field] evocations. All Evocations are used at A rank. There is no limit to the number of cards; Material Dealer can use as many cards as needed.

When used with a Major Action, the Evocation check is performed with the standard value, success value, described in the heading of this ability; when used with a Minor Action, the success value is treated as 0.

▶Frenzy Card Deal/Can't

Within "Range: Caster," Material Dealer makes countless cards fly up and attack "Target: 1 area (6m Radius)/20", deals 2d+10 points of damage. In this case, roll 1d for each target. If the result is 1-3, slashing magic damage is dealt, and if the result is 4-6 slashing physical damage is dealt to that target.

When this ability is used, it consumes 10 points of HP.

Loot

Always	Play Cards (50G/White B)	9 - 11	Mysterious Magitech Components (2,400G/Black White S)
2 - 8	Rare Magitech Components (900G/Black White A)	12+	Trove of Magical Components (7,600G/Black White S)

It is a human-shaped magitech on a cart that houses a large number of magispheres and material cards. From the back of the magitech, a number of dexterous arms extend to provide entertainment in all directions, including cards and magic tricks.

It is said to have existed on the Alframe continent during the Magitech Civilization Period and was used in prosperous underground gambling establishments. In order to suppress a disturbance in an emergency, it can incapacitate the customers who caused the disturbance. Because of its elaborate structure, it is quite rare to find one left in the present age.

14 Skyship

Intelligence: None **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Unknown

Rep/Weak: 16/19 **Weak Point:** Fire damage +3 points

Initiative: 19 **Movement Speed:** -/50(Flying) **Fortitude:** 18(25) **Willpower:** 17(24)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None	-	-	15(22)	20	200	-

Unique Skills

○Flight

A Skyship receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○Mounted = 10 Characters

Up to 10 characters can be mounted (see p. 98) in addition to the pilot.

Loot

Always	Broken Magitech Components (50G/Black B) x 5

It is a small airship. It has no combat capability and is for transportation only. It can accommodate up to 10 passengers in addition to a pilot. Rarely excavated from the ruins of Magitech Civilization, they are sold at high prices. Some of them have sails and use wind power.

Magitech [Skyship](see p. 160) can make one with the same capabilities.

15 Dragon Fortress

Intelligence: Servant **Perception:** Mechanical **Disposition:** Hostile

Language: Magitech **Habitat:** Ruins

Rep/Weak: 17/20 **Weak Point:** Lightning damage + 3 points

Initiative: 22 **Movement Speed:** 20/50 (Flying) **Fortitude:** 21(28) **Willpower:** 19(26)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	17(24)	2d+16	19(26)	13	145	-
Main Battery (Body)	19(26)	2d+18	16(23)	11	141	-
Main Battery (Body)	19(26)	2d+18	16(23)	11	141	-
Machine Gun (Wing)	20(27)	2d+16	17(24)	12	104	-
Machine Gun (Wing)	20(27)	2d+16	17(24)	12	104	-
Claw (Foot)	18(25)	2d+17	17(24)	10	119	-
Claw (Foot)	18(25)	2d+17	17(24)	10	119	-

Sections: 7 (Head / Body x 2 / Wing x 2 / Foot x 2) **Main Section:** Head

Unique Skills

●All Sections

○Mechanical Body

It is immune to criticals from edged weapons.

●Head

▶Adaptive Jet/18(25)/Willpower/Half

Dragon Fortress sprays a jet of flames, ice, or lightning.

Within "Range/Area: 2(50m)/Shot" deals to the "Target: 1 area(6m Radius)/20" 2d+20 magic damage.

The type of damage is chosen upon usage between fire, water/ice, and lightning.

●All Sections

○Targeting & Hawk Eye

Stray shots cannot occur. It also can aim through the shielding.

●Body & Wing

○Gun

The Main Battery is a gun weapon that has a "Range: 2(30m)" and a maximum magazine of 3. The Machine Gun is a gun weapon that has a "Range: 1(10m)" and a maximum magazine of 6.

▶Reload

Fully reloads the Main Battery and Machine Gun of that section.

▶Volley

To use this ability, the weapon must have at least 3 bullets loaded, and 3 bullets are consumed at the same time.

The success value of the Accuracy check is set to 30, with the same damage as a regular attack.

The same Dragon Fortress may only perform one [▶Volley] per round against the same target.

●Body

○Attack Obstacle = Impossible • None

The Dragon Fortress's size hinders attack.

The Head cannot be attacked, whether melee or ranged. This effect disappears when any Body section falls to 0 HP or lower.

○Stranded

If the HP of all Body sections is reduced to 0 or less, the Head sections receive a -4 penalty for Evasion checks.

●Wing

○Flight II

All sections receive a +2 bonus to Accuracy and Evasion only for melee attacks.

This unique skill is lost if any Wing section is reduced to 0 or less HP.

Loot

Always	Rare Magical Components (900G/Black White A)	7 - 12	Trove of Magical Components (7,600G/Black White S)
2 - 6	Mysterious Magitech Components (2,400G/Black White S)	13+	Newly Discovered Magical Components (25,000G/Black White SS)

A large construct in the shape of a dragon, the Dragon Fortress is a huge machine, measuring around 50m long and 15m high. Able to fly at high speeds, its weapons are able to cause destruction on a massive scale. It is thought to be the top of the line when it comes to mobile defense and comes outfitted with a wide variety of weapons. It is an existence that brings together the highest level of technology in Magitech Civilization, and the leaders of each country are searching for their whereabouts.

Mythical Beasts

5 Pegasus

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: None **Habitat:** Mountains

Rep/Weak: 9/16 **Weak Point:** Accuracy +1

Initiative: 16 **Movement Speed:** 20(4 Legs)/40(Flying) **Fortitude:** 6(13) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Hoofs	7(14)	2d+5	6(13)	3	41	23

Unique Skills

○Flight

A Pegasus receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○Poison/Disease Immunity

When the mount is subjected to a poison or disease-type effect or damage, it can always be resisted as "Resistance: Optional."

Loot

Always	White Feathers (50G/Red B)	10+	Pure White Mane (800G/Red A)
2 - 9	None		

A white horse with wings on its back, a Pegasus is a rare sight due to its somewhat skittish personality. The image of a Pegasus is popular in folktales and legends, and it is said that riding one is like running in the sky. They do not simply allow anyone to ride them, so the few adventurers and aristocrats seen on a Pegasus have just that much more prestige.

The wild species lives mainly in rugged mountains, but it is a popular Mythical Beast for riding and is also kept by the Rider's Guilds (see p. 267). It is rare to find adventurers and nobles who keep them privately.

6 Emerald Raccoon

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Friendly

Language: Lycant, Sylvan **Habitat:** Forest

Rep/Weak: 12/15 **Weak Point:** Earth damage + 3 points

Initiative: 13 **Movement Speed:** 16(4 Legs)/- **Fortitude:** 8(15) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Arms	8(15)	2d+8	8(15)	6	52	48

Unique Skills

► Fairy Magic 6 Level/Magic Power 9(16)

Can use earth, water/ice, wind, and light types.

○Magic Aptitude [Prerequisite: Unique Skill Release]

They can use the Combat Feats [Targeting], [Metamagic/Number].

Loot

Always	Green Hair (250G/Red A)	10+	Clean Green Hair (750G/Red A)
2 - 9	None		

It is a Mythical Beast with green body hair of about 2m in length, inhabiting the forested areas of the Allframe continent, and looks like a raccoon. It can communicate with the same level of intellect as humans. It has a mild-mannered character and is a mediator between multiple Animals and Mythical Beasts in the forest ecosystem.

If a Humanoid or a Barbarous is trespassing on the territory of the Animals in the forest, they may use their magical powers to solve the problem.

7 Amphisbaena

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: None **Habitat:** Cave, Cold Region, Alpine

Rep/Weak: 12/18 **Weak Point:** Magic damage +2 points

Initiative: 14 **Movement Speed:** 20(Rotation)/- **Fortitude:** 10(17) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	10(17)	2d+9	9(16)	7	42	19
Bite (Head)	10(17)	2d+9	9(16)	7	42	19

Sections: 2 (Head) **Main Section:** None

Unique Skills

● **All Sections**

○ **Poison Immunity**

● **Head**

○ **Poison/10 (17)/Fortitude/Neg**

If the Bite hits, it deals 8 poison magic damage to the target.

► **Poisonous Gas Breath/10 (17)/Fortitude/Half**

Within "Range/Area: 2(20m)/Shot" spits out poison gas in "1 area(3m Radius)/5", dealing 2d poison magic damage to the targets.

This ability cannot be used for consecutive turns.

Loot

2 - 4	Snake Skin (20G/Red B)	8 - 11	Premium Snake Skin (320G/Red A)
5 - 7	Fine Snake Skin (120G/Red A)	12+	Mythical Snake Skin (1,600G/Red S)

It is a two-headed poison snake with a head at each end of its body. It has bat-like wings, but they degenerate, and it cannot fly. It moves by rolling around like a wheel, with one head clamped onto the other.

In addition to having a poisonous bite, it is also known to breathe poisonous gas, and some scholars believe that, like Wyvern, it may have some connection to dragons.

Preferring cold climates, they mainly live in caves. There, they wait for prey to wander in and then kill and eat them with poisonous gas.

8 Tilgris

Intelligence: Average **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Forests, Mountains

Rep/Weak: 14/17 **Weak Point:** Slashing damage +3 points

Initiative: 16 **Movement Speed:** 30(Legs)/- **Fortitude:** 11(18) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws (Front)	11(18)	2d+8	11(18)	8	69	24
Tail (Back)	10(17)	2d+10	10(17)	8	77	12

Sections: 2 (Front / Back) **Main Section:** Front

Unique Skills

•**Front**

▶**Double Attack**

Can make two Claws attacks with one Major Action.

▶**Lightning Breath/10(17)/Fortitude/Half**

It spits lightning with "Range/Area: 2(20m)/Shot" to "Target: 1 area (3m Radius)/5." It deals "2d+9" lightning and water/ice magic damage.

This ability cannot be used on consecutive turns.

•**Back**

○**Long Tail**

Tail attacks can be made with "Range/Area: 1(10m)/Target".

○**Painful Strike**

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +7 points.

Loot

2 - 6	None	12+	Shiny Hard Outer Skin (2,600G/Red S)
7 - 11	Hard Outer Skin (800G/Red A)		

It is a Mythical Beast similar to a tiger, with red and black tiger stripes on its fur. However, it is two times larger than an ordinary tiger.

It is characterized by a partially hardened skin from the forehead to the back that makes it appear armored. Tilgris, in addition to its sharp fangs and claws, uses its tail skillfully and mercilessly to attack its enemies. In addition, Tilgris has the ability to spit lightning breath, which has been described as "like a lightning cloud descending directly from the sky."

They are territorial and exclusive, and it is considered very dangerous to venture into their territory.

Although they are often regarded as violent because of their ecology, they are also known to be as intelligent as humans. Although they cannot speak, they can understand human languages and are not easy to trap.

On the other hand, they are also known to be very faithful to their fellow humanoids, and some of them have developed friendships with humanoids and act as mounts in the Rider's Guilds.

9 Python

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: None **Habitat:** Swamp, Marsh

Rep/Weak: 15/19 **Weak Point:** Physical damage +2 points

Initiative: 17 **Movement Speed:** 20(Crawling)/- **Fortitude:** 12(19) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	12(19)	2d+12	11(18)	9	79	19
Slam (Body)	11(18)	2d+10	10(17)	11	88	19
Tail (Tail)	12(19)	2d+14	10(17)	9	72	12

Sections: 3 (Head / Body / Tail) **Main Section:** Head

Unique Skills

● **All Sections**

○ **Poison Immunity**

● **Head**

○ **Poison/12 (19)/Fortitude/Neg**

If the Bite hits, it deals 8 poison magic damage to the target.

▶ **Poison Spray/11(18)/Fortitude/Half**

Within "Range/Area: 2(30m)/Shot" spits poison on "Target: 1 Character", dealing 2d+9 poison magic damage.

This ability cannot be used on consecutive turns.

● **Body**

○ **Poisonous Fog/11(18)/Fortitude/Half**

A poisonous mist is constantly emitted from the body.

At the end of this monster's turn, all the characters in the same position (area, coordinate) as the Body section suffer 2d+6 poison magic damage.

● **Tail**

◡ **Tail Sweep**

The monster can use its tail to attack up to 5 targets in the same skirmish. Accuracy check should be made once, and if multiple characters are hit, damage should be determined individually.

This ability cannot be used on consecutive turns.

Loot

2 - 11	Venom of the Woe Serpent (1,000G/Red S)	12+	Large Amount of Venom (10,000G/Red SS)
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It is a poison snake, always spreading poison and noxious gases. Its total length is about 10 meters, but its thick body, covered with black and purple scales, makes it quite a presence.

They intensely hate Humanoid, Barbarous, and all other creatures with intelligence, and once they encounter one, they will never relent in their attacks until they have completely defeated it.

10 Draconet

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Neutral

Language: Dragonic **Habitat:** Various

Rep/Weak: 15/20 **Weak Point:** Physical damage +2 points

Initiative: 17 **Movement Speed:** 13/25(Flying) **Fortitude:** 13(20) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Body)	13(20)	2d+14	12(19)	12	105	32
Wing (Wing)	12(19)	2d+9	10(17)	10	66	16
Wing (Wing)	12(19)	2d+9	10(17)	10	66	16

Sections: 2 (Body / Wing x 2) **Main Section:** Body

Unique Skills

● **All Sections**

○ **Fire Immunity**

● **Body**

▶ **Flame Breath/11 (18)/Fortitude/Half**

Spits fire at "Target: 1 area(3m Radius)/5" within "Range/Area: 2(20m)/Shot" and deals 2d+15 fire magic damage.

This unique skill cannot be used on consecutive turns.

● **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.

○ **Flight II**

A Draconet receives a +2 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	Dragon Scale (5,000G/Red S)	7+	Dragon Fang (1,200G/Red S) x 2
2 - 6	Dragon Fang (1,200G/Red S)		

"Draconet" is a name used for dragons 100 years or younger, and a Draconet's attitude reflects its immaturity. Often angry, they will destroy their environment until they either run out of energy or have leveled their surroundings. However, it is possible to communicate with a Draconet when they are in a good mood.

As with older dragons, Draconets tend to hoard things with a significant amount of stored mana, including magical items, Sword Shards, and even whole Swords of Protection. They loathe to give up any of their hoards but may be convinced if there are appropriate replacements for the items to be taken. While the most common Draconets breathe fire, there are subspecies that can also exhale ice, lightning, or poison.

Draconet



Illustration by Yukihiro Maruo

12 Kujata

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Mountains

Rep/Weak: 18/24 **Weak Point:** Wind damage +3 points

Initiative: 17 **Movement Speed:** 20(4 Legs)/- **Fortitude:** 15(22) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Horns (Head)	15(22)	2d+16	15(22)	12	101	103
Hoofs (Front)	16(23)	2d+15	14(21)	11	109	44
Hoofs (Back)	15(22)	2d+15	14(21)	11	119	44

Sections: 3 (Head / Front / Back) **Main Section:** Head

Unique Skills

• Head

▶ Fairy Magic 12 Level/Magic Power 15(22)

Can use earth, water/ice, wind, and light types.

○◁▶ Magic Aptitude

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Universal Metamagic], [Rune Master], and [Wordbreak].

▶ Limited Weather Control

Kujata can change the weather and temperature in a 10 km radius centered on itself. The weather can be selected from clear skies to heavy rain/heavy snow with 100 mm of rainfall per hour, cloud cover, and rainfall (snowfall). Fog and haze can also be added. This effect works only in mountainous areas and is also limited to the weather-temperatures that can occur in that location and season.

• Front & Back

○ Attack Obstacle = Impossible • +4

Kujata size hinders attack.

The Head cannot be attacked in melee. Against any ranged attacks, Head receives a +4 bonus to Evasion checks.

If the HP of either the Front or Back falls to 0 or lower, this unique skill changes to "○ Attack Obstacle = +4 • None (only +4 bonus to Head's Evasion against melee attack). And if both HPs fall to 0 or lower, the unique skill is completely lost.

Loot

Always	Gems (150G/Gold A) x 2d	7 - 10	Rare Gems (1,500G/Gold S)
Always	Gems (300G/Gold A) x 1d	11+	Large Gem (4,000G/Gold S)
2 - 6	Gems (500G/Gold A)		

It is a mythical beast in the form of a huge hairy buffalo that emits blue phosphorescent light. It has two humps on its back, which crystallize over time and are known to yield high-quality garnets and rubies.

Legend has it that they are the embodiment of the will of the mountain itself and that they have the power to control the climate of the mountain where they live, albeit to a limited extent.

In many mountains, they are revered as mountain saints, and Kujata himself behaves as such. Although strict in nature, Kujata is basically mild-mannered.

Because of the constant approach of back gem hunters, Kujata's reaction to Humanoids, Barbarous, and some Mythical Beasts tends to be one of wariness and caution.

15 Sphinx

Intelligence: High **Perception:** Five senses **Disposition:** Neutral

Language: All **Habitat:** Ruins

Rep/Weak: 18/25 **Weak Point:** Physical damage +2 points

Initiative: 20 **Movement Speed:** 20 (4 Legs)/40 (Flying) **Fortitude:** 20 (27) **Willpower:** 22 (29)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	20(27)	2d+16	17(24)	15	137	194
Claws (Body)	21(28)	2d+13	16(23)	16	147	84
Wing (Wing)	19(26)	2d+10	18(25)	13	81	84
Wing (Wing)	19(26)	2d+10	18(25)	13	81	84

Sections: 4 (Head / Body / Wing x 2) **Main Section:** Head

Unique Skills

●All Sections

○Mana Resistance

Reduce all Magic Damage Sphinx receive by -5.

○Knowledge Incarnate & Weakness Exploit

Sphinx can make Sage Knowledge checks with a standard value of 20. In this case, it knows combat feat [Sage's Wisdom].

Sphinx deals double damage to other monster weak points it detected.

●Head

▶Truespeech Magic, Spiritualism Magic, Divine Magic, Fairy Magic, Magitech 13 Level/Magic Power 19 (26)

For Fairy Magic, it can use all types of magic up to rank 13.

○Multiple Declarations = 3 times

○◀▶Magic Aptitude

The Sphinx can use all Combat Feats that are "Use: Wizard-Type Classes" and [Multi-Action], [Targeting], [Hawk Eye], [Metamagic Master], [Marionette], [Mana Save], [MP Save/All Wizard-Type Classes], and [Wordbreak].

▶Riddle/20 (27)/Adventurer Level + Intelligence Modifier/Neg

The Sphinx can ask "Target: 1 Entire Character" within "Range/Area: 2(100m)/Target" a riddle. This Riddle cannot be prevented even if the target is deaf or dumb. On fail, the target cannot move or perform Major Actions or Minor Actions for 30 seconds (3 rounds). This effect is of curse + psychic type.

This unique skill can be used only once per round.

●Body

○Attack Obstacle = +4 • None

Head sections cannot be attacked in melee. Against any ranged attacks, Body sections receive a +4 bonus to Evasion checks.

This effect disappears when the Body section falls to 0 HP or lower.

●Wing

○Flight

All sections receive a +1 bonus to Accuracy and Evasion only for melee attacks.

If any of the Wings fall to 0 HP or lower, this unique skill cannot be used.

Loot

Always	Feathers (1,000G/Red S)	10 - 12	Engraved Signet Ring (5,000G/Gold White S)
2 - 9	Ancient Runestones (2,000G/White S)	13+	Mysterious Lithograph (10,000G/White SS)

The Sphinx is a mythical beast about 5m tall, with the body of a lion, the wings of an eagle, and the face of a beautiful human woman. Highly intelligent and powerful wizards in their own right, Sphinxes can speak any language and cast the most known magic spells, regardless of Class. Sphinxes are often seen serving as gatekeepers for ancient magicians, welcoming those who can answer their riddles as friends of the magician. However, failing to come up with the correct response will lead to a dire fate.

18 Greater Dragon

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Neutral

Language: Trade Common, Dragonic, Arcana **Habitat:** Mountains, Caves

Rep/Weak: 18/24 **Weak Point:** Physical damage +2 points

Initiative: 23 **Movement Speed:** 20/40(Flying) **Fortitude:** 24(31) **Willpower:** 24(31)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	23(30)	2d+21	24(31)	17	170	102
Claws (Body)	24(31)	2d+19	21(28)	19	182	132
Wing (Wing)	21(28)	2d+17	22(29)	14	126	81
Wing (Wing)	22(29)	2d+17	22(29)	14	126	81
Tail (Tail)	22(29)	2d+19	22(29)	18	166	94

Sections: 5 (Head / Body / Wing x 2 / Tail) **Main Section:** Head

Unique Skills

•All Sections

○Energy Immunity, ○Fire Immunity

•Head

►Truespeech Magic, Spiritualism Magic 15
Level/Magic Power 20 (27)

○◀▶ Magic Aptitude

The Greater Dragon can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], and [Rune Master].

►Flame and Brilliant Breath/22 (29)/Fortitude/Half

Within "Range/Area: 2(50m)/Shot", spits out breath to "Target: 1 area(6m Radius)/20" and deals magic damage to the target. In this case, the monster can arbitrarily choose one of the following two types, which differ in damage and type.

Flame Breath. Spits out the fire, dealing 2d+30 fire type.

Brilliant Breath. Spits out an energy mass, 2d+24 energy type.

This ability cannot be used in consecutive turns (whichever breath is used, neither breath can be used in the next turn).

•Body

○2 Actions

Can perform two Major Actions in one round.

►Wordbreak

Greater Dragon uses [Wordbreak] combat feat using Head's Magic Power.

○Attack Obstacle - Impossible • None

The Greater Dragon's size hinders attacks.

The Head of the Greater Dragon cannot be attacked with melee and ranged attacks. This unique skill is lost when the Body section has 0 or less HP.

•Wing

○Flight II

All sections receive a +2 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.

○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.

•Tail

○Tail Sweep

The monster can use its tail to attack up to 5 targets in the same skirmish. An Accuracy check should be made once, and if multiple characters are hit, damage should be determined individually.

This ability cannot be used on consecutive turns.

Loot

Always	Dragon Fang (1,200G/Red S) x 1d	2 - 9	None
Always	Dragon Scale (5,000G/Red S)	10+	Dragon Jewel (10,000G/Gold SS)

It is a mature dragon, about 2,000 years old. Its total length is nearly 20 meters, and its strength rivals that of the armies of great nations. For this reason, most people think of them more like a natural disaster than an enemy to be defeated.

They are sensitive and will not tolerate any interference. They will direct all of their dragon clan to destroy unwanted intruders if they come to their territory uninvited.

They are also well known in history and magic but often cannot remember the details of incredibly old matters and may add fictional details to fill those gaps.

Fairies

Olden Fairies

Some of the fairies are called olden fairies.

○Olden/Type: A & B/Magic Power X(Y)

In the monster data, the first unique skill of the olden fairies has the following characteristics.

Multiple Types

An olden fairy has multiple types, and can cast Fairy Magic of each type up to its own level.

It also has both immunities caused by each type.

Fairy Tamer Cannot Automatically Identify

Even if a character has the Fairy Tamer class, a Monster Knowledge check is required to know the abilities and data of the olden fairy.

3 Bannik

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade Common, Sylvan **Habitat:** Hot Springs
Rep/Weak: 10/14 **Weak Point:** Fire damage + 3 points
Initiative: 10 **Movement Speed:** 12/12 (Swimming) **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	5(12)	2d+2	3(10)	4	17	24

Unique Skills

○ **Type: Water/Ice/Magic Power 5(12)**

○ **Underwater Aptitude**

Can move in water without penalties and restrictions.

○ **Water Body**

Bludgeoning weapons treat the Bannik's Defense as 3 points higher.

○ **Fire Vulnerability**

When Bannik is hit by Fire-type damage, it takes an extra 3 damage.

○ **Magic Aptitude**

A Bannik can use the Combat Feat [Metamagic/Distance].

▶ **Healing Hot Spring**

The Bannik can change water into a hot spring at the optimal temperature for bathing at a rate of 2 MP per 50 liters of water to be changed.

Soaking in the waters for an hour will recover 5 HP and MP, but staying longer than an hour will not recover any more.

A spirit that takes the appearance of a nude woman, Banniks are subservient fairies found around hot springs and other naturally occurring warm water. They only wish to see cleanliness and may even offer to create a hot spring in order to help travelers wash away dirt and grime. However, Banniks are known to become irrationally angry if someone dirty refuses to head to a hot spring and will lash out in anger.

3 Einsel

Intelligence: Average **Perception:** Five senses **Disposition:** Friendly
Language: Sylvan **Habitat:** Secluded Regions
Rep/Weak: 10/15 **Weak Point:** Water/Ice damage + 3 points
Initiative: 10 **Movement Speed:** 13/- **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	5(12)	2d+3	4(11)	3	23	17

Unique Skills

○ **Olden/Type: Fire & Dark/Magic Power 5(12)**

▶ **Fire Dance/5(12)/Willpower/Half**

Within "Range: Touch" wraps the "Target:

1 Character" in fire dust, dealing 2d+2 fire magic damage. In addition, the target takes a -2 penalty to Evasion checks for 10 seconds (1 round).

These fairies take the shape of beautiful girls, with a part of their hair resembling a flame. They live in groups of three to five near sources of fire. They are curious and fond of people, and will be friendly towards anyone who treats them kindly. However, they will never forgive those who are hostile or betray them, and will try to burn them with fire.

3 Swarm of Muryans

Intelligence: Average **Perception:** Five senses **Disposition:** Friendly
Language: Trade Common, Sylvan **Habitat:** Forests, Meadows
Rep/Weak: 8/14 **Weak Point:** Wind type damage +3 points
Initiative: 9 **Movement Speed:** 11/- **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None	-	-	4(11)	5	25	19

Unique Skills

○ **Type: Earth/Magic Power 6(13)**

○ **Wind Vulnerability**

When the Swarm of Muryans is hit by Wind-type damage, it takes an extra 3 damage.

○ **Magic Aptitude**

A Swarm of Muryans can use the Combat Feat [Metamagic/Targets].

○ **Swarm**

A Swarm of Muryans is immune to criticals.

In addition, Throw or similar attacks deal no damage and have no effect.

The maximum applied damage from magic with "Area: Target" and "Target: 1 Character" is limited to 1 point.

If this monster is in melee, the combat feat [Targeting] or [Magic Control] loses its effect when it targets or includes a character or a melee area (the center point in Standard Combat) in the skirmish where it exists.

▶ **Swarming Attack/Can't**

Countless Muryans crawl up and bite. The Swarm of Muryans deals "2d + 1/5th of remaining HP (rounded down)" of physical damage to "Target: 1 Character" within "Range: Touch."

▶ **Basic Spellsongs 1 Level/5(12)/All Areas (30m Radius)**

▶ **[Finale: Summer Vitality]/5(12)**

With "Range: 2(30m)", [Finale: Summer Vitality] is used to heal HP of "Target: 1 Character" by 2d+3 points. This effect does not work on undead, constructs and magitech characters.

This ability cannot be used in consecutive turns. Once a character is affected, it cannot be healed again by this monster.

What appears to be an ant at first is really an exceedingly small earth fairy, dressed in a dark hat and coat. Muryans are tiny fairies that travel in swarms and will typically be seen as a part of a large group, rather than individually. Because of their small size, they tend to avoid conflict when possible and are rather easygoing. If a group of Muryans sees someone who's not having a good time, they will try and put on a little song and dance to bring some cheer.

5 Vila

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Neutral

Language: Trade Common, Sylvan **Habitat:** Waterfront

Rep/Weak: 13/16 **Weak Point:** Fire damage + 3 points

Initiative: 11 **Movement Speed:** 12/12 (Swimming) **Fortitude:** 7(14) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	7(14)	2d+4	7(14)	6	32	36

Unique Skills

○ **Olden/Type: Water/Ice & Dark/Magic Power 8(15)**

○ **Underwater Aptitude**

Can move in water without penalties and restrictions.

○ **Q Magic Aptitude**

Vila can use the Combat Feats [Targeting] and [Metamagic/Targets].

▶ **Inviting Dance/7 (14)/Willpower/Neg**

This effect is of the psychic type and lasts for 3 minutes (18 rounds).

Within "Range/Area: 1(10m)/Target", Vila shows a dance to "Target: 1 Entire Character". If that character fails to Willpower, the character will perform the same movement and actions on their turn that they saw Vila do immediately prior to turn before this unique skill was used.

For example, if the character sees Vila make a melee attack, the character will attempt to execute a Fist (Punch) attack on the target of Vila's attack. In this case, Accuracy checks and damage decisions are made with the character's stats. If a character is seen Vila using Fairy Magic, the character should cast the same Fairy Magic spell (with the same target, etc.) using the character's Magic Power. If the character cannot cast this Fairy Magic spell, they only imitate vocalization and just waste Major Action on this attempt to cast.

When a character with multiple sections is affected by this effect, any one of the sections mimics Vila's action. The other sections do not act (except for movement).

Vila is a fairy in the form of a human-sized girl who appears near water sources.

Some say that Vila's beautiful figure and voice lure men through dance to become their lovers, while others fear that those captivated by her dance will be lured into the water and drowned.

5 Echo

Intelligence: Average **Perception:** Five senses **Disposition:** Friendly

Language: Trade Common, Sylvan **Habitat:** Mountains

Rep/Weak: 11/15 **Weak Point:** Earth damage + 3 points

Initiative: 13 **Movement Speed:** -/22(Flying) **Fortitude:** 7(14) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist	7(14)	2d+5	8(15)	4	32	42

Unique Skills

○ **Type:** Wind/Magic Power 8(15)

○ **Slashing Immunity**

○ **Flight**

An Echo only receives a +1 bonus to Accuracy and Evasion for melee attacks.

○ **Magic Aptitude**

Echo can use the Combat Feats [Targeting] and [Metamagic/Targets].

▶ **Echo**

Echo should be in the same position where they ended her previous round to use this ability. Also, it cannot be used in a round in which Echo moved with Normal Move or Full Move.

Echo reproduces only one "Spell with Chant", "Spellsong", "Finale", or any other unique skill that uses sound or voice that was cast from the end of the previous Echo's turn to the beginning of Echo's current turn. The original user's values and abilities are retained in reproducing the effect, and the rolls and range (area) are also the same. However, the specific target of the effect is redefined arbitrarily by this monster (as if it had used it).

When using this ability, Echo consumes "Level (adventurer level, monster level) x 2" points of HP and MP of the original effect (no MP consumption is required for the original user at this Echo reuse). Also, regardless of the type of the original effect, the use of this ability is a Major Action.

She is a wind fairy who lives in a mountainous area and takes the form of a small girl. She is shy and does not show herself often, but if you call her, she is sure to return your call.

She is good at imitating voices and has the ability to reproduce exact sounds and voices.

7 Cait Sith

Intelligence: Average **Perception:** Five senses **Disposition:** Friendly

Language: Various **Habitat:** Secluded Regions

Rep/Weak: 9/16 **Weak Point:** Accuracy +1

Initiative: 13 **Movement Speed:** 14/- **Fortitude:** 9(16) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	9(16)	2d+5	10(17)	5	52	52

Unique Skills

○ **Olden/Type:** Light & Dark/Magic Power 10(17)

○ **Magic Aptitude**

Echo can use the Combat Feats [Targeting], [Hawk Eye], and [Universal Metamagic].

○ **Service/11(18)**

The skill allows entertaining guests. Cait Sith can use this success value 11(18) for non-combat Dexterity or Intelligence-based skill checks.

Cait Sith is an olden fairy. It is an upright, cute cat-like creature, about one meter long. They like to help anyone in need. They can easily learn languages, and once they hear a language, they can use it within a short period of time.

9 Cu Sith

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Sylvan **Habitat:** Secluded Regions
Rep/Weak: 11/20 **Weak Point:** Accuracy +1
Initiative: 16 **Movement Speed:** 22(4 Legs)/- **Fortitude:** 12(19) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	12(19)	2d+13	12(19)	9	82	66

Unique Skills

Olden/Type: Light & Dark/Magic Power 10(17) who is within "Target: All Areas (20m Radius)/All" a 20-meter radius and fails to Willpower suffers a -2 penalty to all checks for 3 minutes (18 rounds). This effect is of psychic type.

Magic Aptitude
 They can use the Combat Feat [Multi-Action] and [Metamagic/Targets].

Terror Roar/12(19)/Willpower/Neg
 It roars in "Range: Caster." A character

This ability can only be used once per round, for a total of three times per day.

Cu Sith are fairies in the form of large dogs, covered with long green fur, and are said to act as guard dogs for the fairies, often appearing with other fairies or guarding the entrances to their hiding places.

Because of this role, they are very paranoid about visitors. When they perceive you as an enemy, they will attack you mercilessly.

13 Direach

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Secluded Regions, Alpine

Rep/Weak: 17/20 **Weak Point:** Accuracy +1

Initiative: 19 **Movement Speed:** 15(Leap)/- **Fortitude:** 17(24) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	18(25)	2d+16	15(22)	16	116	109

Unique Skills

○ **Olden/Type:** Earth & Wind/Magic Power
16(23)

▶ **Exclusive Spell [Sandstorm]**

Casts exclusive Fairy Magic [Mud Spot].

○ **Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence],


[Magic Control], [Hawk Eye], [Universal Metamagic] and [Rune Master].

○ **Painful Strike**

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +10 points.

Direach is a fairy in the form of a one-eyed giant. It has only one arm and one leg each, and its arm protrudes forward from its chest. From the top of the head to the back, black feathers roots grow together like a mane.

They are the guardians of the realm of the fairies and warn those who approach them with a loud and awe-inspiring voice. They wield a single-armed weapon, a club, a flail, or an axe without mercy if not heeded.

	Sandstorm						Cost	MP12				
Tar.	1 area (6m Radius)/20	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 20 damage, causing the victim to fall prone and be blinded					Type	Earth and Wind					
Eff.	<p>A sandy storm blows within the area. The targeted character is dealt Power 20 + Magic Power magic damage, falls prone, and is blinded. If a monster has multiple sections and not all are targets, the monster will not fall prone or be blinded regardless of whether resistance is successful.</p> <p>A character whose perception is Magic will not be blinded. Blindness can be removed by wiping the eyes with a Minor Action, but the character must not be holding any weapon or item other than “Stance: 1HW” in their hand.</p> <p>This effect is earth-type and wind-type.</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)

13 Nymph

Intelligence: High **Perception:** Five senses **Disposition:** Neutral

Language: Trade Common, Sylvan **Habitat:** Various

Rep/Weak: 16/20 **Weak Point:** Accuracy +1

Initiative: 17 **Movement Speed:** -/20(Flying) **Fortitude:** 16(23) **Willpower:** 17(24)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	16(23)	2d+14	16(23)	13	111	114

Unique Skills

○ **Type:** Light/Magic Power 17(24)

○ **Light Protection**

Any magic damage it receives is reduced by -5 points.

○ **Flight**

They receive a +1 bonus to Accuracy and Evasion only for melee attacks.

○ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Universal Metamagic], [Rune Master], and [Wordbreak].

The fairy takes the form of a glowing, naked girl with two pairs of transparent wings on her back. She is tolerant of all living beings and grants them the benefits of Fairy Magic as much as they desire. However, she is strict against those who harm nature or seek senseless death. After warning them by making her whole body glow strongly, she tries to get rid of them.

15 Amalthea

Intelligence: High **Perception:** Five senses **Disposition:** Friendly

Language: Trade Common, Sylvan **Habitat:** Secluded Regions

Rep/Weak: 19/21 **Weak Point:** Physical damage +2 points

Initiative: 20 **Movement Speed:** 22/- **Fortitude:** 19(26) **Willpower:** 20(27)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fists	19(26)	2d+16	19(26)	19	135	123

Unique Skills

○ **Olden/Type:** Light & Dark/Magic Power 19(26)

○ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Universal Metamagic], [Rune Master], and [Wordbreak].

▶ **Horn of Fertility/Can't**

Amalthea touches "Target: 1 Character" with "Range: Touch" to restore its 100 HP.

At the same time, the target gains the effect of automatic success without rolling any dice

the first time it performs an Evasion, Fortitude, Willpower, or Death Check afterward. This effect lasts until the automatic success occurs, or for 3 minutes (18 rounds). Suppose the target receives this effect more than once during the duration. In that case, only the HP recovery effect occurs, and the automatic success effect of the check does not accumulate (the target gains the right to automatic success on a different check).

Also, undead, construct, and magitech characters are immune to this ability.

Amalthea is a fairy who appears in the form of a slightly plump, rounded female figure, holding in her hand's magical horn that can heal and bring luck.

She is called the Mother of Fairies and guards the secluded regions where they live.

15 Skadi

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Cold Region, Snow Mountain

Rep/Weak: 18/21 **Weak Point:** Fire & Earth damage + 3 points

Initiative: 21 **Movement Speed:** /44(Flying) **Fortitude:** 19(26) **Willpower:** 19(26)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	20(27)	2d+18	19(26)	21	136	122

Unique Skills

○ **Olden/Type:** Water/Ice & Wind/Magic
Power 18(25)

○ **Slashing Immunity**

○ **Flame/Earth Vulnerability**

When the Skadi is hit by Fire-type or Earth-type damage, it takes an extra 3 damage.

○ **Flight**

A Skadi receives a +1 bonus to Accuracy and Evasion only for melee attacks.

☞ **► Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control Universal Metamagic], [Rune Master] and [Wordbreak].

► **Icicle Spear/19(26)/Fortitude/Half**

With "Range/Area: 2(30m)/Shot" throws a spear made of ice and snow at "Target: 1 Character" and deals 2d+20 water/ice magic damage to the target.

This ability can be used up to 5 times per round (10 seconds), but cannot be used on the same target in the same turn. If it uses this ability more than 3 times, it cannot cast spells on its turn.

An ephemeral fairy of snow and ice, Skadis are beautiful women, often with an innocently shy smile on their face. With frozen armor and an icicle spear, they are at home in the middle of freezing weather. Skadis are drawn to strong men and will occasionally give them a jewel to call on the fairy in times of need. When such a gifted man dies, the Skadi will take the corpse away, and it is said that the body is stored in the Skadi's ice palace deep within the snowy mountains.

17 Efreet

Intelligence: High **Perception:** Five senses **Disposition:** Neutral
Language: Sylvan **Habitat:** Volcanoes, Labyrinths, Ruins
Rep/Weak: 19/22 **Weak Point:** Water/Ice damage + 3 points
Initiative: 23 **Movement Speed:** -/40(Flying) **Fortitude:** 23(30) **Willpower:** 23(30)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fists (Upper Body)	22(29)	2d+17	20(27)	19	154	133
Kick (Lower Body)	21(28)	2d+19	20(27)	19	146	41

Sections: 2 (Upper Body / Lower Body) **Main Section:** Upper Body

Unique Skills

•All Sections

○Type: Fire/Magic Power 22(29)

Only the Upper Body section can cast spells.

○Water/Ice Vulnerability

When the Efreet is hit by Water/Ice-type damage, it takes an extra 3 damage.

○Flight

An Efreet receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○Multiple Declarations - 2 times

▶Twin Strike & Double Attack

An Efreet can make two attacks each round, though each attack requires its own Accuracy check. They may choose to attack different characters with each attack.

○Fire Mana Strike - +22 damage

An Efreet can deal an additional +22 damage on their next attack and turn the attacks into fire-type damage. At risk, it takes a -2 penalty to its Fortitude and Willpower checks.

•Upper Body

○◑▶Magic Aptitude

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Universal Metamagic], and [Wordbreak].

▶Dance of Flame/22(29)/Fortitude/Half

Within "Range: Caster," with a dance, scatters burning fire and deals 2d+22 fire magic damage to "Target: All Areas (30m Radius)/All".

This unique skill can only be used once per round.

▶Flame Ruler/Can't

Within "Range/Area: 2(100m)/Target" cancels the racial ability [Sword's Grace /Body Of Flame] of "Target: 1 Character" for 10 seconds (1 round).

•Lower Body

○Attack Obstacle - Impossible • +4

Efreet size hinders attack.

The Upper Body cannot be attacked in melee. Against any ranged attacks, Head receives a +4 bonus to Evasion checks.

This effect disappears when the Lower Body falls to 0 HP or lower.

Efreet are 5m tall giant volcanic fairies, often appearing as great horned humans wreathed in flame. Found in volcanoes and deep caves near Salamanders, Efreet will rarely appear to outsiders. Although usually cheerful, they tend to lose their temper quickly, and a raging Efreet will turn everything around into charcoal instantly.

17 Titan

Intelligence: High **Perception:** Five senses **Disposition:** Neutral

Language: Sylvan **Habitat:** Mountains, Wilderness, Ruins

Rep/Weak: 19/22 **Weak Point:** Wind damage +3 points

Initiative: 21 **Movement Speed:** 24/- **Fortitude:** 24(31) **Willpower:** 22(29)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fists (Upper Body)	22(29)	2d+19	19(26)	21	158	129
Kick (Lower Body)	22(29)	2d+19	19(26)	21	166	37

Sections: 2 (Upper Body / Lower Body) **Main Section:** Upper Body

Unique Skills

● **All Sections**

○ **Type: Earth/Magic Power 22(29)**

Only the Upper Body section can cast spells.

○ **Wind Vulnerability**

When the Titan is hit by Wind-type damage, it takes an extra 3 damage.

○ **Multiple Declarations – 2 times**

▶ **Twin Strike & Double Attack**

A Titan can make two attacks each round, though each attack requires its own Accuracy check. They may choose to attack different characters with each attack.

● **Upper Body**

○ **Earth Mana Strike – +22 damage**

A Titan can deal an additional +22 damage on their next attack and turn the attacks into earth-type damage. At risk, it takes a -2 penalty to its Fortitude and Willpower checks.

○ **Magic Aptitude**

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Hawk Eye], [Universal Metamagic], and [Wordbreak].

○ **Knock Out**

If the fist hits the target, the target is sent to the rearguard area of their faction (Simplified Combat) or to any direction chosen by this monster (Standard Combat) for 30 meters and falls prone, taking 45 points of falling damage.

If this effect is applied while the target is not touching the ground, the flying distance is 40 meters (Standard Combat), and the falling damage is 60 points (both in Simplified Combat and Standard Combat).

▶ **King of Earth/Can't**

Within "Range/Area: 2(100m)/Target" cancels the racial ability [Sword's Grace /Change Fate] of "Target: 1 Character" for 10 seconds (1 round).

● **Lower Body**

○ **Earth's Vitality**

This ability is active only when the HP of the Lower Body is more than 1 and less than half of the maximum value (rounding up).

At the end of the monster's turn, Lower Body recovers 20 HP.

▶ **Earth Rumble/22(29)/Fortitude/Half**

The earth vibrates, shaking the space around it. Within "Range: Caster," Titan deals 2d+20 earth magic damage to "Target: All Areas (30m Radius)/All".

○ **Attack Obstacle – Impossible • +4**

Titan size hinders attack.

The Upper Body cannot be attacked in melee. Against any ranged attacks, Head receives a +4 bonus to Evasion checks.

This effect disappears when the Lower Body falls to 0 HP or lower.

This fairy is a beautiful giant about 5 meters tall, and she lives with Dryads and Gnomes, singing and making merry. They hate to be disturbed, preferring places where even animals do not come close, such as deep in the mountains or in the wilderness. The fairy is good-natured and amiable, taking very good care of those with whom she has shared a banquet.

Daemons

2 Imp

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Youma, Daemonic **Habitat:** Various
Rep/Weak: 12/15 **Weak Point:** Slashing damage +3
Initiative: 9 **Movement Speed:** 10/10(Flying) **Fortitude:** 3(10) **Willpower:** 4(11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tail	3(10)	2d+3	4(11)	2	16	22

Unique Skills

► **Divine Magic 2 Level/Magic Power 4(11)**
 ○ **Flight**

An Imp receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○ **Paralyzing Poison/3(10)/Fortitude/Neg**

If the Imp hits with its Tail attack that inflicts 1 or more applied damage, the target receives a -2 penalty to Evasion checks for 30 seconds (3 rounds).

This effect is not cumulative and is of the poison type.

Loot

Always	Daemon's Blood (100G/Red A)	9+	Poison Tail (150G/Red A)
2 - 8	None		

Imps are small hairless daemons with brown skin, bat-like wings, and a tail pointed like a spear. Often used as messengers for the Daemons, Imps are typically sent to help others who may do the work of the Daemons. As such, seeing an Imp nearby may mean stronger Daemons are not far off.

3 Nuzumal

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Daemonic **Habitat:** Labyrinths, Ruins, Swamps
Rep/Weak: 12/14 **Weak Point:** Fire damage + 3 points
Initiative: 10 **Movement Speed:** 10(4 Legs)/10(Swimming) **Fortitude:** 4(11) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	4(11)	2d+4	4(11)	3	22	22

Unique Skills

○ Underwater Aptitude

Can move in water without penalties and restrictions.

► **Greenblood Curse/4(11)/Willpower/Half**
 Nuzumal with a “Range: Touch” deals 2d+2 curse magic damage to “Target: 1 Character”. Using this ability consumes 4 points of its HP and MP each.

Loot

Always	Daemon's Blood (100G/Red A)	7+	Daemon's Blood (100G/Red A)
2 - 6	None		

Nuzumal is a small daemon, about 1.2 meters tall. Its green skin resembles that of amphibians, and its head is also reminiscent of a frog, with large protruding eyes and a wide, side-slit mouth.

The green blood they shed has cursed power that burns the skin of those it touches.

It is said that they like humidity, lives in swamps and other places, and attack in groups, dragging their poor victims with them.

4 Abyss Minions

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Daemonic **Habitat:** Shallows
Rep/Weak: 11/14 **Weak Point:** Accuracy +1
Initiative: 11 **Movement Speed:** -/14(Flying) **Fortitude:** 6(13) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Spear (Right)	6(13)	2d+5	6(13)	4	32	15
Spear (Left)	6(13)	2d+5	6(13)	4	32	15

Sections: 2 (Right / Left) **Main Section:** None

Unique Skills

● **All Sections**

○ **Flight**

Abyss Minions receive a +1 bonus to Accuracy and Evasion only for melee attacks.

○ **Twin Daemons**

At first glance, the Right and Left sections are indistinguishable. If the character performs a melee attack, a ranged attack, or a "Target: 1 Character" spell or effect on one of these sections, roll 1d. If the result is 1-2, the opposite section, which is different from the targeted section, will be affected. If both sections are targeted at the same time, this effect does not occur.

This ability is lost when the HP of either Right of Left sections falls to 1 or less.

► **Cross Strike/7(14)/Evasion/Neg**

It attacks with melee attack 1 character simultaneously dealing 2d+10 physical damage.

This ability cannot be used when Major Action has been completed for either Right of Left section. Also, if it uses this ability, the Major Action of both sections will be completed.

Loot

Always	Daemon's Blood (100G/Red A)	10+	Dirty Weapons (300G/Black White A)
2 - 9	None		

Daemon's spires are seen flying around in the sky, mainly in Shallow Abyss.

They look like two small, winged child-like Daemons connected by their long intertwined tails. The two are never separated and are therefore recognized as a single Daemon. Their consciousnesses seem to be completely synchronized, and their coordinated attacks are as threatening as those of a skilled swordsman with two swords.

There have been reports of seeing three or more bodies connected by a tail, but the possibility of misidentification or assumption has not been ruled out, and the information has yet to be confirmed.

5 Movkira

Intelligence: Animal **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: None **Habitat:** Ruins, Shallows

Rep/Weak: 12/16 **Weak Point:** Physical damage +2 points

Initiative: 12 **Movement Speed:** 18(Many Legs)/- **Fortitude:** 7(14) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tentacles (Head)	7(14)	2d+3	7(14)	4	38	25
Legs (Chest)	7(14)	2d+5	6(13)	6	39	22
Needles (Belly)	7(14)	2d+7	6(13)	3	40	19

Sections: 3 (Head / Chest / Belly) **Main Section:** Head

Unique Skills

•**Head**

○**Bloodsucking/Can't**

When a Tentacle attack hits, it deals 3 fixed damage to the target in addition to the normal physical damage. At the same time, Head section's HP is recovered by 3 points.

•**Chest**

▶ **Fasten** with **Many**
Legs/8(15)/Evasion/Neg

Within "Range: Touch" captures "Target: 1 Character" with its eight legs and tightens them. The target is dealt "2d + Chest section's HP/5 (rounded up)" physical damage.

•**Belly**

○**Hallucinogenic Poison Needle/6(13)/Fortitude/Neg**

The target of the needle attack will hallucinate and lose their judgment. The target cannot use weapon attacks, cast spells, or other unique skills that might make any section of this monster a target, or make any section of this monster a target, even if probable, for the next 10 seconds (1 round). If the target has multiple sections, this effect is applied to all sections.

This effect of poison type.

Loot

Always	Daemon's Blood (100G/Red A)	9 - 10	Poison Stinger (100G/Red A)
2 - 8	None	11+	Poison Stinger with Intact Poison Sac (800G/Red A)

This is a spider-like Daemon with a complex purple pattern on its belly. Numerous tentacles extend from the jaws of the spider, and when connect, they drain the life of a living being. Tail needles have a poison that makes the target hallucinate.

6 Zalbard

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Daemonic **Habitat:** Ruins, Shallow
Rep/Weak: 13/18 **Weak Point:** Accuracy +1
Initiative: 14 **Movement Speed:** 14/20(Flying) **Fortitude:** 10(17) **Willpower:** 9(16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	8(15)	2d+12	8(15)	4	54	34

Unique Skills

► **Divine Magic 4 Level/Magic Power 7(14)**

○ **Flight**

A Zalbard receives a +1 bonus to Accuracy and Evasion only for melee attacks.

► **Flame Breath/9(16)/Fortitude/Half**

A Zalbard breathes a gout of flame with "Range/Area: 1(10m)/Shot" at "Target: 1 Character", dealing 2d+8 fire magic damage.

Loot

Always	Daemon's Blood (100G/Red A)	7 - 8	Daemon's Earrings (260G/Gold White A)
2 - 6	None	9+	Daemon's Ring (600G/Gold White A)

It is a bright red lower Daemon with cortical wings and big horns. It is over 3 meters tall and has flaming red eyes. It can fly with its wings on its back and sometimes attacks with fire from the sky. It is often encountered in ruins and is estimated to be one of the most frequently summoned and used Daemons during the Magic Civilization Period.

7 Sihalus

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Arcana, Daemonic **Habitat:** Ruins

Rep/Weak: 15/18 **Weak Point:** Fire 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
Tongue (Head)	9(16)	2d+10	9(16)	8	61	23
Arm (Right Side)	10(17)	2d+8	8(15)	9	56	18
Arm (Left Side)	10(17)	2d+8	8(15)	9	56	18
Tail (Tail)	9(16)	2d+9	8(15)	7	51	12

Sections: 4 (Head / Right Side / Left Side / Tail) **Main Section:** Head

Unique Skills

● **All Sections**

○ **Semi-Transparent Body**

The whole body is semi-transparent.

This monster does not create any shielding, even if it is on the battlefield. Also, it is invisible to characters in a different area (Simplified Combat) or at a distance of more than 10 meters (Standard Combat).

● **Head**

▶ **Truespeech Magic 6 Level/Magic Power 8(15)**

○ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], and [Metamagic/Targets].

● **Right Side/Left Side**

○ **Painful Strike**

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +5 points.

○ **Attack Obstacle = +4 • +4**

The giant body hinders attacks.

The Head section gains a +4 bonus to Evasion checks against melee and ranged attacks.

This effect disappears when either Rider or Left Side section falls to 0 HP or lower.

● **Tail**

○ **Tail Sweep**

The monster can use its tail to attack up to 3 targets in the same skirmish. Accuracy check should be made once; if multiple characters are hit, damage should be determined individually.

This ability cannot be used on consecutive turns.

▶ **Curse of Translucency/9(16)/Willpower/Neg**

Within "Range/Area: 2(20m)/Shot", the monster shoots an invisible wave from the tip of the Tail at "Target: 1 Character". The target gains the [○Semi-Transparent Body] unique skill. This effect is permanent of a curse type.

Loot

Always	Daemon's Blood (100G/Red A)	10+	Transparent Crystal (500G/Gold Red A)
2 - 9	Clear Jewel (200G/Gold Red A)		

It is a lower Daemon with a semi-transparent, reptilian-like appearance. It is about 4m long and attacks its opponent with a long bright red tongue.

Because of their ecology, they are very rare to find, and those that are found are almost without exception preyed upon.

8 Terror Beast

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile

Language: Daemonic **Habitat:** Labyrinths, Ruins

Rep/Weak: 14/18 **Weak Point:** Energy damage +3 points

Initiative: 15 **Movement Speed:** 22(4 Legs)/- **Fortitude:** 11(18) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	11(18)	2d+8	11(18)	7	66	28

Unique Skills

○ **Poison Immunity**, ○ **Disease Immunity**

▶ **Divine Magic 4 Level/Magic Power 6(13)**

◡ **Magic Aptitude**

A Terror Beast can use the Combat Feats [Multi-Action] and [Metamagic/Targets].

○ **Dreadful/9(16)/Willpower/Neg**

Anyone who sees the Terror Beast receives a -2 penalty to all Skill Checks due to fear for 10 seconds (1 round). A Willpower check against this effect must be made at the beginning of each character's turn. This effect is of a psychic type.

○ **Corrosive Poison/11(18)/Fortitude/Neg**

The target is poisoned if the Bite attack deals at least 1 point of applied damage.

A poisoned character immediately suffers 2d-5 poison magic damage (minimum 0) and continues to suffer the same damage on each of its turns (no Fortitude check is needed). This effect lasts as long as it is not cured but is not cumulative.

○ **Regeneration - 10 points**

At the end of each round, Terror Beast recovers 10 HP. This has no effect if Terror Beast has 0 HP or lower.

Loot

Always	Daemon's Blood (100G/Red A)	Always	Daemon's Fangs (300G/Red A)
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The Terror Beasts are considered the higher form of the Aetherbeasts (see CR I, p. 429).

It is about the size of a cow and four-legged, but it has a horrifying and bizarre appearance, and its body is constantly decomposing and regenerating. It emits an unpleasant odor, and those who see it can be weakened by fear.

They often follow other daemons and are known to act in groups. Their fangs are poisonous, and those that are bitten will surely die as their bodies slowly rot.

9 Godbell

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Daemonic **Habitat:** Labyrinths, Ruins

Rep/Weak: 16/19 **Weak Point:** Physical damage +2 points

Initiative: 16 **Movement Speed:** 15/- **Fortitude:** 12(19) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	12(19)	2d+11	11(18)	10	94	32

Unique Skills

○ Complete Invisibility

Godbell is always invisible. See rules for invisibility (see CR II, p. 69).

○ Invisible Assassin/20/Danger Sense/Neg

If a character approaches a location where this monster is lurking, they need to make a Danger Sense check with target number 20. If they fail, they will be taken by surprise by this monster.

▶ Twin Strike & Double Attack

A Godbell can make two Claws attacks each round. They may choose to attack different characters with each attack.

▶ Space Warp

The monster can move 2 meters through the space itself without being affected by any obstacles or magic effects. There must be no other objects or characters at the destination.

Note that this ability has a very limited effect in combat (it is meaningless in Simplified Combat, and even in Standard Combat, the distance is insufficient to get past the skirmish).

Loot

Always	Crystallized Daemon's Blood (800G/Red A)	Blood	11+	Transparent (1,400G/Red S)	Leather
2 - 10	None				

Godbells are subservient daemons, also known as “formless daemons.” They are completely invisible, even after death, so their true appearance is unknown. Their unique skills, however, allow Godbells to be extraordinary assassins.

It is feared as a Daemon that is difficult to counter since it can permeate space and can slip through walls to surprise its enemies.

10 Melbiz

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Daemonic **Habitat:** Labyrinths, Ruins

Rep/Weak: 16/20 **Weak Point:** Fire damage + 3 points

Initiative: 16 **Movement Speed:** 13/20 (Swimming) **Fortitude:** 13(20) **Willpower:** 12(19)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws (Upper Body)	13(20)	2d+13	12(19)	12	95	33
Tail (Lower Body)	12(19)	2d+10	11(18)	11	82	25

Sections: 2 (Upper Body / Lower Body) **Main Section:** Upper Body

Unique Skills

● **All Sections**

○ **Poison Immunity**, ○ **Disease Immunity**

○ **Underwater Aptitude**

Can move in water without penalties and restrictions.

● **Upper Body**

▶ **Twin Strike & Double Attack**

A Melbiz can make two Claws attacks each round. They may choose to attack different characters with each attack.

▶ **Acid Saliva/12(19)/Evasion/Neg. Underwater/Can't**

The Melbiz spits a gob of acid with "Range/Area: 2(20)m/Shot" and "Target: 1 Character" and deals 2d+7 poison physical damage. In addition, the target's armor and defense are damaged.

If the target is a character that has PC data, the Defense of any equipped armor or shield chosen by the target must be reduced by -1.

This effect is cumulative, and if Defense becomes 0, it will be completely destroyed. Armor with reduced Defense can be repaired by paying 10% (up to 90%) of the armor's price for each reduction.

Each time a character with the monster data is affected by this effect, its Defense is reduced by -1. The effect is cumulative but only down to 0. Defense is restored by +1 point per day.

If this ability is used underwater, the acid will dissolve and spread in the water, having "Range: Caster" "Target: 1 area (5m Radius)/15" "Resistance: Can't" and deal 2d poison magic damage. This form of attack cannot be evaded but also does not damage armor.

This unique skill cannot be used on consecutive turns.

Loot

Always	Crystallized Daemon's Blood (800G/Red A)	9 - 12	Daemon's Horn (600G/Red A)
2 - 8	None	13+	Green Scales (1,600G/Gold Red S)

Melbiz is a low-rank daemon adapted to water, sporting shiny green scales and a dorsal fin. Standing just slightly taller than an average human at 2.5m tall, they are adapted to the water and will sneak into civilized lands through rivers and canals. High-ranking daemons will often use a contingent of Melbiz to spearhead an attack, coming from the water to attack unsuspecting cities.

II Sallytegame

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Trade Common, Daemonic **Habitat:** Mountains

Rep/Weak: 18/21 **Weak Point:** Magic damage +2 points

Initiative: 18 **Movement Speed:** -/20(Flying) **Fortitude:** 14(21) **Willpower:** 14(21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Mouth (Body)	13(20)	2d+10	13(20)	10	107	66
Wings (Wings)	14(21)	2d+12	13(20)	8	85	31

Sections: 2 (Body / Wings) **Main Section:** Body

Unique Skills

●Body

► **Divine Magic 10 Level/Magic Power 13(20)**

○◊Magic Aptitude

They can use the Combat Feats [Multi-Action], [Targeting], and [Metamagic/Targets].

►►Strange Smell/13(20)/Fortitude/Neg

All the body's holes within "Range: Caster" emit a foul odor. All characters in the same position (area, coordinate) as the Body section receive a -2 penalty to Willpower for 3 minutes (18 rounds).

This ability can be used only once per round, and when used, it consumes 5 MP of the Body section and can be used only once per round.

This effect is of a disease type.

●Wings

○Flight

All sections receive 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.

◊All-Out Attack

Wings can deal an additional 8 damage on its next attack. However, any Evasion check made by this section this turn receives a -3 penalty.

►►High Mobility

The skin covering the wings is peeled off, exposing the flesh and increasing mobility. For 3 minutes (18 rounds), the bonus to Accuracy checks and Evasion checks from [○Flight] for all sections is increased to +2.

On the other hand, the Defense of Wings section is reduced by -4.

This effect can be used only when the Wings section's HP is 40 or less, and once it is used, it cannot be canceled by the monster's will.

Loot

Always	Crystallized Daemon's Blood (800G/Red A)	12+	Large Calcareous Fragments (3,000G/Black S)
2 - 11	Calcareous Fragments (300G/Black A) x 1d		

This is a white, lower Daemon, about 3m long, in the shape of a white bug, with four beautiful bird feathers. Its white body surface, including its wings, is not covered with feathers but rather hard rocks.

Its body emits an intense odor that pierces the nose.

It is said that it is arrogant and always looks down on others, especially those who give it orders, and that it will always rebel.

13 Foregone

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Trade Common, Daemonic **Habitat:** Labyrinths, Ruins
Rep/Weak: 18/22 **Weak Point:** Magic damage +2 points
Initiative: 19 **Movement Speed:** 16/- **Fortitude:** 17(24) **Willpower:** 17(24)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Horns (Head)	16(23)	2d+16	16(23)	15	118	98
Claws (Body)	17(24)	2d+14	17(24)	14	128	33
Kick (Legs)	16(23)	2d+14	15(22)	15	111	26

Sections: 3 (Head / Body / Legs) **Main Section:** Head

Unique Skills

•Head

► **Divine Magic 12 Level/Magic Power 16(23)**

◀► **Magic Aptitude**

A Foregone can use the Combat Feats [Metamagic/Targets], [Multi-Action], and [Wordbreak].

•Body

► **Twin Strike & Double Attack**

A Foregone can make two Claws attacks each round. They may choose to attack different characters with each attack.

○ **Attack Obstacle - Impossible • +4**

Foregone size hinders attack. The Head cannot be attacked in melee. Against any ranged attacks, Head receives a +4 bonus to Evasion checks.

When the Body falls to 0 HP or lower, this effect disappears.

•Legs

○ **Kneel**

If the HP of the Legs section is less than 0, the Body section receives a -2 penalty on Accuracy and Evasion checks.

Loot

Always	Crystallized Daemon's Blood (800G/Red A)	9 - 12	Daemon's Horn (600G/Red A)
2 - 8	None	13+	Large Daemon's Horn (1,400G/Red S)

A lesser daemon, Foregones are 6m tall giants, with red-black skin, with one horn protruding from their forehead and the lower body of a goat.



Sallytegane

Illustration by Yukihiro Maruo

14 Vangiga

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Trade Common, Daemonic **Habitat:** Ruins, Shallow
Rep/Weak: 18/22 **Weak Point:** Slashing damage +3 points
Initiative: 20 **Movement Speed:** 15/- **Fortitude:** 16(23) **Willpower:** 16(23)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Kick (Body)	18(25)	2d+19	16(23)	15	133	109
Hand Sword (Eye Hand)	19(26)	2d+16	17(24)	12	98	29
Hand Sword (Eye Hand)	19(26)	2d+16	17(24)	12	98	29
Hand Sword (Ear Hand)	18(25)	2d+16	17(24)	12	98	29
Hand Sword (Ear Hand)	18(25)	2d+16	17(24)	12	98	29
Hand Sword (Nose Hand)	18(25)	2d+16	17(24)	12	98	29
Bite (Mouth Hand)	18(25)	2d+18	17(24)	12	98	29

Sections: 7 (Body / Eye Hand x 2 / Ear Hand x 2 / Nose Hand / Mouth Hand)
Main Section: Body

Unique Skills

●Body

► **Spiritualism Magic 12 Level /Magic Power 16(23)**

○◀▶ Magic Aptitude

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Amber Eye], [Universal Metamagic], [Rune Master], and [Wordbreak].

●All Hands

○Long Arms

Hands can do melee attacks with "Range/Area: 1(10m)/Target".

●Eye Hands

○Sight Augmentation

The Body section gains a +2 bonus to Evasion checks for each healthy Eye Hand section.

●Ear Hands

○Hearing Augmentation

This monster gains a +2 bonus to Fortitude and Willpower checks for each healthy Ear Hand section.

●Nose Hands

○Memorize the Smell

If Nose Hand performs an Accuracy check, regardless of the success or failure of the check, Body and Nose Hand sections gain a +2 bonus to Accuracy checks against the target. This effect is not cumulative and is removed when the Nose Hand section HP becomes 0 or less.

●Mouth Hand

○Bloodsucking

When a Bite attack hits, the HP of any one section of this monster is recovered by the same value as applied damage. The monster can choose which section to heal after each attack, and applied damage is calculated. However, the section whose HP is 0 or less cannot be selected for heal.

Loot

Always	Crystallized Great Daemon's Blood (1,600G/Red S)	7 - 9	Creepy Arm (700G/Red A)
2 - 6	Twitching Arm (200G/Red A)	10+	Ominous Arm (2,500G/Red S)

It is a high-rank Daemon with a monkey-like appearance, but instead of the usual shoulders and arms, it has six long arms sprouting from its back. On the palm of each arm, there are facial parts such as eyes and ears (the original face also has eyes and noses).

As additional sensory organs, these hands give them high perception and make them adept at avoiding danger.

It is said that this Daemon is the type of person who plans each action. When this Daemon appears in Shallow Abyss, it is said to be filled with countless traps and tricks.

15 Doppelganger

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Trade Common, Arcana, Daemonic **Habitat:** Labyrinths, Ruins
Rep/Weak: 19/23 **Weak Point:** Slashing damage +3 points
Initiative: 21 **Movement Speed:** 18/- **Fortitude:** 21(28) **Willpower:** 21(28)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws (Upper Body)	20(27)	2d+18	18(25)	16	135	108
Trample (Lower Body)	19(26)	2d+21	17(24)	16	143	32

Sections: 2 (Upper Body / Lower Body) **Main Section:** Upper Body

Unique Skills

• All Sections

► Shapeshift

The Doppelganger can change its shape into another's, with the quality of the transformation based on the time the Doppelganger has observed the target. A quick glance at a target allows the Doppelganger to copy the target's physical appearance, including any belongings. One minute's observation (6 rounds) allows for copying the target's tone and mannerisms, while one hour's observation gives a complete copy of the target's abilities and memory. This last transformation will also allow the Doppelganger access to any Classes and spells the target may have learned. This unique skill lasts until the Doppelganger reverts to its base form, taking Major Action to do so.

• Upper Body

► **Truespeech Magic 15 Level/Magic Power 21(28)**

○ **► Magic Aptitude**

A Doppelganger can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Metamagic/Targets], [Multi-Action], [Rune Master], and [Wordbreak].

• Lower Body

○ **Attack Obstacle = +4 • None**

Upper Body sections cannot be attacked in melee. Against any ranged attacks, Upper Body sections receive a +4 bonus to Evasion checks.

This effect disappears when the Lower Body section falls to 0 HP or lower.

Loot

Always	Crystallized Great Daemon's Blood (1,600G/Red S)	8 - 12	Black Hide (4,600G/Red S)
2 - 7	None	13+	Shadowy Hide (12,000G/Red SS)

One of the high-rank daemons, a Doppelganger's base form, is that of a black-skinned giant 3m tall. A single red line splits the face where its mouth would be, but its face is otherwise featureless. This Daemon has the ability to shapeshift into the target it has observed, and its usual method is to kill the target, take its place, and enter the Humanoid society to plot secret evil, causing suspicion and confusion in the society.

16 Lada Adroda

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Trade Common, Daemonic **Habitat:** Labyrinths, Ruins

Rep/Weak: 19/24 **Weak Point:** Slashing damage +3 points

Initiative: 22 **Movement Speed:** 15/20(Flying) **Fortitude:** 22(29) **Willpower:** 21(28)

Fight Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	20(27)	2d+20	20(27)	15	135	114
Bite (Head)	20(27)	2d+20	20(27)	15	135	114
Claws (Body)	21(28)	2d+18	18(25)	15	146	52
Wing (Wing)	18(25)	2d+16	19(26)	13	82	39
Wing (Wing)	18(25)	2d+16	19(26)	13	82	39
Tail (Tail)	20(27)	2d+17	18(25)	14	133	48

Sections: 6 (Head x 2 / Body / Wing x 2 / Tail) **Main Section:** Head (All)

Unique Skills

•All Sections

○Poison Immunity, ○Disease Immunity

•Head

▶Divine Magic 15 Level/Magic Power 21(28)

○Q▶Magic Aptitude

A Lada Adroda can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Metamagic/Targets], [Hawk Eye], [Multi-Action], [Rune Master], and [Wordbreak].

▶▶ΔTechniques

A Lada Adroda can use the [Gazelle Feet], [Cat's Eyes], [Recovery (10 pts.)], [Scale Leggings], [Strong Blood], [Beetleskin], [Bear Muscle], [Centaur Legs], [Giant Arms] and [Daemonfinger] Techniques.

○Deadly Poison/22(29)/Fortitude/Neg

If a Bite attack hits and deals 1 or more points of applied damage, the target receives extra 2d+12 poison magic damage.

•Body

▶Twin Strike & Double Attack

A Lady Adroda can make two Claws attacks each round. They may choose to attack different characters with each attack.

○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.

•Wing

○Flight

All sections receive 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.

•Tail

○QTail Sweep

The monster can use its tail to attack up to 5 targets in the same skirmish. Accuracy check should be made once; if multiple characters are hit, damage should be determined individually.

This ability cannot be used on consecutive turns.

Loot

Always	Crystallized Great Daemon's Blood (1,600G/Red S)	8 - 12	Great Daemon's Horn (4,800G/Red S)
2 - 7	None	13+	Large Great Daemon's Horn (12,900G/Red SS)

Lada Adroda is a high-ranking daemon in the same family as the Ragnakang. However, the Lada Adroda is much larger and has two heads instead of one. These daemons are commonly seen as commanders of daemon attacks and incursions, and hundreds of lesser daemons wait at their disposal.

17 Endertuz

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: Trade Common, Daemonic, Arcana **Habitat:** Ruins
Rep/Weak: 26/28 **Weak Point:** Bludgeoning damage +3 points
Initiative: 23 **Movement Speed:** 15/- **Fortitude:** 21(28) **Willpower:** 23(30)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fists (Maiden)	22(29)	2d+20	21(28)	10	145	102
None (Pearl)	-	-	22(29)	15	155	128
Ivy (Ivy) x 4	23(30)	2d+24	19(26)	12	125	33

Sections: 6 (Maiden / Pearl / Ivy x 4) **Main Section:** Pearl

Unique Skills

●Maiden/Pearl

○**Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Magic Control], [Universal Metamagic], [Double Cast], and [Rune Master].

○**Knowledge & Weakness Exploit**

Endertuz can make Sage Knowledge checks with standard value 18 (25 fixed value).

Endertuz deals double damage to other monster weak points it detected.

●Maiden

►**Spiritualism Magic 15 Level/Magic Power 21(28)**

►►Open Eyes/►►Close Eyes

The Maiden section has different abilities depending on its eyes condition. When the eyes are closed, the Maiden section is treated as blind (other sections still have eyesight).

The ►►Open Eyes] and ►►Close Eyes] can be performed only once before the Main section performs the Major Action.

○**Attack Obstacle - +4 • +4**

The maiden is holding the pearl and shielding it. The Pearl section gains a +4 bonus to Evasion checks against melee and ranged attacks.

This effect disappears when the Maiden section falls to 0 HP or lower.

○**Lovely Figure/22(29)/Willpower/Neg**

It binds adversaries with guilt and inhibits their actions.

A character who inflicts 1 or more applied damage by a melee attack to the Maiden section and fails a Willpower check cannot take any Major or Minor Actions for the following

1 minute (6 rounds).

This effect is only active when the Maiden has her eyes closed and is automatically canceled when the Maiden opens her eyes.

This effect is of the psychic type.

○**Praying Maiden (Only When Eyes Closed)**

Maiden and Pears sections heal HP and MP by 10 points at the end of their turn.

○**Raging Maiden (Only When Eyes Open)**

The Maiden section is treated as having acquired the following Combat Feats (in addition to those of [○**Magic Aptitude**]):

[Multi-Action], [Mana Strike], and [Battle Master].

●Pearl

○**Truespeech Magic 15 Level/Magic Power 21(28)**

○**Mana Resistance**

Reduce all Magic Damage Pearl section received by -5.

●Ivy

○**Attack Obstacle - Impossible • None**

Tangled ivy hinders attacks.

The Maiden and Pearl sections cannot be targeted by a melee or ranged attacks.

This unique skill is lost when two or more Ivy sections have 0 or fewer HP.

○**Coordinated Attack**

If an attack on an Ivy section is evaded, the other section's attacks on that target gain a +1 to the Accuracy check against that target. This modifier is accumulated for each evaded attack. However, once any section attack hits or the monster's turn is ended, it is lost.

Loot

Always	Crystallized Great Daemon's Blood (1,600G/Red S)	Always	Memento (1,000G/White S)
Always	Broken Pearl (350G/Gold Black A)	Always	Flexible Ivy (2,200G/Green S) x 2d

This is a higher Daemon that looks like a maiden holding a pearl with countless ivies entwined around her. The maiden is said to have taken the body of a person who was once sacrificed to this Daemon. The Maiden enjoys showing herself to make others hesitate to attack her or to make them feel guilty. At first glance, it looks like a Plant, but the main section is the central pearl, and the ivies and the maiden accompany it to protect it.

19 Geldam

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Trade Common, Daemonic **Habitat:** Labyrinths, Ruins

Rep/Weak: 22/27 **Weak Point:** Bludgeoning damage +3 points

Initiative: 26 **Movement Speed:** 20/- **Fortitude:** 26(33) **Willpower:** 25(32)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Horns (Head)	25(32)	2d+21	23(30)	20	188	117
Weapon (Upper Body)	26(33)	2d+23	21(28)	21	201	56
Trample (Lower Body)	24(31)	2d+21	20(27)	19	199	44

Sections: 3 (Head / Upper Body / Lower Body) **Main Section:** Head

Unique Skills

•All Sections

○Poison Immunity, ○Disease Immunity

○Miasma Shroud/25(32)/Fortitude/Half

Strong poison gas swirls around Geldam. Each time a character attempts a melee attack against this monster, they suffer 2d+10 poison magic damage, regardless of success or failure.

This poison gas deflects incoming arrows and bullets and has the same effect as the Fairy Magic spell [Missile Protection] (see CR II, p. 174).

•Head

○2 Actions

Can perform two Major Actions in one round.

▶Divine Magic 15 Level/Magic Power 21(28)

○▶Magic Aptitude

They can use the Combat Feats [Multi-Action], [Targeting], [Magic Convergence], [Magic Control], [Metamagic/Targets], [Rune Master], and [Wordbreak].

▶Poison Breath/24(31)/Fortitude/Half

With "Range: Caster," it scatters smoky poison breath around it and deals to "Target: 1 area (6m Radius)/20" 2d+20 poison magic damage.

This ability can only be used once every 10 seconds (1 round).

•Upper Body

○Multiple Declarations - 2 times

▶Sweeping Attack

Geldam makes a Weapon attack against all enemies that it can reach. If [☞Power Strike III] is declared, the damage is added to any one of the hit characters. The effect of [☞Magic Weapon] becomes the success value of the Accuracy check for all targets.

This unique skill cannot be used on consecutive turns.

☞Magic Weapon

Changes the success value of the Accuracy check with the weapon to 35 without rolling any dice.

This ability cannot be used on consecutive turns.

☞Power Strike III

They can deal an additional +20 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

•Lower Body

○Attack Obstacle - +4 • None

Upper Body and Head sections cannot be attacked in melee. Against any ranged attacks, Upper Body and Head sections receive a +4 bonus to Evasion checks.

This effect disappears when Lower Body section falls to 0 HP or lower.

Loot

Always	Crystallized Great Daemon's Blood (1,600G/Red S)	2 - 9	Great Daemon's Earrings (6,900G/Gold White S)
Always	Great Daemon's Glaive (3,200G/Gold Black White S)	10+	Great Daemon's Ring (14,000G/Gold White SS)

This goat-like daemon is one of the highest-ranking daemons, subservient to only the Daemon King. Geldams are large, muscular goatmen, 5m tall, and carry a massive glaive. These glaives are larger than adult humans, and magically bonded to the Geldam that carries them, so it is impossible to claim one as the spoils of battle.

Consummate commanders of other daemons, Geldams have hundreds of lesser daemons at their command. Because of their service to the Daemon King in the Daemon Realm, they will rarely appear in Raxia themselves, preferring to send any number of lesser daemons in their stead.

Humanoids

3 Mounted Bandit

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade Common, Regional Dialect **Habitat:** Various
Rep/Weak: 6/- **Weak Point:** None
Initiative: 11 **Movement Speed:** 30(4 Legs)/- **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Spear (Rider)	5(12)	2d+6	5(12)	4	25	13
Hoofs (Horse)	4(11)	2d+1	3(10)	2	26	9

Sections: 2 (Rider / Horse) **Main Section:** Rider

Unique Skills

● **All Sections**

○ **Dismounting**

This monster's Rider section is mounted on the Horse section. If the Rider is dismounted, all sections suffer a -1 penalty on all Skill Checks and have their damage reduced by -1 point.

See Rider class and the Riding Rules (see p. 87) for rules for this monster on how to dismount and mount back at the mount. If not on mount speed, this monster becomes "12/-".

● **Rider**

○ **Sword's Grace/Change Fate**

Once per day, they may choose to change the result of a Skill Check or Damage roll by switching the faces of the rolled 2d to the opposite sides.

Loot

2 - 6	None	13+	Bag of Silver (50G/-) x 1d
7 - 12	Weapon (30G/Black White B)		

Riding on horseback, these thugs attack travelers and peddlers. Armed with spears, they block the way of their prey with their horses, threaten them, and take their money and goods. They work in groups of several to ten men.

4 Bandit Leader

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Trade Common, Regional Dialect **Habitat:** Various

Rep/Weak: 7/- **Weak Point:** None

Initiative: 12 **Movement Speed:** 14/- **Fortitude:** 6(13) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	6(13)	2d+7	6(13)	4	30	15

Unique Skills

☞ 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.

○ Sword's Grace/Change Fate

Once per day, they may choose to change the result of a Skill Check or Damage roll by switching the faces of the rolled 2d to the opposite sides.

Loot

2 - 6	None	11+	Bag of Silver (50G/-) x 2d
7 - 10	Bag of Silver (50G/-) x 1d		

This is a leader of bandits (see CR I, p. 431). They always have three to five men or priests with them. They fight with their weapons on the frontlines.

8 Alchemist Scholar

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral

Language: Trade Common, Regional Dialect, Magitech **Habitat:** Various

Rep/Weak: 11/- **Weak Point:** None

Initiative: 14 **Movement Speed:** 16/- **Fortitude:** 11(18) **Willpower:** 11(18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	11(18)	2d+10	10(17)	8	65	18

Unique Skills

▶▶ Evocations/10(17)

It can use [Vorpal Weapon], [Critical Ray], [Barkmail], [Paralyzing Mist], [Heal Spray], [Poison Needle], and [Manadown] evocations. All Evocations are used at A rank. There is no limit to the number of cards; Alchemist Scholar can use as many cards as needed.

When used with a Major Action, the

Evocation check is performed with the standard value, success value, described in the heading of this ability; when used with a Minor Action, the success value is treated as 0.

○ 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	Alchemy Kit (100G/-)	Always	A Rank Material Card (100G/-) x 2d
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This is a warrior that is proficient in the Alchemist class. It uses a variety of Evocations as well as weapon attacks. They are not as skilled as a warrior but can use both attacks and support depending on the actions of those they are working with.

The color of the material cards obtained as loot is randomly determined if necessary.

10 Heretic Priest

Intelligence: Average **Perception:** Five senses **Disposition:** Hostile
Language: Trade Common, Regional Dialect, Arcana **Habitat:** Various
Rep/Weak: 13/- **Weak Point:** None
Initiative: 7 **Movement Speed:** 12/- **Fortitude:** 12(19) **Willpower:** 14(21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Staff	10(17)	2d+5	8(15)	11	65	74

Unique Skills

► **Divine Magic 10 Level/Magic Power 15(22)**
 ► **Spiritualism Magic 7 Level/Magic Power 12(19)**
 ○◁ ► **Magic Aptitude**
 A Heretic Priest can use the Combat Feats [Universal Metamagic], [Targeting], [Hawk Eye] and [Wordbreak].

○ **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	Bag of Silver (100G/-) x 2d	7 - 12	Bag of Silver (200G/-) x 2d
2 - 6	None	13+	Large Gem (4,000G/Gold S)

It is a priest who is not accepted by the Humanoid community and has turned to the worship of Barbarous, the gods associated with the Second Sword. While hiding their true identity, they work as a spy for Barbarous.

High-level Familiars

Here is the higher level familial data that can be summoned with Truespeech Magic [Familiar II] spell (see p. 134).

Common Data

Common Basic Data

Int: Average **Perc:** Shared with Caster **Disp:** Instructed

Lang: Arcana **Hab:** Various

Rep/Weak: 12/- **W. P.:** None

Fortitude: -(-) **Willpower:** -(-)

This data is common to all Familiars II. It is omitted in the individual data.

Common Abilities of Familiars

The following are the abilities that it has in common with Familiar (see CR I, p. 433), as well as having the same common ability as Constructs:

- Poison Immunity, Disease Immunity, Psychic Immunity
- Can be Detected
- Familiars Knowledge = Sorcerers
- No HP
- Shared MP
- One Mind, One Character
- Resistance Sharing
- Senses Sharing
- Fall Resistance
- No Loot
- Familiar Contract※

※The number of familiars a master can have at the same time is only one, regardless of whether it is a Familiar or a Familiar II.

Common Abilities of Familiars II

The following abilities are different from Familiar or unique to all Familiar II.

○Free Will

Familiars II have their own free will and can communicate via the Arcana Language. However, they are always extremely loyal to their Master and will never act in a way that betrays that loyalty.

○Shared Visibility

The caster can use Familiar II's field of view to cast spells. However, the base point of the spells is always the caster. Range distance must be considered from the position of the caster, and the spells with "Area: Shot" or "Area: Line" are fired from the caster.

If a spell is cast with Major Action, the Master and Familiar II must spend their Major Action to cast a spell. If the spell is cast with Minor Action, then Familiar II will also need to spend Minor Action.

Familiar Detailed Data

7 Familiar II: Frog

Initiative: 15 **Movement Speed:** 5 (4 Legs)/10 (Swimming)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tongue	9(16)	2d+7	8(15)	5	-	20

Unique Skills

○Frog's Body

The frog can move underwater. Its mobility is equal to that of a normal frog.

7 Familiar II: Spider

Initiative: 16 **Movement Speed:** 7 (Many Legs)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	9(16)	2d+8	9(16)	6	-	15

Unique Skills

○Spider's Body

The spider can move freely on walls and ceilings. While sticking to the ceiling, it will not target a wide range of effects unless the enemy specifically target's familiar. Its mobility is equal to a recluse spider.

7 Familiar II: Bird

Initiative: 18 **Movement Speed:** -/30 (Flying)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	10(17)	2d+8	10(17)	6	-	15

Unique Skills

○Bird's Body

Capable of flight. Physical ability is that of a normal bird.

○Flight

A Bird Familiar receives a +1 bonus to Accuracy and Evasion only for melee attacks.

7 Familiar II: Cat

Initiative: 17 **Movement Speed:** 15 (4 Legs)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claw	10(17)	2d+10	11(18)	7	-	15

Unique Skills

○Cat's Body

Can pass through narrow gaps, etc. Physical ability is the same as an ordinary housecat.

○Gives Darkvision

Shares its Darkvision with the Master.

7 Familiar II: Snake

Initiative: 16 **Movement Speed:** 10 (Snaking)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	10(17)	2d+8	11(18)	7	-	15

Unique Skills

○Snake's Body

The snake can pass through extremely narrow spaces. Its physical ability is equal to that of the normal snake.

○Toxic Tooth

When a familiar makes a melee attack and hits, it automatically deals 1 poison magic damage to the target of the melee attack. This ability only works if the familiar is in touch range with the Master.

Additional Data about Golems

Golems That Can be Created at 11th Level or Higher

PCs whose Conjurer class is 11th level or higher can create the following golems.

[Create Golem] List (11+ Level)

Monster	Req. Level	MP	Normal Materials (Price)	Advanced Materials (Price)
Bronze Golem	11	24	Enchanted Bronze (4,000)	Strongly Enchanted Bronze (10,000)
Rutile Raptor	12	28	Enchanted Golden Redstone (6,000)	Strongly Enchanted Golden Redstone (15,000)
Iron Golem	13	32	Enchanted Iron (8,000)	Strongly Enchanted Iron (20,000)
Granite Shell	14	36	Enchanted Granite (10,000)	Strongly Enchanted Granite (25,000)
Platinum Dragon	15	40	Enchanted Platinum (15,000)	Strongly Enchanted Platinum (50,000)

Large Golem Enhancing Items

Large Golem Enhancing Items are required to strengthen a golem that can be created by a Conjurer class level 11 or higher.

The abilities gained by Enhancing Items are basically the same as those of (Small) and (Medium). However, Garnet of Vitality and Focused Garnet of Vitality increase the maximum HP by +15 points. The effect of Obsidian Shield is [Cover II], and the effect of Corundum Protection is [Guardian III].

The following is a list of Enhancing Items, including their prices for small and medium grades. If you want to see the effects in detail, please refer to Core Rulebook II, page 412. Currently, there are no golems that use Anisotropic Anorthite (Large).

Golem Enhancing Item Price List

Item	Price (Small/Medium/Large)	Effect
Cat's Eye Rivet	200/800/4,000	▶ Double Attack
Golden Cat's Eye Rivet	200/800/4,000	▶ Twin Strike & Double Attack
Tiger's Eye Rivet	150/600/3,000	○ Continuous Attack I
Golden Tiger's Eye Rivet	300/1,200/6,000	○ Continuous Attack II
Jet Sign	100/400/2,000	◀ Aimed Attack (Accuracy check +2, damage -4)
Sunstone Brilliance	-/1,200/6,000	▶ Brand (next attack cannot be evaded, damage up).
Spinel Horn	150/600/3,000	▶ Charge
Malachite Feather	150/600/3,000	◀ All-Out Attack (Damage +8, Evasion check -3)
Lapis Lazuli Weight	200/800/4,000	◀ Tail Swing I (attack against 3 characters, Accuracy check -1)
Quartz Counterweight	300/1,200/6,000	◀ Tail Swing II (attack against 5 characters)
Bright Red Ruby	-/1,600/8,000	▶ -/Flame Breath
Amethyst of Purple Lightning	600/1,600/8,000	▶ Discharge/Lightning
Blue Lotus Jade	600/1,600/8,000	▶ Water Gun/Blizzard Breath
Calcite Compound Eyes	-/800/4,000	○ Breath Control
Obsidian Shield	150/600/3,000	◀ Cover I/Cover II/Cover II
Corundum Protection	100/400/2,000	◀ Guardian I/Guardian I/Guardian II
Amber Eye	500/2,000/10,000	○ Ultimate Aim (Accuracy check +4)
Coral Branch	100/400/2,000	○ Block
Garnet of Vitality	200/800/4,000	HP +5/+10/+15
Focused Garnet of Vitality	300/1,200/6,000	HP +5/+10/+15
Shimmering Onyx	-/600/3,000	○ Mana Coating (Takes magic damage -3)
Red Iron Blood	100/400/2,000	○ Mobility Enhancement (Movement +5)
Yellow Flint	-/800/4,000	○ Fast Reaction (Footwork)
Anisotropic Anorthite	150/600/-	○ Underwater → ○ Underwater Specialization
Moonstone of Serenity	250/1,000/5,000	Makes Weak Point "None"
Quartz Disruptor	-/1,000/5,000	○ Type Resistance

Golem Detailed Data

See Core Rulebook II, p. 416, for omitted common data, annotations, and how to read the data.

11/9	Bronze Golem	Enchanted Bronze (4,000/10,000)				
Rep/Weak: 14/20 Weak Point: Energy damage +3 points						
Initiative: 9 Movement Speed: 11/- Fortitude: 12(19) Willpower: 12(19)						
Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist (Right Side)	11(18)	2d+16	8(15)	14	65	-
Fist (Left Side)	11(18)	2d+16	8(15)	14	65	-
Sections: 2 (Right Side / Left Side) Main Section: None						
Unique Skills						
<input checked="" type="radio"/> All Sections <input type="radio"/> Bronze Body The Bronze Golem is immune to criticals			from edged weapons and all non-Energy-type Magic damage.			
Maximum of Enhancing Items - 5						
*Any Section Obsidian Shield (Large) (3,000) (◐◑Cover II) Corundum Protection (Large) (2,000) (○Guardian II) Jet Sign (Large) (2,000) (◐Aimed Attack = +2 Accuracy and -4 damage) Sunstone Brilliance (Large) (6,000) (▶Brand=Next attack cannot be evaded, damage +6) Amber Eye (Large) (10,000) (○Ultimate Aim = +4 Accuracy) Garnet of Vitality (Large) (4,000) (○HP Enhancement = Max HP +15) ↳ Focused Garnet of Vitality (Large) (6,000) (○Improved HP Enhancement = Max HP +15) Shimmering Onyx (Large) (600) (○Mana Coating = Magic damage -3) *All Section Must be Equipped Coral Branch (Large) (2,000) (○Block) Red Iron Blood (Large) (2,000) (○Mobility Enhancement = Movement +5) Moonstone of Serenity (Large) (5,000) (Golem loses its Weak Point (it becomes "None")) Quartz Disruptor (Large) (5,000) (○Type Resistance)						
Loot						
2 - 7	Magic Bronze (420G/Gold Black A)	8+	Mithril (2,600G/Gold S)			
It is a golem made of bronze about 3 to 4 meters long.						

PART 1

PART 2

PART 3

PART 4

PART 5

12/10		Rutile Raptor		Enchanted Golden Redstone (6,000/15,000)			
Rep/Weak: 16/21 Weak Point: Accuracy +1							
Initiative: 16 Movement Speed: -/30(Flying) Fortitude: 12(19) Willpower: 13(20)							
Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	
Beak (Head)	12(19)	2d+16	11(18)	16	65	-	
Claws (Body)	12(19)	2d+16	11(18)	16	75	-	
Sections: 2 (Head / Body) Main Section: None							
Unique Skills							
●All Sections ○Golden Red Stone Body The Rutile Raptor is immune to criticals from edged weapons and all non-Energy-type Magic damage.			●Body ○Flight II All sections receive a +2 bonus to Accuracy and Evasion only for melee attacks. This ability is lost if the HP of Body section falls to 0 or below.				
Maximum of Enhancing Items - 3							
※Head Only Bright Red Ruby (Large) (8,000) ▶ Flame Breath/12(19)/Fortitude/Half Golem spits out the fire with "Range/Area: 2(20m)/Shot" and "Target: 1 area (5m Radius)/10," dealing 2d+10 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 (Large) (8,000) ▶ Lightning/12(19)/Fortitude/Half Golem unleashes an electrical bolt with "Range/Area: 50m/Line", dealing 2d+10 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 (Large) (4,000) (○Breath Control) ※Body Only Obsidian Shield (Large) (3,000) (☹△Cover II) Malachite Feather (Large) (3,000) (☹All-Out Attack=Damage +8, Evasion -3) ※Any Section Amber Eye (Large) (10,000) (○Ultimate Aim = +4 Accuracy) Garnet of Vitality (Large) (4,000) (○HP Enhancement = Max HP +15) Shimmering Onyx (Large) (3,000) (○Mana Coating = Magic damage -3) ※All Section Must be Equipped Red Iron Blood (Large) (2,000) (○Mobility Enhancement = Movement +5) Yellow Flint (Large) (4,000) (○Fast Reaction = [Footwork])							
Loot							
2 - 7	Enchanted Gemstones (250G/Gold A)		13+	Pure Mithril (8,800G/Gold S)			
8 - 12	Mithril (2,600G/Gold S)						
It is a bird-shaped golem with a golden-red stone body.							

13/11 Iron Golem

Enchanted Iron (8,000/20,000)

Rep/Weak: 16/22 **Weak Point:** Energy damage +3 points
Initiative: 9 **Movement Speed:** 12/- **Fortitude:** 14(21) **Willpower:** 14(21)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fist (Right Side)	12(19)	2d+18	9(16)	16	75	-
Fist (Left Side)	12(19)	2d+18	9(16)	16	75	-

Sections: 2 (Right Side / Left Side) **Main Section:** None

Unique Skills

- **All Sections**
 - **Iron Body**
The Iron Golem is immune to criticals
- from edged weapons and all non-Energy-type Magic damage.

Maximum of Enhancing Items - 5

※Any Section

- Obsidian Shield (Large) (3,000)** (◁△Cover II)
- Corundum Protection (Large) (2,000)** (○Guardian II)
- Jet Sign (Large) (2,000)** (◁Aimed Attack = +2 Accuracy and -4 damage)
- Sunstone Brilliance (Large) (6,000)** (▶Brand=Next attack cannot be evaded, damage +7)
- Amber Eye (Large) (10,000)** (○Ultimate Aim = +4 Accuracy)
- Garnet of Vitality (Large) (4,000)** (○HP Enhancement = Max HP +15)
- ↳ **Focused Garnet of Vitality (Large) (6,000)** (○Improved HP Enhancement = Max HP +15)
- Shimmering Onyx (Large) (600)** (○Mana Coating = Magic damage -3)

※All Section Must be Equipped

- Coral Branch (Large) (2,000)** (○Block)
- Red Iron Blood (Large) (2,000)** (○Mobility Enhancement = Movement +5)
- Moonstone of Serenity (Large) (5,000)** (Golem loses its Weak Point (it becomes "None"))
- Quartz Disruptor (Large) (5,000)** (○Type Resistance)

Loot

2 - 7	Magic Iron Ingot (680G/Gold Black A)	13+	Pure Mithril (8,800G/Gold S)
8 - 12	Mithril (2,600G/Gold S)		

It is a golem made of iron and about 5 meters tall.

14/12		Granite Shell		Enchanted Granite (10,000/25,000)			
Rep/Weak: 17/22 Weak Point: Energy damage +3 points							
Initiative: 17 Movement Speed: 10(4 Legs)/30(Swimming)							
Fortitude: 16(23) Willpower: 16(23)							
Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP	
Bite (Head)	14(21)	2d+20	13(20)	16	80	-	
Tail (Body)	13(20)	2d+20	12(19)	18	90	-	
Sections: 2 (Head / Body) Main Section: None							
Unique Skills							
<ul style="list-style-type: none"> ● All Sections ○ Rock Body A Granite Shell is immune to criticals from edged weapons and all magic damage, except Energy-type damage. ○ Underwater Specialization Can move in water without penalties and 			<ul style="list-style-type: none"> restrictions. Conversely, all action checks are subject to a -2 penalty on the ground. ● Body ▶ Shell Guard The Granite Shell can retract into its shell, increasing its Defense by +10 for 10 seconds (1 round). 				
Maximum of Enhancing Items - 4							
※Head Only Spinel Horn (Large) (3,000) (▶Charge) Blue Lotus Jade (Large) (8,000) ▶Blizzard Breath/14 (21)/Fortitude/Half Golem sprays a jet of water with "Range/Area: 20m/Shot" in a "Target: 4m Radius/10", dealing 2d+12 water/ice magic damage. This ability cannot be used on consecutive turns. Calcite Compound Eyes (Large) (4,000) (○Breath Control) ※Body Only Obsidian Shield (Large) (3,000) (↻△Cover II) Corundum Protection (Large) (2,000) (○Guardian II) Lapis Lazuli Weight (Large) (4,000) (↻Tail Swing I) ↳Quartz Counterweight (Large) (6,000) (↻Tail Swing II) ※Any Section Amber Eye (Large) (10,000) (○Ultimate Aim = +4 Accuracy) Garnet of Vitality (Large) (4,000) (○HP Enhancement = Max HP +15) ↳Focused Garnet of Vitality (Large) (6,000) (○Improved HP Enhancement = Max HP +1.5) Shimmering Onyx (Large) (3,000) (○Mana Coating = Magic damage -3) ※All Section Must be Equipped Red Iron Blood (Large) (2,000) (○Mobility Enhancement = Movement +5)							
Loot							
Always	Magical Stone (250G/Gold A) x 2d		7 - 11	Mithril (2,600G/Gold S)			
2 - 6	None		12+	Pure Mithril (8,800G/Gold S)			
It is a large golem in the shape of a sea turtle with a granite shell.							

15/13 Platinum Dragon

Enchanted Platinum (15,000/50,000)

Rep/Weak: 17/23 **Weak Point:** Accuracy +1**Initiative:** 20 **Movement Speed:** 12/25(Flying) **Fortitude:** 17(24) **Willpower:** 17(24)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws (Body)	16(23)	2d+22	14(21)	20	100	-
Wing (Wing) x 2	15(22)	2d+18	13(20)	18	65	-

Sections: 3 (Body / Wing x 2) **Main Section:** None

Unique Skills

●All Sections

○Superalloy Body

It is immune to criticals from magical or weapon attacks.

●Body

○Flight II

All sections receive a +2 bonus to Accuracy and Evasion only for melee attacks.

It loses this ability if any of the Wing section HP becomes 0 or less.

Maximum of Enhancing Items - 4

※Body Only

Note: Breaths and Lightning abilities cannot be used in consecutive turns. You can only use one of them at a time on each subsequent turn, even if it has multiple equipped.

Bright Red Ruby (Large) (8,000)

▶Flame Breath/15(22)/Fortitude/Half

Golem spits out the fire with "Range/Area: 2(20m)/Shot" and "Target: 1 area (5m Radius)/10," dealing 2d+13 fire magic damage.

Blue Lotus Jade (Large) (8,000)

▶Blizzard Breath/15(22)/Fortitude/Half

Golem sprays a jet of water with "Range/Area: 20m/Shot" in a "Target: 4m Radius/10", dealing 2d+13 water/ice magic damage.

Amethyst of Purple Lightning (Large) (8,000)

▶Lightning/15(22)/Fortitude/Half

Golem unleashes an electrical bolt with "Range/Area: 50m/Line", dealing 2d+13 lightning magic damage to the target.

Calcite Compound Eyes (Large) (4,000) (○Breath Control)**Spinel Horn (Large) (3,000)** (▶Charge)**Lapis Lazuli Weight (Large) (4,000)** (◁Tail Swing I)↳**Quartz Counterweight (Large) (6,000)** (◁Tail Swing II)

※Wing Only

Obsidian Shield (Large) (3,000) (◁△Cover II)**Corundum Protection (Large) (2,000)** (○Guardian II)**Malachite Feather (Large) (3,000)** (◁All-Out Attack=Damage +8, Evasion -3)

※Any Section

Amber Eye (Large) (10,000) (○Ultimate Aim = +4 Accuracy)**Garnet of Vitality (Large) (4,000)** (○HP Enhancement = Max HP +15)↳**Focused Garnet of Vitality (Large) (6,000)** (○Improved HP Enhancement = Max HP +15)**Shimmering Onyx (Large) (3,000)** (○Mana Coating = Magic damage -3)

※All Section Must be Equipped

Red Iron Blood (Large) (2,000) (○Mobility Enhancement = Movement +5)**Yellow Flint (Large) (4,000)** (○Fast Reaction = [Footwork])**Quartz Disruptor (Large) (5,000)** (○Type Resistance)

Loot

2 - 5	Magic Iron Ingot (680G/Gold Black A)	12+	Pure Mithril (8,800G/Gold S)
6 - 11	Mithril (2,600G/Gold S)		

It is a golem in the shape of a dragon, made of a solid alloy, mainly platinum.



Appendix

Illustration by Kususaga Rin, Anji Majima



Weapons and Armor Description

For more information, see the references pages.

B-Rank Swords

Knife (see CR I, p. 271)

A small, single-edged blade no less than 10cm. Also, usable outside of combat with little difficulty.

Stiletto (see CR I, p. 271)

It is a dagger of about 30 cm in length and is used exclusively for stabbing.

Dagger (see CR I, p. 271)

A durable, double-edged blade between 20 and 30cm long can also be thrown if need be.

Kukri (see CR I, p. 271)

It has a heavy, curved blade and is classified as the largest of the daggers.

Short Sword (see CR I, p. 271)

A blade is about 40cm long. Because it's easy to use with one hand, it is often helpful in self-defense or as a spare weapon.

Épée (see CR I, p. 271)

This is a lightweight stabbing sword designed for Rapier practice. Even though it is for training, it has a blade and is sometimes used in

battle because it is light and easy to handle.

Katzbalger (see CR I, p. 271)

A short, one-handed sword for slashing. It is a straight, double-edged sword.

Rapier (see CR I, p. 271)

A slender sword, mainly used with a thrusting stance. The thin blade is just under 1m long and can flex quite a bit.

Saber (see CR I, p. 271)

A 1m long single-edged sword with a slight curve in the blade is especially well made for slashing.

Estoc (see CR I, p. 271)

A large two-handed sword. The blade is more of a cone shape, designed to pierce rather than slash.

Long Sword (see CR I, p. 271)

A double-edged sword is with a straight blade just over 1m long. One of the most commonly seen swords can be used one or two-handed.

Broad Sword (see CR I, p. 271)

A two-handed sword with a wide double-edged blade.

Bastard Sword (see CR I, p. 271)

A sword with a long hilt and a 1.5m long blade can easily be used one or two-handed.

Falchion (see CR I, p. 271)

A single-edged sword with a 1.5m long curved blade.

Zweihander (see CR I, p. 271)

A massive, 2m long sword designed to be used in both hands.

Shamshir (see CR I, p. 271)

A large sword with a large, warped single-edged blade. The total length of the blade is typically between 1.5 and 1.8m long.

Great Sword (see CR I, p. 271)

A long, two-handed sword with a thick, straight blade 2m long.

A-Rank Swords**Fast Spike** (see CR I, p. 272)

It is a needle-shaped weapon about 10 cm long, suitable for aiming at vital points. It can be held and thrust or thrown in a straight line.

Flissa (see CR I, p. 272)

A single-edged sword around 1m long. The blade itself is slightly warped but retains sharpness surprisingly well.

Schiavona (see CR I, p. 272)

It is a one-handed sword with a cage-shaped protective fist. The blade is straight and double-edged.

Defender (see CR I, p. 272)

It is a one-handed sword with a large handle and a straight blade with a protective handle. The total length is around 1 meter.

Talwar (see CR I, p. 272)

It is a one-handed sword with a curved single-edged blade. It is characterized by its cross-shaped grip from the blade to the disc-shaped handle.

Steel Blade (see CR I, p. 272)

A steel sword made with sophisticated technology. It boasts a 1.2m long hardened steel blade.

Flamberge (see CR I, p. 272)

It is a long sword with a total length of about 1.5m. The wavy blade is reminiscent of fire and adds to the sword's power.

Dragonslayer (see CR I, p. 272)

It is a giant sword, more than two meters in length. Its thick and wide blade is said to be capable of decapitating even a dragon.

S-Rank Swords

Piercer (see CR II, p. 212)

A 20cm long dagger designed for piercing can punch through gaps in armor and attack critical points.

Excellent Rapier (see CR II, p. 212)

The mithril rapier is a hand-forged, precision-forged weapon with excellent balance and sharpness.

Mithril Sword (see CR II, p. 212)

A long sword made of mithril, with a blade just over 1m long. While light, it is razor-sharp and counts as a silvered weapon.

Slasher (see CR II, p. 212)

It is a slightly warped single-edged curved sword with an emphasis on sharpness. It is nearly 1.5m long and challenging to handle.

Claymore (see CR II, p. 212)

A two-handed sword with a large crossguard and hilt. Its massive straight blade is easily more than 2m long.

Sentinel (see CR II, p. 212)

A huge two-handed sword with a double-edged blade over 2m long, the sight alone caused enemies to flee in fear.

SS-Rank Swords

Angel Feather (see p. 207)

A slender, straight sword lighter than a feather and razor-sharp. The total length of the blade is around 60cm.

Moon Pillar (see p. 207)

It is a broad double-edged sword with a round protective grip reminiscent of a full moon and a straight, shining blade. The overall length is a little over one meter.

Hyperion (see p. 207)

This is a 1.5m long sword with a shining blade. The blade and handle are elegantly carved, giving the sword an air of nobility.

B-Rank Axes

Sickle (see CR I, p. 273)

A one-handed sickle for farming, reinforced and used as a weapon.

Hand Axe (see CR I, p. 273)

A one-handed axe, about 60cm long. While it can be used in melee, it's also weighted to be able to be easily thrown.

Bhuj (see CR I, p. 273)

A war axe with a long vertical blade. The side of the handle near the handle is hollowed out to accommodate a small knife. A small knife is fixed with a screw and is not for fighting.

Battle Axe (see CR I, p. 273)

A double-bladed axe, these range from 80cm to 1m long.

Great Axe (see CR I, p. 273)

A 1.5m long axe is designed to be used in two hands.

Heavy Axe (see CR I, p. 273)

A large, single-bladed axe over 1.5m long. While sharp, it relies more on the axe's weight to cut through enemies.

Bulova (see CR I, p. 273)

A 1.5m long axe. This axe has some stigma around it, as they are often seen in the hands of executioners.

Minotaur's Axe (see CR I, p. 273)

Over 3m in length, this war axe is much larger and heavier than most, so few people can use it effectively.

A-Rank Axes

Tomahawk (see CR I, p. 273)

This small axe has excellent balance and can be used as a thrown weapon.

Tabarzin (see CR I, p. 273)

A lightweight one-handed axe. Its crescent-shaped head sits at the end of a 1 m-long handle.

Long Axe (see CR I, p. 273)

A long-handled axe, just under 2m in length. It has a spear tip attached to the haft, suitable for piercing thrusts as well.

Halberd (see CR I, p. 273)

Easily more than 2m long, this weapon has a spear tip attached to the haft behind the axe head, allowing for both slashing and piercing attacks.

Glaive (see CR I, p. 273)

It is a long-handled weapon of about 3m with a warped blade attached to the tip of the spear. Because of the blade's shape, it can be used for both swinging to slice and poking to stab.

S-Rank Axes

Hatchet (see CR II, p. 213)

A small axe, 30 to 50cm. Able to be thrown, it is also a valuable tool for hikers and adventurers.

Mithril Axe (see CR II, p. 213)

A 1m long battle axe made of mithril. It is incredibly deadly for its size and counts as a silvered weapon.

Couse (see CR II, p. 213)

Development of the glaive, it has a larger, more elaborately decorated blade attached. It is often used for ceremonial purposes.

Voulge (see CR II, p. 213)

A long-handled weapon with a sharp axe at the end, these powerful weapons can reach up to 3m in length.

SS-Rank Axes

Rimahawk (see p. 208)

This hatchet is a little over 60 cm long, has an elaborately carved multicolored handle, and has magical feathers on the axe head. It can be used for throwing attacks, and some use it as a pipe to smoke.

Agahast (see p. 208)

It is a long-handled weapon with an overall length of about 3 meters. The blade of the spearhead is long and single-edged, like a very large knife. Both the blade and the handle are very elaborately decorated.

Dynast (see p. 208)

A 2m long two-handed battle axe with an enormous, beautifully detailed blade.

B-Rank Spears

Javelin (see CR I, p. 274)

A 1m long spear, explicitly designed to be thrown.

Short Spear (see CR I, p. 274)

A 1 m-long spear can be wielded in one hand with little effort.

Spear (see CR I, p. 274)

A standard 2m long spear. It can be used either one- or two-handed.

Long Spear (see CR I, p. 274)

A spear whose haft is longer than 2m.

A-Rank Spears

Pilum (see CR I, p. 274)

A one-handed spear 2m long is made entirely out of metal. Its weight allows it to pierce metal armor quite easily.

Trident (see CR I, p. 274)

A 2m long spear, its tip is forked into three sharp points. Able to be thrown, it is also often used in fishing.

Ahlspiess (see CR I, p. 274)

This spear is roughly 1.5m long, though the actual metal tip of the spear has been extended to about half of that length.

Pike (see CR I, p. 274)

A 3m long or longer spear, designed to counter cavalry charges by impaling the mounts.

Normal Lance (see p. 209)

An assault spear designed to be used from horseback. About 3m long, it can also be used on foot, though to lesser effect.

S-Rank Spears

Partisan (see CR II, p. 213)

A long spear, usually 2m or so, with a broad spearhead.

Mithril Spear (see CR II, p. 213)

2m long, this lightweight spear can easily pierce through heavy metal armor.

Corsesca (see CR II, p. 213)

A spear between 2 and 2.5m long has two wide blades extending from the tip.

Heavy Lance (see p. 209)

A much heavier lance, the weapon's weight significantly increases its destructive ability.

SS-Rank Spears

Tri-Lux (see p. 209)

This is a grandly decorated spear with a dazzling trident tip that shines in a silvery-white color.

Fatal Lance (see p. 209)

A mighty lance, blessed by fate. When riding, its offensive power is outstanding.

Ductus Lancair (see p. 209)

It is a large spear with a metal tube threaded through the handle. It is held in the front hand holding the tube, and by quickly thrusting it while rotating it with the back hand, it deals with powerful thrusts. The total length is 3 - 3.6 meters.

B-Rank Maces

Mallet (see CR I, p. 275)

A small hammer.

Light Mace (see CR I, p. 275)

A lightweight hammer, its small size (50cm) allows for easy one-handed usage.

Heavy Mallet (see CR I, p. 275)

It is a weapon that looks like a larger version of a mallet. Not many people use it as a tool.

Heavy Mace (see CR I, p. 275)

70cm long, this hammer is larger and heavier than the Light Mace, making it easier to crush enemies.

Maul (see CR I, p. 275)

Little more than a large iron ball on a handle, some mauls can reach up to 2m long and require two hands to wield properly.

Ogre Maul (see CR I, p. 275)

A much heavier Maul, this great weapon requires significant strength to pick up and use.

A-Rank Maces

Biliong (see CR I, p. 275)

A strange weapon, a hammer head, extends from the 1m long handle at a right angle. Despite the odd appearance, it is still a deadly weapon.

Steel Blow (see CR I, p. 275)

A club with quality steel covering the ends of the hammer. Only around 50cm long, it is easy to swing one-handed.

Shellbreaker (see CR I, p. 275)

This is a mace of good balance that can be handled with either one or two hands. It is said to be able to smash the shell of a giant tortoise with a single blow.

Ball Mace (see CR I, p. 275)

Over 2m long, this version of the Light Mace is only meant to be used two-handed.

Molder (see p. 210)

A magical mace designed to resist non-natural life.

S-Rank Maces**Bludgeon** (see CR II, p. 213)

A crude weapon, around 1m long. What it lacks in appearance, it more than makes up in sheer power.

Mithril Mace (see CR II, p. 213)

70cm long, this mace is made of solid mithril. Trading weight for speed, it can deliver lightning-fast crushing blows.

Troll Buster (see CR II, p. 213)

A massive hammer, over 3m in length. It takes incredible strength to even pick this up, but it can crush foes in one blow.

SS-Rank Maces**Bloody Lily** (see p. 210)

It is a one-handed mace with a hammer head in the shape of a lily flower and a total length of just over 70 cm. Despite its elegant appearance, the mace is extremely powerful and is called by its name because it can quickly reduce an opponent to a bloody pulp.

Skullsludger (see p. 210)

It is a one-meter-long mace with a bizarre hammer head that looks as if it were made up of intricately and mysteriously intertwined pieces of iron. With frightening accuracy, it can strike a blow that can turn the head into sludge.

Zeno (see p. 210)

A 2m long mace with a large head. It is said to be able to track its target while in combat, ensuring it will never miss.

B-Rank Staves**Mage Staff** (see CR I, p. 276)

A straight wooden staff, typically between 1 and 1.5m long. It can be used as a Magical Implement.

Quarterstaff (see CR I, p. 276)

This solid wood staff is just under 2m long and can be used as a spellcaster's Magical Implement.

B-Rank Flails

Light Flail (see CR I, p. 277)

Suitable for one-handed use, this 50cm long flail is little more than a single weight chained to a handle.

Flail (see CR I, p. 277)

Typically, between 70 and 80cm long, a normal flail had multiple chains attached to a single handle, each with its own weight.

Morningstar (see CR I, p. 277)

Though this weapon is a spiked ball at the end of a chain, the danger comes from its crushing weight rather than the spikes.

Heavy Flail (see CR I, p. 277)

Originally a grain threshing tool, this weapon is a slightly smaller rod chained to the 1m long handle.

A-Rank Flails

Rising Sun (see CR I, p. 277)

Similar to the Morningstar, though, this weapon replaces the iron spikes with deadly sharp blades.

Goedendag (see CR I, p. 277)

A stick made of chains reinforced with spikes is attached to a 2 m-long handle.

Scorpion Tail (see CR I, p. 277)

It is a 1m long handle with three small, spiked balls chained to it.

S-Rank Flails

Double Eel (see CR II, p. 214)

Two black multi-pronged sticks are attached to the end of the short handle. Their trajectory is very random even to the wielder.

Jail Impact (see CR II, p. 214)

An iron ball sits at the end of a 2 m-long chain, which swings unexpectedly.

Titan Flail (see CR II, p. 214)

A chain longer than 2m is attached to a handle, and a massive iron ball is at the end of the chain. A direct hit with this is devastating.

SS-Rank Flails

Silver Comet (see p. 211)

1.5m long, it is similar in style to the Morningstar. However, this weapon leaves a silver trail behind when swung, allowing for accurate attacks.

Quadblaze (see p. 211)

This is a one-handed flail with a short handle of about 70 cm in length and a chain with iron balls. The iron balls burn fiercely, blessed by the spirit of fire. The sight of four flaming balls is a sight to behold.

Tyrant (see p. 211)

This is a giant iron ball with five long spines, which is doubtful that an ordinary person can even lift, and is moored on a chain at the end of

the 2m-plus-long handle. Even the tips of the thorns are elaborately decorated, which are believed to be runes that increase its destructive power.

B-Rank Warhammers

Pick (see CR I, p. 278)

A small pickaxe, this 80cm long weapon can also be used as a mining tool.

Warhammer (see CR I, p. 278)

A combat hammer with claws on one side of the head. Just under 1m long, it can easily be used one-handed.

Mattock (see CR I, p. 278)

A large pickaxe, typically between 1 and 1.5m long. While not suited for combat, it is powerful, nonetheless.

A-Rank Warhammers

War Pick (see CR I, p. 278)

A 1m long pick with a wider blade, designed specifically as a weapon.

Bec-De-Corbin (see CR I, p. 278)

A long-handled weapon, this 2m long weapon has a spear tip and a pick similar to that of a raven's beak at the end.

Guisarme (see CR I, p. 278)

This weapon has a razor-sharp, hooked blade at the end of its 3m handle.

S-Rank Warhammers

Chekan (see CR II, p. 215)

A 50cm long sickle-like weapon. Difficult to wield correctly, but powerful when used properly.

Bec-De-Faucon (see CR II, p. 215)

Similar to the Bec-De-Corbin, this 2m long weapon has a wide blade instead of the pick at the end.

Heavy Anchor (see CR II, p. 215)

A massive steel weapon in the shape of an anchor. Little can stand up to a swing of this huge weapon.

Heart Tracker (see p. 212)

A one-handed warhammer painted bright red is over 1 meter long and requires skill to handle. It is enhanced with magic power to target the hearts of living creatures.

SS-Rank Warhammers

Eversio (see p. 212)

This is a small war pick with an overall length of less than 90 cm. The pick portion is shaped in a spiral end-wind and offers unparalleled penetrating power. Its true value is demonstrated when used against an opponent with a thick steel chain, as it will crush through it.

Rosenhagen (see p. 212)

1.5m long, this warhammer has an ornate design with thorny roses and flowers. However, it is still a deadly weapon.

Gaiacleave (see p. 212)

This long-handled warhammer is over 3 meters in length and boasts an extraordinary size. The hammer head, which has a formidable weight, is made with a solid and sturdy design devoid of decoration. It is said to be able to cleave the earth with a single swing.

B-Rank Wrestling**Cestus** (see CR I, p. 280)

Metal plates attached to fist wrappings; may occasionally have spiked as well.

Spiked Boots (see CR I, p. 280)

Durable shin-high boots reinforced with metal plates, the spikes on the bottom allow for dangerous kicks.

Iron Knuckles (see CR I, p. 280)

One size larger than the Cestus, these knuckles are made of hard iron.

Solid Heels (see CR I, p. 280)

Boots fitted with iron, such as instep and heel.

Iron Boxers (see CR I, p. 280)

These are iron boxing gloves that completely cover a clenched fist. The gloves are molded in the shape of a fist and have no moving parts.

Shin Guard (see CR I, p. 280)

This is a hardened leather armor that protects the back of the leg and the other side of the leg. It allows the wearer to kick with all his might without fear of damaging himself.

Shin Plate (see CR I, p. 280)

A Shin Guard with a metal plate on the part where the kick hits to increase striking power and defense.

A-Rank Wrestling**Hard Knuckle** (see CR I, p. 280)

Fist wraps that support larger metal plates reinforce the knuckles and backs of the hand for stronger punches.

Power Wrist (see CR I, p. 280)

Bracelets are specifically designed to stiffen the wrist, allowing for accurate, powerful strikes.

Stomper (see CR I, p. 280)

Boots specifically designed for fighting; they have metal-reinforced soles.

Chain Stick (see CR I, p. 280)

A weapon consisting of a 30-centimeter-long wooden stick

connected to a 100-centimeter-long chain. It is used by gripping one stick, swinging the other, and striking with it.

Power Anklet (see CR I, p. 280)

Anklets stiffen the ankle and foot, allowing for straighter, more explosive kicks.

Hard Kicker (see CR I, p. 280)

These sturdy combat boots cover the ankle and beyond with metal.

Easy Grips (see CR II, p. 215)

Hand wraps with small spikes or hooks attached to the fingers, allowing the wielder to easily grab opponents.

S-Rank Wrestling

Tonfa (see CR II, p. 216)

A hooked club with a right-angled handle, tonfas are often reinforced with iron rods. Usually 30 to 50cm long, they can be swung or punched.

Mithril Fingers (see CR II, p. 216)

A glove made of small pieces of mithril. They do not inhibit the movement of individual fingers.

Accel Brogue (see CR II, p. 216)

A perfectly designed pair of fighting boots, these knee-high leather boots may be reinforced with metal studs.

Sharp Arms (see CR II, p. 216)

Weapon of the same construction as the Tonfa, but with the blade pointing outward when held in the grip.

Mithril Shoes (see CR II, p. 216)

Metal shoes made of Mithril. They cover the feet from the ankles up.

Gilded Sabaton (see CR II, p. 216)

Metal boots covering the body from the shin down. They often have long toes. They are decorated everywhere with gold-colored ornaments. Sometimes gold itself is used.

SS-Rank Wrestling

Whirl Catcher (see p. 214)

At first glance, this is an ordinary leather glove, but it contains magic power to slightly distort the space around it by swinging it strongly. By using this power, the glove draws the opponent's body into it while disrupting their position, facilitating a throwing attack.

Hands of Glory (see p. 214)

Luxurious gloves that cover up to one's elbows while allowing a full range of movement.

Legs of Honor (see p. 214)

These knee-high leather boots provide both offense and defense,

all while being beautifully and skillfully engraved.

Grand Ariol (see p. 214)

This leg armor is designed with raptor feathers and hooked claws.

B-Rank Thrown Weapons

Please refer to the description in the category used in melee combat for weapons that can be used for both melee attacks and thrown weapons (the same applies to ranks A and above).

Stone (see CR I, p. 281)

A pebble.

Silver Stone (see CR I, p. 281)

Small silver gravel. It may be substituted for gamel silver coins.

A-Rank Thrown Weapons

Chakram (see CR I, p. 281)

A steel ring is between 15 and 30cm in diameter. Thrown by holding the inner side, as the outer edge is a razor-sharp blade.

Dirk (see CR I, p. 281)

A small dagger, only about 20cm long, it's a wide blade explicitly designed for throwing.

Soliferrum (see CR I, p. 281)

A thin, 1.5m long throwing spear made entirely of metal. Its heavy weight and design give it a lot of power, despite a short range.

Boomerang (see CR I, p. 281)

A thin metal plate, about 50cm long, with a large bend in the middle. When thrown in a large arc, it will return without fail.

S-Rank Thrown Weapons

Mithril Dirk (see CR II, p. 216)

A Dirk, whose blade is entirely mithril, is only half the size, at 10cm long, but much more easily concealed.

Assegai (see CR II, p. 216)

A short spear that resembles an arrow. Typically only 30 to 50cm long, it is unwieldy but quite dangerous in the right hands.

Francisca (see CR II, p. 216)

A large throwing axe, typically between 50 and 70cm long. For a thrown weapon, it can be compelling.

SS-Rank Thrown Weapons

Tri-Edge (see p. 214)

A throwing weapon with three 10cm blades protruding from it. It can be folded for storage and will always return when thrown.

B-Rank Bows

Short Bow (see CR I, p. 282)

A lightweight bow, its small size (less than 1m long) means that even weak people can use it effectively.

Normal Bow (see CR I, p. 282)

A standard wooden bow, around 1.5m long.

Long Bow (see CR I, p. 282)

2m long, this bow's extra length allows it to shoot arrows farther and more powerfully than other bows.

Heavy Bow (see CR I, p. 282)

A strong bow, between 1.5 and 2m long. Pulling the string back requires the whole body to flex, not just the arms.

A-Rank Bows

Light Bow (see CR I, p. 282)

A Normal Bow that has been stripped of excess weight for a better flex.

Wrapped Bow (see CR I, p. 282)

A synthetic bow made of wood and animal tendons. Though it's only 1.5m long and smaller than a Long Bow, it is just as powerful.

Fast Bow (see CR I, p. 282)

A bow that's easy to use, hunters favor this 1.5m long bow for its speed and accuracy.

S-Rank Bows

Sniper (see CR II, p. 217)

1.5m long, this bow has been expertly constructed and tuned to accurately hit long-range targets.

Composite Bow (see CR II, p. 217)

Made of layers of wood, animal tendons, and skins, this 1.2m longbow is much more powerful than it would appear.

Avenger Bow (see p. 215)

This bow was designed to be used in war. Because of its purpose, it is enhanced with magic so that it is highly effective against Humanoid and Barbarous.

SS-Rank Bows

Hitmaker (see p. 215)

This bow specializes in accuracy, and its stability is outstanding. It is said that an arrow's trajectory never deviates from its original course.

Le Indalia (see p. 215)

This 1.2m long bow is elegantly designed with a wind motif. Blessed by wind fairies, its accuracy and power are incredible.

Hand Sticker (see p. 215)

This is a war bow further enhanced Avenger Bow. Because of its effectiveness, it has been given the name "Hand Sticker."

Eight Mambo (see p. 215)

It is said that eight adult men could barely string the strings of this large bow. It is not only majestic but also beautiful, with exquisitely carved decorations.

B-Rank Crossbows

Light Crossbow (see CR I, p. 283)

A lightweight crossbow. Only 30cm long, it is not difficult to carry or use.

Normal Crossbow (see CR I, p. 283)

A standard crossbow is usually anywhere between 30 and 50cm long. Quarrels are fired with the press of a trigger.

Heavy Crossbow (see CR I, p. 283)

Just over 50cm long, this crossbow is more heavy-duty than the others, so a good amount of strength is needed to fire.

Beast Buster (see p. 216)

It is a powerful crossbow specialized for hunting large beasts. It is made to be powerful enough to kill a ferocious beast with a single blow.

A-Rank Crossbows

Bowgun (see CR I, p. 283)

20 to 30cm long, this miniaturized crossbow is able to be used one-handed.

Arbalest (see CR I, p. 283)

A 1m long crossbow, used in numbers during a siege. A stirrup is attached to the front to aid in loading.

Thami (see CR I, p. 283)

A portable crossbow designed to be disassembled for travel. Around 50cm long, it is powerful enough.

Cranequin (see CR I, p. 283)

This 1m long crossbow is a work of art, with a crank and pulley to help load. However, it is also quite awkward to carry.

S-Rank Crossbows

Goat's Foot (see CR II, p. 217)

A crossbow with a lever for pulling up the string. It can be pulled with light force and has excellent rapid-firing performance. The name comes from the shape of the lever.

Scorpion (see CR II, p. 217)

It is a medium to large-sized crossbow with large sights, and when used on the battlefield, it is sometimes supported by an extendable mount (gun mount).

Despair (see CR II, p. 217)

A 1m long crossbow with a good range.

Ballista (see CR II, p. 217)

The largest man-portable crossbow, these siege weapons are nearly 2m long.

SS-Rank Crossbows

Zagran (see p. 216)

A crossbow of about 50cm in length, with a lever to pull the string. In spite of its light weight, it is very powerful, easily piercing metal armor.

Sortrel (see p. 216)

Originally designed as a siege weapon to shoot fire arrows, the Sortrel is nearly one meter in length, but it is portable.

Garde (see p. 216)

Over 1m long, this large crossbow trades ease of use for overwhelming power. Even loading it takes a lever mechanism.

B-Rank Guns

Matchlock (see CR I, p. 284)

A simple one-handed gun, only about 20cm long, is fired using a lit match.

Toradar (see CR I, p. 284)

A long-barreled rifle-type gun, its 1m long barrel allows for accurate long-distance shots.

Jezaïl (see CR I, p. 284)

A 1.5m long rifle-type gun with better range and power than the Toradar.

A-Rank Guns

Derringer (see CR I, p. 284)

A one-handed gun designed to fit into one's pockets. The downside is the small number of bullets it can hold.

Tempest (see CR I, p. 284)

Though it's a rifle-type gun, it has a full magazine and is suitable for longer battles without reloading too often.

Longbarrel (see CR I, p. 284)

A single-shot rifle over 1.5m long boasts high power, accuracy, and range.

S-Rank Guns

Bullet Shower (see CR II, p. 218)

A 20cm long gun, this small package is quite reliable and can hold a decent number of bullets for its size.

Lancaster (see CR II, p. 218)

A high-performance rifle, this single shotgun is over 1.5m long. With this gun's power, a single shot is all that's needed.

Carnage (see CR II, p. 218)

2m long, this massive gun trades accuracy for unmatched power among guns.

SS-Rank Guns

Masquerade (see p. 217)

It is also known as the ultimate handgun, and it has a sufficient number of bullets and a high hit rate. It is characterized by the gun grip being painted in flashy colors.

Choreadora (see p. 217)

It is a small rifle. It is relatively light and easy to handle. Each part is designed with curved lines, and combined with its size, it is often described as “charming” by gunners.

Full Fire (see p. 217)

80cm long, this short-barreled gun can keep firing long after other guns reload.

Desperado (see p. 217)

This massive gun, nearly 2m long, has excellent range and power. To own one is to own a masterpiece of gunsmithing.

Ammunition and Storage Equipment

Arrow (see CR I, p. 285)

Bow ammunition. Typically made of either an iron or silver head attached to a wooden shaft, with fletchings to guide it mid-flight.

Quarrel (see CR I, p. 285)

Crossbow ammunition. Shorter than arrows, the straight shaft is entirely metal, usually iron or silver, with no fletchings.

Piercing Arrow/Quarrel (see CR I, p. 285)

This is an arrow with a thin arrowhead for greater piercing power or a thick arrow. These arrows penetrate deep into the target and inflict serious wounds, but they are not suitable for inflicting consistent damage.

Flash Fang Arrow/Quarrel (see CR I, p. 285)

An arrow or quarrel made of special materials, with a sharp shaft and straight arrow feathers. They are powerful and have a high penetrating power.

Bullet (see CR I, p. 285)

Gun ammunition. The size of a fingertip, made of a ceramic derived from crushed Mako Stones, occasionally laced with silver. The hardness and power change depending on the amount of Magic Power the user can generate. Shatters upon impact.

Arrow Case (see CR I, p. 285)

A cylindrical case that can hold up to 12 arrows or quarrels. Comes with a cover to keep moisture out.

Quiver (see CR I, p. 285)

A leather box that holds 24 arrows or quarrels. Arrows and quarrels can fall out much easier with no cover, so only skilled archers use these.

Gun Belt (see CR I, p. 285)

A belt that holds up to 12 bullets, protecting them from shattering and making reloading during combat much easier.

Bullet Slinger (see CR I, p. 285)

This is a band-shaped storage device lined with fixtures to hold bullets. It is worn around the thigh or other parts of the body for quick access to bullets.

Bullet Pouch (see CR I, p. 285)

A pouch that can hold 24 bullets. Some skill is required to wear, so bullets don't accidentally get crushed when moving.

B-Rank Nonmetallic Armor**Cloth Armor** (see CR I, p. 287)

Armor made of thick, padded cloth.

Point Guard (see CR I, p. 287)

Waxed leather armor is worn only in key areas, such as the chest, shoulders, arms, and shins. Used to parry attacks.

Soft Leather (see CR I, p. 2874)

Armor made of tanned leather. Because it's not hardened, it does not impede movement.

Hard Leather (see CR I, p. 287)

Leather armor boiled in wax to harden it. While it retains its shape, it is still reasonably lightweight.

Combat Maid/Butler Outfit (see p. 218)

This is a maid's or butler's suit made for easy movement so that it can protect the wielder in case of emergency.

A-Rank Nonmetallic Armor**Aramid Coat** (see CR I, p. 287)

Made of a unique fiber used during the Magitech Civilization Period, this light yet tough coat can even deflect blades.

Breast Armor (see CR I, p. 287)

Soft leather armor provides defense and covers vital points in the chest area.

Bone Vest (see CR I, p. 287)

Soft armor reinforced with animal bone and horn. When used correctly, it can even be harder than metal armor.

S-Rank Nonmetallic Armor**Fine Leather** (see CR II, p. 219)

This leather armor is carefully sewn using the finest leather.

Lynx Vest (see CR II, p. 219)

Armor made from high-quality animal fur. While not the greatest defensively, it still allows for much mobility.

Tiger Band (see CR II, p. 219)

It is created by lining up strips of leather sheets that have been boiled

and hardened. The layered pattern of the strips reminds one of the patterns of a tiger, hence the name.

Dragon Scale (see CR II, p. 219)

Scales of leather, boiled in wax and layered to look like dragon scales. Because of its non-metallic nature, it makes little noise.

SS-Rank Nonmetallic Armor

Astral Guard (see p. 218)

Cloth armor embroidered with threads of mana prevents physical and magical damage to the wearer.

Alabaster Shell (see p. 218)

This armor is made of hard shells laminated together and shines like white porcelain. It is extremely beautiful to look at, and its luster will not fade even after years of use.

Phoenix Cloak (see p. 218)

Cloth armor with a flame motif. Only physically and mentally fit can take advantage of this armor.

B-Rank Metal Armor

Splint Armor (see CR I, p. 288)

Armor is made by sewing plates onto the cloth. Knights often wear this during peacetime because of its protection and elaborate designs.

Chainmail (see CR I, p. 288)

Delicate chains of metal are woven into a full suit of armor. The

metal reinforcing plates used do hinder mobility, though.

Plate Armor (see CR I, p. 288)

Armor made from sheets of metal worked into shape. It does restrict movement some but does offer excellent protection.

Suit Armor (see CR I, p. 288)

Finely made armor, with a minimum of gaps. Despite its high Defense, movement is at a minimum.

A-Rank Metal Armor

Steel Guard (see CR I, p. 288)

A type of Splint Armor made with solid steel plates, the Steel Guard improves Defense without sacrificing mobility.

Lamellar Armor (see CR I, p. 288)

It is an armor made of metal plates joined together.

Brigandine (see CR I, p. 288)

Similar to Splint Armor, Brigandine also has chains sewn into the armor. However, movement is also restricted a little more.

Coat of Plates (see CR I, p. 288)

It is armor with several metal plates attached to the back of leather armor.

Fortress (see CR I, p. 288)

This armor attempts to improve the mobility of Suit Armor by using thicker torso armor instead of restricting the limbs. Weight is still an issue, though.

S-Rank Metal Armor

Mithril Chain (see CR II, p. 219)

Made with woven chains of mithril, this armor is much lighter than normal Chainmail while offering better protection.

Full-Metal Armor (see CR II, p. 219)

An improvement on the Fortress using high-quality steel. The joint structure is much more refined, allowing better movement.

Mithril Plate (see CR II, p. 219)

Armor made of massive plates of mithril. To the average knight, this armor is second to none.

SS-Rank Metal Armor

Manatite Frame (see p. 219)

This metal armor is reinforced with the hardest metal to enhance the range of motion. It has a rugged design but combines ease of movement with robustness.

Imperial (see p. 219)

A strong armor made of an alloy of manatite and steel. Current technology cannot create more of this alloy, only reshape it, making

these suits of armor incredibly valuable.

B-Rank Shields

Buckler (see CR I, p. 289)

A small shield with a diameter typically between 20 and 30cm. These shields are usually used to parry enemy attacks.

Round Shield (see CR I, p. 289)

A circular shield with a diameter of 60 to 80cm long. While made of wood, the edges and center are reinforced with metal.

Kite Shield (see CR I, p. 289)

A large wooden shield, curved at the top but extending to a point at the bottom. Key areas are reinforced with metal.

Tower Shield (see CR I, p. 289)

A massive rectangular shield that hides one's whole body. Made of metal-reinforced wood, it takes some strength to use correctly.

A-Rank Shields

Target Shield (see CR I, p. 289)

This round shield is light and easy to handle. It can be utilized for both receiving and deflecting attacks.

Heater Shield (see CR I, p. 289)

Like a Kite Shield, the top is flat instead of curved. Family crests are often painted on these shields.

Great Wall (see CR I, p. 289)

A large metal shield provides incredible protection as one can hide behind it.

Turtle Shell (see CR I, p. 289)

This small shield is made of a high-quality tortoise shell. Experts use its curved surface to slide and evade blows from opponents.

Great Barrier (see CR I, p. 289)

This is a huge shield that must be handled with both hands. It is made of thick layers of boards and requires much more strength than an ordinary person to handle it. While hiding behind this shield, it is possible to attack by slamming against it the enemy.

Knight Shield (see CR I, p. 289)

A large heater shield covers down to one's feet. Made of wood and reinforced with metal, it is extremely sturdy. Because of the size, riders often have one to protect their mounts.

S-Rank Shields

Mithril Shield (see CR II, p. 220)

A large shield made entirely of mithril can come in several sizes and shapes.

Hoplite Shield (see CR II, p. 220)

It is a large circular shield more than one meter in diameter. The

surface is usually decorated with various designs.

Blade Killer (see CR II, p. 220)

A large oval shield with blades on the top and bottom to attack with. Terrifyingly heavy, it is also incredibly sturdy.

Grand Partner (see CR II, p. 220)

It is a square shield large enough to cover the wearer's entire body. It is not too thick or heavy for its size, and an expert can hold it up wide to protect his mount.

Turtle Shell (see CR II, p. 220)

This small shield is made of high-quality tortoise shell. Experts use its curved surface to slide and evade blows from opponents.

SS-Rank Shields

Half Moon (see p. 220)

It is a hemispherical shield that looks like the moon divided in half. Its primary purpose is to deflect enemy weapons. Although it is difficult to handle, it provides very good defense.

Glorious (see p. 220)

A Heater Shield made of manatite. Its beautiful design inspires overwhelming awe in all who see it.

Paladin's Pride (see p. 220)

A large Heater Shield used by the noblest knights to protect themselves and their mount partners. The emblem on the front of the shield shines with a bright, magical glow as if to show its prestige and pride.

Eternal Lord (see p. 220)

The shield is designed as a door to the empire that is said to never be opened. It is actually as large as a small door and requires considerable practice to handle satisfactorily.

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

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
81	*	6	9	10	13	17	18	20	21	22	23
82	*	6	9	10	14	17	18	20	21	22	24
83	*	6	9	11	14	17	18	20	21	23	24
84	*	6	9	11	14	17	19	20	21	23	24
85	*	6	9	11	14	17	19	21	22	23	24
86	*	7	10	11	14	17	19	21	22	23	25
87	*	7	10	12	14	17	19	21	22	24	25
88	*	7	10	12	14	18	19	21	22	24	25
89	*	7	10	12	15	18	19	21	22	24	26
90	*	7	10	12	15	18	19	21	23	25	26

Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
91	*	7	11	13	15	18	19	21	23	25	26
92	*	7	11	13	15	18	20	21	23	25	27
93	*	8	11	13	15	18	20	22	23	25	27
94	*	8	11	13	16	18	20	22	23	25	28
95	*	8	11	14	16	18	20	22	23	26	28
96	*	8	11	14	16	19	20	22	24	26	28
97	*	8	12	14	16	19	20	22	24	26	28
98	*	8	12	15	16	19	20	22	24	27	28
99	*	8	12	15	17	19	20	22	24	27	29
100	*	8	12	15	18	19	20	22	24	27	30

Designer's Notebook

Jun Kawabata

The Core Rulebook III is finally published! Thanks to all of you!

All fundamental races and classes are now available, including the Tiens race, which is unique to the Alframe continent, and the Alchemist and Rider classes, which have been familiar to users since 2.0. 15 levels have been released, so you can now have an intense campaign. I think that creating and developing your character is a particularly fun game in Sword World. We hope you will enjoy it.

And for those who have already tasted our products up to this point and are still energetic, Sword World 2.5 will be released in a series of products to satisfy those who want more. Please look forward to it!

Bethe Yuli Kurosaki

HAHAHAHAHA!

Hallelujah! The Core Rulebook III has also been published, so we finally have all the 2.5 rulebooks in one place!

I'm just so happy!

In Core Rulebook III, Tiens, a new race, one of my favorites in terms of setting, and Leprechauns, a favorite since the 2.0 era, whose men have beards (but not pictured here), are included. Furthermore, the classes of Rider and Alchemist are back! Personally, the biggest highlight is that you can ride a dinosaur-like creature!

TRPGs are truly wonderful because they can recreate dreams that cannot be done in reality. I hope you will enjoy DinoRider.

Of course, this book is full of other fascinating data, and we hope it will help you fulfill your fantasy dreams!

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/>

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**This is a free, unofficial, fan-based translation.
Please support original creators by buying Sword World
books and supplements.**

Adventurers go beyond heroes and into the realm of the gods!

All kinds of higher-level data corresponding to the highest 15 levels are included in one package. Rider and Alchemist classes have been added to take adventurers to a new level. New races Tiens & Leprechaun are also here. More detailed information on the eastern and northern parts of the Alframe Continent, including the "Wall of the Abyss," will be revealed, and the threats from the Magic Civilization Period await you. Set out on a never-ending journey, adventurers!

※The Sword World 2.5 Core Rulebook I and II are required to use this book.