Ring of Vitannis Reference Information

Ring of Vitannis Reference Information 1
Summary 1
Fantasy Weapon Set 1
Pre-made Characters 2
Major NPC Summaries 14
Starting Equipment Tables 15
Shop Inventories 16
Needs System Tables 17
Random Encounter Table 19
Maps 20
Mob Sheets 25
Art 25
Items 37

Summary

This document contains information such as shop inventories, maps, mob sheets and other information that will be needed as you run the Ring of Vitannis introductory adventure. Whilst all this information is in the adventure itself, this document can be used to reference some of the most important information without having to move up and down through the main adventure document. It can also provide a way for you to show the players information such as the shop inventories, maps and mob art without showing them pages that may have information on them that could spoil the adventure.

Fantasy Weapon Set

Slashing Weapons (S)
Axes (A), Medium Blades (Mb), Heavy Blades (Hb)
Crushing Weapons (C)
Bludgeons (B), Brawling (Br), Staves (S)
Puncturing Weapons (P)
Light Blades (Lb), Light Ranged (Lr), Heavy Ranged (Hr), Polearms (P)

Slashing Damage
+1 damage against Natural armour, no extra damage against Light armour, -1 damage against Heavy armour.
Crushing Damage
No extra damage against Natural armour, -1 damage against Light armour, +1 damage against Heavy armour.
Puncturing Damage
-1 damage against Natural armour, +1 damage against Light armour, no extra damage against Heavy armour.

Pre-made Characters

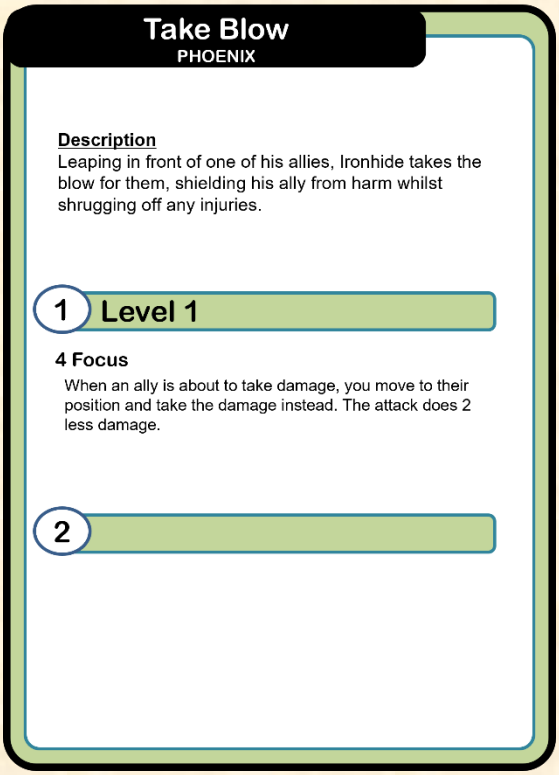
Character 1: Ironhide

Once a great gladiator from the desert arenas of Strife's Edge, far to the south-east, Ironhide was on the verge of retiring when disaster struck. In a fight against a hyenadon, his leg was badly bitten, and the bone crushed. A botched surgery from a novice doctor left him lame, greatly reducing his fighting ability. His savings spent on the surgery, he left the arena, wandering across the land, lending his fighting knowledge to others, and living hand-to-mouth.

Name: Ironhide
Concept: Crippled Gladiator
Age: 56
Gender: Male
Weight: Above Average
Height: Above Average
Distinguishing Features: One leg shorter than other, dark hair, beard
Health (Including changes due to END): 18
Stat Points: +4 END, -1 DEX, +3 WIL, -1 CHA
Specialties: Willpower (Pain) II, Willpower (Morale) I, Intelligence (Anatomy) I
Failings: Endurance (Running) -I
Weapon Skills: Staves, Axes
Race: Human
Group: Ex-Gladiator
Weapons: Walking Pole: D6 Crushing Stave (Melee only)
Armour: Gladiator Leathers (1 Light Armour)
Focus: 15
Overcharges: 2
Abilities: Take Blow, Rope Tools, Combat Instructor

Optional Motivations:

- *Ironhide wants to try and keep others safe.*
- *Ironhide wants to pass on his considerable experience to others.*



Rope Tools
PHOENIX

Description
When he fought in the arena, Ironhide was known for using rope to pull items towards him and hinder his enemy's movements. Although he is no longer the fighter he once was, he has retained his skills with a rope.

1 Level 1

3 Focus
You have a lasso which you can use to pull small items up to a turn away into your hand. This level can be done as a minor action.

2 Level 2

4 Focus
You can now throw a lasso made of stronger rope. This lasso can be used to climb with, or pull an enemy from ranged to melee.

3 Level 3

6 Focus
You can now throw a net which can stop someone from moving, charging, falling back or fleeing for a round. You can also pull anything netted towards you for an additional 2 Focus.

4 Level 4

Passive
Your net is now a spiked net, dealing 2 damage a round to anyone or anything netted. The spiked net can also be laid out as a trap to catch enemies.

5 Level 5

Passive
Rather than an enemy automatically escaping the net after a round, they must now pass a 12+ Strength (Might) check to escape your net. Escaping the net is a major action.

Combat Instructor
PHOENIX

Description
Ironhide has spent years fighting almost every kind of foe imaginable. He is a master of combat, and although his own fighting ability is reduced, he can pass his knowledge on to his allies.

1 Level 1

4 Focus
Select an enemy. You and your allies gain a +2 to hit against that enemy for a round. When this ability expires, it can be extended by a round for 2 Focus. This doesn't take up an action and can be used over multiple rounds.

This ability can only be used on one enemy at a time.

2 Level 2

4 Focus
When you or an ally roll a natural 19 on your Strength (Attacking) check, you can spend 4 Focus to make it a critical hit (assuming you/they pass the roll).

3 Level 3

Passive
Once per fight, you can make a combat manoeuvre you or an ally perform cost no Focus.

4 Level 4

3 Focus
When combat begins, you can spend 3 Focus to pick an ally. That ally automatically goes first in the turn order. Everyone else rolls Initiative as usual. You cannot use this ability to go first yourself.

5 Level 5

Passive
When you deal the final blow to an enemy, you can automatically knock them out without having to make a Strength (Control) check, regardless of what weapon you are using.

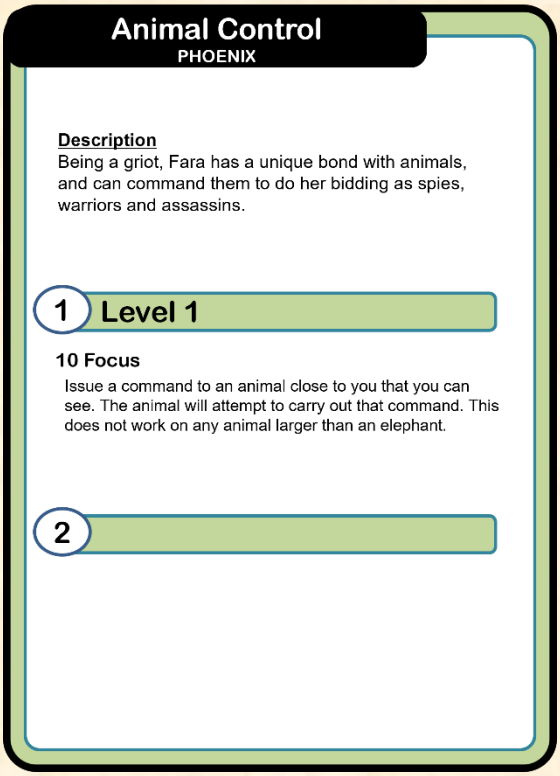
Character 2: Fara

Once a member of the Meerkat Clan of Barbarians, Fara was born a griot, giving her a unique affinity with animals and animalistic traits beyond that of an ordinary Barbarian. She stayed with her clan for a while, using her animalistic features and bond with the local wildlife to cause havoc, but grew bored. She has now set out on her own, hoping to see more of the world and go on adventures. As a griot, she has a natural affinity with animals and uses this in battle.

Name: Fara
Concept: Meerkat Griot
Age: 24
Gender: Female
Weight: Average
Height: Above Average
Distinguishing Features: Yellow eyes, small claws, brown hair with pale streak
Health (Including changes due to END): 8
Stat Points: -1 STR, -1 END, +1 INT, -1 WIL, +6 PER, +1 CHA
Specialties: Perception (Searching) I, Intelligence (Nature) I, Charisma (Animal Handling) I
Failings: None
Weapon Skills: Light Ranged, Light Blades
Race: Sur-Human
Group: Meerkat Barbarian Clan
Weapons: Shortbow: D8 Puncturing Light Ranged (Ranged only)
Armour: None
Focus: 15
Overcharges: 2
Abilities: Animal Control, Meerkat Griot, Herbalist

Optional Motivations:

- *Fara is looking for thrills and exciting adventures.*
- *Fara wants to be the centre of attention.*



Meerkat Griot
PHOENIX

Description
Fara was born with fully black eyes, sharp claws and a penchant for sentry duty. She can use these traits to her advantage, allowing her to spot threats and increasing her fighting skills.

1 Level 1
3 Focus
Activate your animal vision, allowing you to see heat sources through walls for ten minutes.

2 Level 2
Passive
Falling back costs no Focus.

3 Level 3
Passive
You gain the Brawling weapon skill, and your unarmed attacks now deal 2D3 Slashing damage.

4 Level 4
Passive
You gain a +5 to all checks relating to digging, and add a D6 to all checks when underground.

5 Level 5
Passive
When keeping watch alone at night, any Perception (Seeing) or (Hearing) checks you make have a minimum final check result of 17.

Herbalist
PHOENIX

Description
Growing up in the northern woods of the Allseer Wilds, Fara was trained to use various herbs and plants to heal wounds, and reinvigorate herself and her allies.

1 Level 1
4 Focus
Heal a target in melee range of you for 4 Health. The target suffers a -3 to Strength for a round.

2 Level 2
Passive
Food prepared and cooked by you grants an extra 0.5 Sustenance than it otherwise would.

3 Level 3
6 Focus
Instantly pass an Intelligence (Anatomy) check. This can't be used after you have rolled.

4 Level 4
Passive
When you use a Healing item on yourself, regain 1D5 Focus. Using First Aid does not bestow this bonus.

5 Level 5
Passive
Your Level 1 Herbalist ability no longer gives your target a Strength decrease.

Character 3: Captain Harrison

Born on an island to the south, Harrison lived a hard life. His family was taxed heavily by the noble who owned his island, and they often went days without food. After his father died in poverty, Harrison stole a ship, signed up with the Fleet of Wood, and set sail, determined to gain riches. However, his pirate career was cut short, as he was arrested after his first raid. As he was being transported to prison, Harrison escaped and fled to the Kalsean Desert, where he now seeks to make his fortune.

Name: Captain Harrison
Concept: Amateur Pirate
Age: 39
Gender: Male
Weight: Above Average
Height: Average
Distinguishing Features: Pirate bandana, fancy coat
Health (Including changes due to END): 10
Stat Points: +1 STR, +3 DEX, -1 INT, -2 WIL, +4 CHA
Specialties: Intelligence (Engineering) I, Charisma (Deception) II, Perception (Evaluation) I, Dexterity (Initiative) I
Failings: Willpower (Self Discipline) -II
Weapon Skills: Medium Blades, Brawling
Race: Human
Group: Pirate
Weapons: Cutlass: D6 Slashing Medium Blade (Melee only)
Armour: Dashing Coat (1 Light Armour)
Focus: 15
Overcharges: 2
Abilities: Treasure Finder, Pistol Barrage, Smooth Talker

Optional Motivations:

- *Captain Harrison wants to make money.*
- *Captain Harrison seeks to avoid the attentions of the authorities.*

Treasure Finder
PHOENIX

Description
Being a pirate, Captain Harrison has the inexplicable ability to find more gold than anyone else, even in the most unlikely of places.

1 **Level 1**

Passive
When you loot a corpse, any currency you find is doubled.

This ability does not work if you place gold repeatedly on a corpse, or otherwise try to game the system.

2

Pistol Barrage
PHOENIX

Description
Captain Harrison pulls pistol after pistol from their brace, unleashing a volley of shots that can tear through even the toughest of foes.

1 Level 1
5 Focus
You launch a barrage of (D3+1) shots at an enemy. Each shot does 2 damage to the enemy.

2 Level 2
7 Focus
You launch a barrage of (D5+1) shots at an enemy. Each shot does 2 damage to the enemy.

3 Level 3
12 Focus
You launch a barrage of (D5+1) shots at an enemy. Each shot does 2 damage to the enemy, and causes them to take 1 damage, ignoring armour, on their next turn.

4 Level 4
13 Focus
You launch a barrage of (D3+3) shots at an enemy. Each shot does 2 damage to the enemy, and causes them to take 1 damage, ignoring armour, on their next turn.

5 Level 5
17 Focus
You launch a barrage of (D3+3) shots at an enemy. Each shot does 2 damage to the enemy, and causes them to take 1 damage, ignoring armour, on their next turn. Each shot can target a different enemy.

Smooth Talker
PHOENIX

Description
Having been in numerous tense situations, Captain Harrison has developed the skill to be able to talk himself out of almost anything, or to talk other people into almost anything.

1 Level 1
Passive
You get a +2 to all Charisma checks made against outlaws, fugitives and other criminals.

2 Level 2
2 Focus
When you need to make a Charisma (Charm) check, you can instead make a Charisma (Deception) check.

3 Level 3
Passive
Whenever you lose when gambling, or during other games of chance, you talk the winner into giving back 10% of any money you gambled.

4 Level 4
9 Focus
When combat begins, you can spend 9 Focus. If you do, then enemies will not attack you during the first round of combat unless there are no other targets.

5 Level 5
Passive
When you use your Level 4 Smooth Talker ability, enemies will now no longer attack you during the first round of combat, even if there are no other targets.

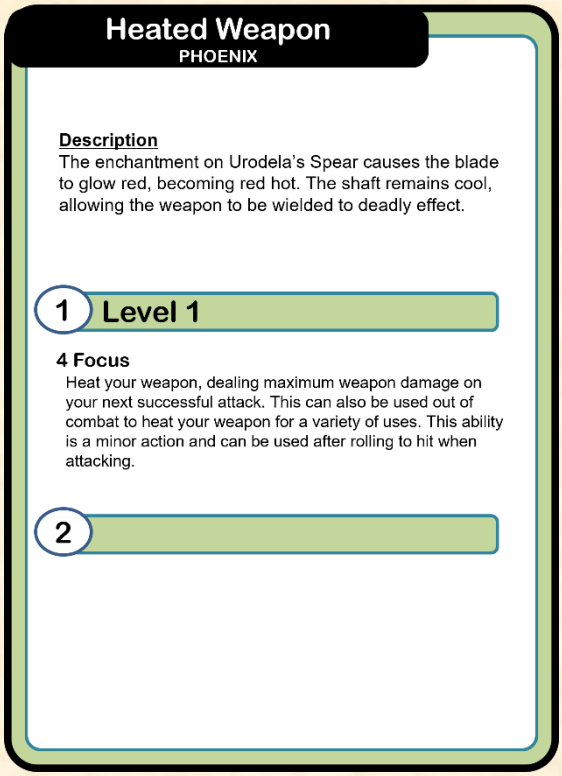
Character 4: Urodela

Urodela was born into the Doedicurus Clan of Barbarians to the east, renowned for their strong armour, crossbreeding with the Civilised, and martial prowess. Urodela trained for years to be allowed the honour of becoming a warrior, throwing herself into ever more perilous situations to try and prove herself, recovering an enchanted spear in the process. As the years went on and her skill was never recognised, Urodela got bitter. Leaving her clan, she set out to prove her skills, hoping to one day return a hero.

Name: Urodela
Concept: Doedicurus Warrior
Age: 42
Gender: Female
Weight: Above Average
Height: Above Average
Distinguishing Features: Blonde hair, large and muscular
Health (Including changes due to END): 10
Stat Points: +4 STR, +1 DEX
Specialties: Strength (Might) II, Strength (Attacking) I, Charisma (Intimidation) I
Failings: Perception (Empathy) -I
Weapon Skills: Heavy Blades, Polearms
Race: Sur-human
Group: Doedicurus Barbarian Clan
Weapons: Enchanted Spear: D4 Puncturing Polearm (Melee only)
Armour: Plate Armour (2 Heavy Armour)
Focus: 15
Overcharges: 2
Abilities: Heated Weapon, Duel, Barbarian Warrior

Optional Motivations:

- *Urodela wants to prove herself a capable fighter and hero.*
- *Urodela wants to overcome challenging foes.*



Duel
PHOENIX

Description
Urodela bellows a challenge at an enemy, forcing them to focus their attention on her as she hits away at them with crippling blows.

1 Level 1
4 Focus
You challenge an enemy. You and the enemy can't attack or be attacked by anyone other than each other. Duel can be cancelled as a major action.

2 Level 2
6 Focus
You challenge an enemy. You and the enemy cant attack or be attacked by anyone other than each other. Your first attack against the target ignores armour. Duel can be cancelled as a major action.

3 Level 3
9 Focus
You challenge an enemy. You and the enemy cant attack or be attacked by anyone other than each other. Your attacks against the target ignore armour. Duel can be cancelled as a major action.

4 Level 4
13 Focus
You challenge an enemy. You and the enemy cant attack or be attacked by anyone other than each other. Your attacks against the target ignore armour and your first attack deals double damage. Duel can be cancelled as a major action.

5 Level 5
22 Focus
You challenge an enemy. You and the enemy cant attack or be attacked by anyone other than each other. Your attacks against the target ignore armour and deal double damage. Duel can be cancelled as a major action.

Barbarian Warrior
PHOENIX

Description
Having trained her whole life as part of the Doedicurus Clan, Urodela is incredibly strong, and has learnt to use her armour to it's full effect.

1 Level 1
4 Focus
Gain +5 to a Charisma (Intimidation) check. This can be done after rolling for the check.

2 Level 2
Passive
If you go down and are revived, your Health is brought up to 5 (assuming you were not healed above 5 Health when revived).

3 Level 3
Passive
You gain a +4 to your Dexterity (Initiative) check when rolling to prevent someone from disarming you.

4 Level 4
Passive
Your armour now blocks all damage equally, regardless of armour type and is not affected by attacks that ignore armour.

5 Level 5
Passive
Once per two fights you can negate one attack made against you.

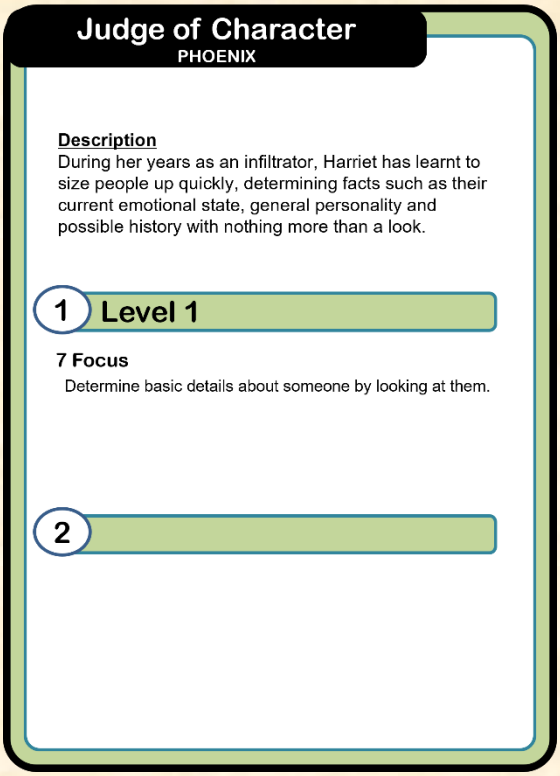
Character 5: Harriet Fen

Harriet Fen grew up in the heart of the Civilised Empire, in the capital city of Ingenion to the west of Calcaria. Training for years as a spy, she dedicated herself entirely to the empire, eventually becoming an infiltrator whose job it was to sniff out corrupt officials or traitors to the Civilised. However, the stress of the work drove her to gambling, and after gambling away important items she was meant to recover for the empire, she was fired. Now she wanders the empire, doing odd jobs in order to get by.

Name: Harriet Fen
Concept: Discharged Civilised Infiltrator
Age: 49
Gender: Female
Weight: Above Average
Height: Average
Distinguishing Features: Backwards jointed legs, thin, missing finger on left hand
Health (Including changes due to END): 10
Stat Points: -1 STR, +4 DEX, -1 INT, +1 PER, +2 CHA
Specialties: Charisma (Deception) III, Dexterity (Precision) I, Perception (Searching) I
Failings: -Charisma (Gambling) -I, Strength (Attacking) -I
Weapon Skills: Bludgeons, Light Blades
Race: Mannis
Group: Civilised Empire
Weapons: Stolen Mace: D4 Crushing Bludgeon (Melee only)
Armour: Animal Shell Armour (2 Natural Armour)
Focus: 15
Overcharges: 2
Abilities: Judge of Character, Infiltrator, Poisoned Weapon

Optional Motivations:

- *Harriet Fen wishes to serve the Civilised Empire and its people*
- *Harriet Fen dislikes corruption or those who seek power at the cost of others.*



Infiltrator
PHOENIX

Description
Harriet has become adept at blending in with people, concocting elaborate lies, manipulating people and using every tool at her disposal to its maximum effect.

1 Level 1
Passive
You gain +2 to Charisma checks when assuming a false identity.

2 Level 2
Passive
You gain a Puncturing D3 Concealed Dagger. This dagger can be hidden on your person and concealed through most searches.

3 Level 3
Passive
Choose one of the two following options. You get a +2 Charisma bonus when interacting with them.

Higher class people in positions of leadership or power
OR
Lower class people who struggle to get by.

4 Level 4
Passive
You have a photographic memory, and don't need to roll Willpower (Memory) checks to remember information.

5 Level 5
Passive
You can spend ten minutes to create a falsified or slightly edited copy of any document you are holding. The copy is very high quality, but can be detected by a skilled eye.

Poisoned Weapon
PHOENIX

Description
Although infiltration and words are Harriet's primary weapons of choice, sometimes she has to get her hands dirty. Her weapons are coated in a Civilised poison that increases bleeding and weakens her foes.

1 Level 1
Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 1 damage on their next turn, ignoring armour.

2 Level 2
Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 2 damage on their next turn, ignoring armour.

3 Level 3
Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 2 damage on their next turn, ignoring armour, and their STR and DEX are reduced by 1 until the end of combat. This effect doesn't stack.

4 Level 4
Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 2 damage on their next turn, ignoring armour, and their STR and DEX are reduced by 2 until the end of combat. This effect doesn't stack.

5 Level 5
Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 2 damage on their next turn, ignoring armour, and their STR and DEX are reduced by 2 until the end of combat.. This effect doesn't stack. If you roll a critical hit on your attack roll, you deal maximum damage.

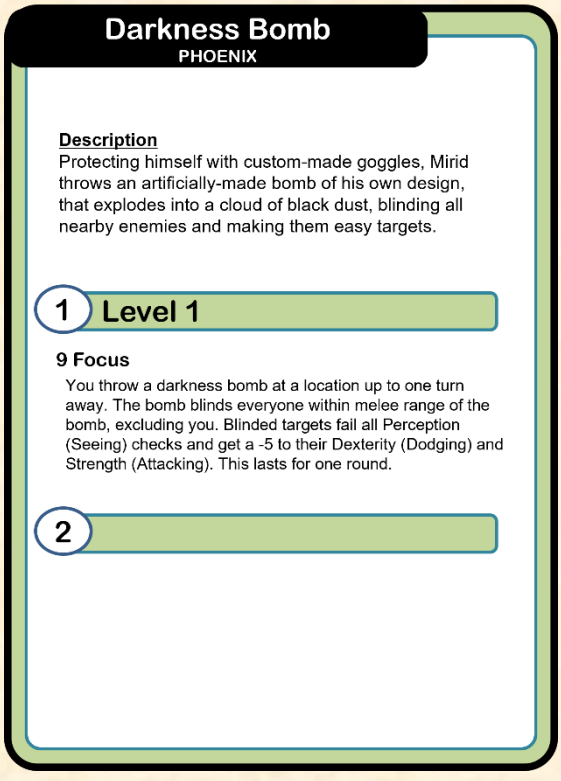
Character 6: Mirid

One of the lizard-like Reptiliae race, Mirid was recruited at a young age into the Collective Guild, a worldwide organisation dedicated to collecting and hoarding rare knowledge. Eager to travel the world, Mirid became a skilled survivalist and, when he was trained, he left for the Kalsean Desert. As the lowest rank of the Guild, Mirid wanders the world for years at a time, only occasionally being contacted to share the information he has learned, but he is eager to prove his worth.

Name: Mirid
Concept: Collective Guild Traveler
Age: 21
Gender: Male
Weight: Below Average
Height: Average
Distinguishing Features: Green, scaled skin, large tail, bald, large coat with numerous pockets
Health (Including changes due to END): 12
Stat Points: +1 END, +4 INT, +1 WIL, -1 CHA
Specialties: Intelligence (Cultures) I, Dexterity (Bushcraft) I, Perception (Tracking) I
Failings: None
Weapon Skills: Axes, Heavy Ranged
Race: Reptiliae
Group: Collective Guild
Weapons: Handaxes: 2D4 Slashing Axes (Melee only)
Armour: None
Focus: 15
Overcharges: 2
Abilities: Darkness Bomb, Enhanced Tracking, Badger Companion
NOTE: You will need a mob sheet for Mirid's Badger Companion

Optional Motivations:

- *Mirid is trying to learn as much as he can about the area.*
- *Mirid is always trying to understand how things work.*



Enhanced Tracking
PHOENIX

Description
Mirid has learnt the art of tracking, using it to not only track animals, but to determine the location of people, and even leave scent marks on them that he can follow up on.

1 Level 1
Passive
You can use Perception (Tracking) to tell if you are being followed or tracked.

2 Level 2
Passive
When examining footprints, you can automatically tell what species the footprints belong to, even if you fail a Perception (Tracking) check to follow them.

3 Level 3
Passive
You know the last person to have touched/been in proximity to any inanimate object.

4 Level 4
5 Focus
Instantly pass a Perception (Tracking) check. This can be done after rolling.

5 Level 5
9 Focus
Secretly mark a target with a touch. You can then track that person's movements from where you marked them for 24 hours, or until they wash the scent mark off/change clothes if their clothes were touched. Multiple targets can be marked at once.

Badger Companion
PHOENIX

Description
Mirid travels with his trusty badger companion Brusk. A steadfast and loyal friend, Brusk is quite durable, and is an expert at sniffing out rare items and gold.

1 Level 1
Passive
You have a normal-sized badger that can be used out of combat for a variety of uses. Your badger has 10 Health, +1 STR and +2 END (Its endurance modifier is already added to his Health). If your badger loses all his Health it is not killed, but must recover for 6 hours before it can be used again.

2 Level 2
4 Focus
When entering or in combat, you can spend 4 Focus to have your badger take part in the battle. Your badger has Slashing D4 Claws. If your badger loses all of its Health in combat, it can be used again after only 3 hours.

3 Level 3
4 Focus
Your badger can instantly pass a Perception (Searching) check.

4 Level 4
Passive
Your badger gains +1 STR, +1 PER and +1 Natural armour.

5 Level 5
5 Focus
Restore your badger to full health. If your badger has lost all its Health and is recovering, using this ability allows it to be used again immediately. This ability can't be used whilst in combat.

Major NPC Summaries

Arrik - Cheerful Trader
Arrik has made a living as a travelling tradesman, delivering supplies to the various towns on the edge of the empire. He is quite knowledgeable about the area but does not know the details that can only be gained by living here.
Appearance: Middle-aged Civilised citizen. Simple, colourful clothes.
Personality: Arrik is a cheerful individual. He enjoys his simple life and tries to stay positive, often facing difficult situations with humour or forced cheer.
Values: Money, Positivity
Goals: Live a simple life, stay alive and make money, spread happiness
Skills: Tradesman, Limited Knowledge of area, Poor Combatant

Lance – Very Knowledgeable Merchant
A very extravagant man, Lance is a merchant and loyal citizen of the empire. Although he may appear snobbish, he genuinely cares for the common citizen and is always up to date on current affairs. **In Part 3, the players discover he is a member of a secret civilian network called The Watchful Eye, which stands against oppression and corrupt use of power.**
Appearance: Tall and thin. Dressed in luxurious clothing.
Personality: Much of Lance's pomp and bluster is a façade. In actuality, he is quite a serious individual and is no stranger to discomfort. He is loyal to the empire, but against anyone who abuses their position for personal gain.
Values: Freedom, Serving and helping the common man, Loyalty to the empire,
Goals: Help the people of the empire, and hold those in power accountable for their actions.
Skills: Very Knowledgeable, surprisingly skilled in combat, good at deceiving others with his snobbish façade.

Captain Hyron– New Guard Captain
The Captain of the guard in Calcaria, Captain Hyron was promoted recently. He tries to do what he thinks is right, but is acutely aware of the limited capabilities of the guard. This makes him more amicable to help from outsiders than most of the figures of authority in Calcaria.
Appearance: Average Civilised. Quite Formal. Military Stance.
Personality: Captain Hyron is a loyal soldier of the Civilised Empire, and seeks to better the empire and its citizens through his actions. However, his young age makes him less sure of himself, and he often finds himself torn between doing what he thinks is right, and his loyalty to the Magistrate.
Values: Loyalty to the empire, Order, Doing the right thing
Goals: Maintain order in the empire and follow orders, whilst doing the right thing.
Skills: Skilled military combatant, strong moral code, good leadership and commanding abilities.

Donnic – Excited Information Trader

Donnic is an explorer and information trader, and is the reason the players are in Calcaria. He knows a lot about history and the surrounding area. The discovery of the Ring has excited him, as it could set him up for life.

Appearance: Messed up hair and clothes, less focus on personal appearance

Personality: Donnic is quite excited and is quite chatty. He tries to be accommodating and is quick to praise people for their achievements.

Values: Money, enjoyment, fame and glory.

Goals: Find the Ring of Vitannis, sell it, and live a life of luxury.

Skills: Good Information broker, educated historian

Cassia – Patriotic Revolutionary

Cassia is the leader of the resistance against the Magistrate, and has organised many protests against the corrupt leader of Calcaria. Despite her hatred of the Magistrate, she is still very loyal to the Civilised Empire as a whole and considers herself a patriot, believing that the Magistrate has only been able to do bad because Calcaria is so far away from the heart of the empire.

Appearance: Civilised Woman, Muscular, outfitted with armour.

Personality: Cassia is a very determined person, with a clear sense of right and wrong. She serves the people of Calcaria, but is also quite pragmatic, recognising that not everyone will share her views

Values: Civilian well-being, taking down those who abuse their power, Loyalty to the empire.

Goals: Overthrow the Magistrate

Skills: Good at increasing morale, Making and executing plans, skilled civilian combatant

Starting Equipment Tables

Pre-made Character Equipment	
Ironhide Equipment (Choose One)	**Description**
Phu Naan Marble	*Temporarily negates magic*
Warrior's Blood Potion	*Attack twice, but attack randomly*
Writing Kit	*Allows message writing*
Fara Equipment (Choose One)	
Cooking Equipment	*Increases sustenance of prepared food*
Potent Healing Potion	*Heals 8+D8 Health and 3 Focus*
Reedhide Cloak	*Bonus to stealth in vegetation*
Captain Harrison Equipment (Choose One)	
Fireweed Grenade	*Area of effect damage*
Musical Instrument (Player's Choice)	*Musical Instrument*
Spyglass	*See distant places*
Urodela Equipment (Choose One)	
Doedicurus Signal Horn	*Produces loud noise for signalling*
Greatsword: D4 Slashing Heavy Blade (Melee Only)	*Weapon*
Potent Focus Potion	*Restores 8+D8 Focus and 3 Health*
Harriet Fen Equipment (Choose One)	
Civilised Documents of Access	*Allows entry to restricted areas*
3x Guard Costumes	*Allows disguising as guard*
Lockpicking Set	*Bonus to Lockpicking checks*
Mirid Equipment (Choose One)	
Meaty Badger Food	*Gives Brusk stats (used immediately)*
Overcharge Potion	*Gives overcharge*
Rust Ant Vial	*Destroys metal object*

Starting Equipment Table		
Item	Description	Cost
Tent (2-person)	*Improves sleep*	90 Silver
Crown of Leadership	*Bonus to Presence checks*	90 Silver
Horn of Haste	*Allows movement as minor action*	90 Silver
Flint and Steel	*Bonus to lighting fires*	50 Silver
Minor Healing Potion	*Heals 3+D3 Health*	30 Silver
Minor Focus Potion	*Restores 3+D3 Focus*	30 Silver
Sleeping Bag	*Improves sleep*	20 Silver
Torch	*Source of light and fire*	15 Silver
Rope (5 metres)	*Rope*	10 Silver
Waterskin (Filled)	*Drink (0.75)*	5 Silver
Dried Jerky/Fruit	*Food (0.3)*	2 Silver

Shop Inventories

Travelling Forge Goods		
Item	Summary	Cost
Chainmail Armour (1 Ha)	*Armour*	2 Gold
Civilised Militia Armour	*Improves Civilised Relations*	65 Silver
Heavy Bow: D4 Puncturing Heavy Ranged (Ranged only)	*Weapon*	75 Silver
Civilised Dagger: D4 Puncturing Light Blade (Melee only)	*Weapon*	75 Silver
Civilised Longsword: D6 Slashing Medium Blade (Melee only)	*Weapon*	1 Gold
Trainer's Whip: D5 (See Appendix B)	*Trainable Weapon*	80 Silver

Reagent Stall Goods		
Item	Summary	Cost
Sequent Venom	*Extra damage dealt to sapient beings*	50 Silver
Chorbane Oil	*Lowers DEX of mammals*	45 Silver
Overcharge Potion	*Gives Overcharge*	1 Gold
Vial of Grease	*Slippery and Flammable*	45 Silver
Joltroot	*Gives Minor Action*	25 Silver
Minor Healing Potion	*Heals 3+D3 Health*	30 Silver
Minor Focus Potion	*Restores 3+D3 Focus*	30 Silver

Lance's Goods		
Item	Summary	Cost
Ingenion Silks	*Valuable*	1 Gold 50 Silver
Erasmus Dawne's Guide to Desert Beasts and Monsters	*Desert Animal Information*	2 Gold
Elixir of Potential	*Powers up Abilities*	3 Gold
Tent (2-person)	*Improves Sleep*	90 Silver
Sleeping Bag	*Improves Sleep*	20 Silver

Black Market Goods		
Item	Summary	Cost
Unregulated Healing Potion	*Heals 1+D8 Health*	40 Silver
Unregulated Focus Potion	*Restores 1+D8 Focus*	40 Silver
Krutian Blood Ampule	*Bonuses to Might checks*	68 Silver
Civilised Documents of Access	*Access Restricted Areas*	52 Silver

The Signet Inn		
Item	Summary	Cost
Dried Jerky/Fruit	*Food (0.3)*	2 Silver
Waterskin (Filled)	*Drink (0.75)*	5 Silver
Olive Bowl	*Food (1.4)*	12 Silver
Simple Stew	*Food (2.5)*	13 Silver
Charcuterie Plate	*Food (3.3)*	15 Silver
Bowon Red Wine	*Alcoholic Drink*	10 Silver
Tequila	*Alcoholic Drink*	25 Silver
Overnight 2-Person Room (for 24 hours)	*Accommodation*	30 Silver

The Dusty Bottle		
Item	Summary	Cost
Dried Jerky/Fruit	*Food (0.3)*	2 Silver
Waterskin (Filled)	*Drink (0.75)*	5 Silver
Simple Stew	*Food (2.5)*	13 Silver
Bowon Red Wine	*Alcoholic Drink*	10 Silver
Tequila	*Alcoholic Drink*	25 Silver
Calcaria Homeshine Brew	*Alcoholic Drink*	20 Silver
Yellow Bell Pepper	*Food (0.6-1.2)*	10 Silver
Lissen	*Increases Dexterity. Reduces Sustenance.*	15 Silver

Travelling Merchant		
Item	Summary	Cost
Dried Jerky/Fruit	*Food (0.3)*	2 Silver
Waterskin (Filled)	*Drink (0.75)*	5 Silver
Rope (5 metres)	*Rope*	10 Silver
Sleeping Bag	*Improves Sleep*	20 Silver
Minor Focus Potion	*Restores 3+D3 Focus*	30 Silver
Flint and Steel	*Bonus to lighting fires*	50 Silver
Tent (2-person)	*Improves Sleep*	90 Silver

Needs System Tables

Location	
Rating	Description
1	The character is not comfortable at all or the location is bad (sleeping on bare rock, out in the open during rain)
2	The location is below average, but the character has some way to offset it (sleeping in a tent in a bad location)
3	The location is average, and the character is reasonably comfortable (camping in a forest, average bed)
4	The character is quite comfortable, and the location is nice (Nice bed, peaceful land)
5	The character is incredibly comfortable (luxurious bed, idyllic landscape)

Sustenance	
Rating	Description
0	The character has eaten/drunk items with a combined value less than 1.
1	The character has eaten/drunk items with a combined value between 1 and 1.99.
2	The character has eaten/drunk items with a combined value between 2 and 2.99.
3	The character has eaten/drunk items with a combined value between 3 and 3.99.
4	The character has eaten/drunk items with a combined value between 4 and 4.99.
5	The character has eaten/drunk items with a combined value of 5 or above.

Mindset	
Rating	Description
1	The character is in a poor mindset and will have a lot of trouble sleeping (insane, night before a big battle)
2	The character is of below-average mindset and will find sleeping difficult (concerned, angry, slightly afraid)
3	The character is of average mindset (no strong emotions/feelings)
4	The character is of a good mindset and will sleep well (happy, feels safe)
5	The character is of incredibly good mindset (after great victory, in love with no problems)

Overall Rating	Time Slept (Hours)				
	3	4	5	6	7+
2	0F, 0H	0F, 0H	0F, 0H	0F, 0H	0F, 0H
3	2F, 3H	3F, 4H	4F, 4H	5F, 5H	6F, 5H
4	3F, 4H	4F, 4H	6F, 5H	7F, 6H	8F, 6H
5	4F, 4H	5F, 5H	7F, 6H	9F, 7H	10F, 7H
6	4F, 4H	6F, 5H	8F, 6H	10F, 7H	12F, 8H
7	5F, 5H	7F, 6H	10F, 7H	12F, 8H	14F, 9H
8	6F, 5H	8F, 6H	11F, 8H	14F, 9H	16F, 10H
9	6F, 5H	9F, 7H	12F, 8H	15F, 10H	18F, 11H
10	7F, 6H	10F, 7H	14F, 9H	17F, 11H	20F, 12H
11	8F, 6H	11F, 8H	15F, 10H	19F, 12H	22F, 13H
12	8F, 6H	12F, 8H	16F, 10H	20F, 12H	Full Restore
13	9F, 7H	13F, 9H	18F, 11H	22F, 13H	Full Restore
14	10F, 7H	14F, 9H	19F, 12H	24F, 14H	Full Restore
15	10F, 7H	15F, 10H	20F, 12H	25F, 15H	Full Restore

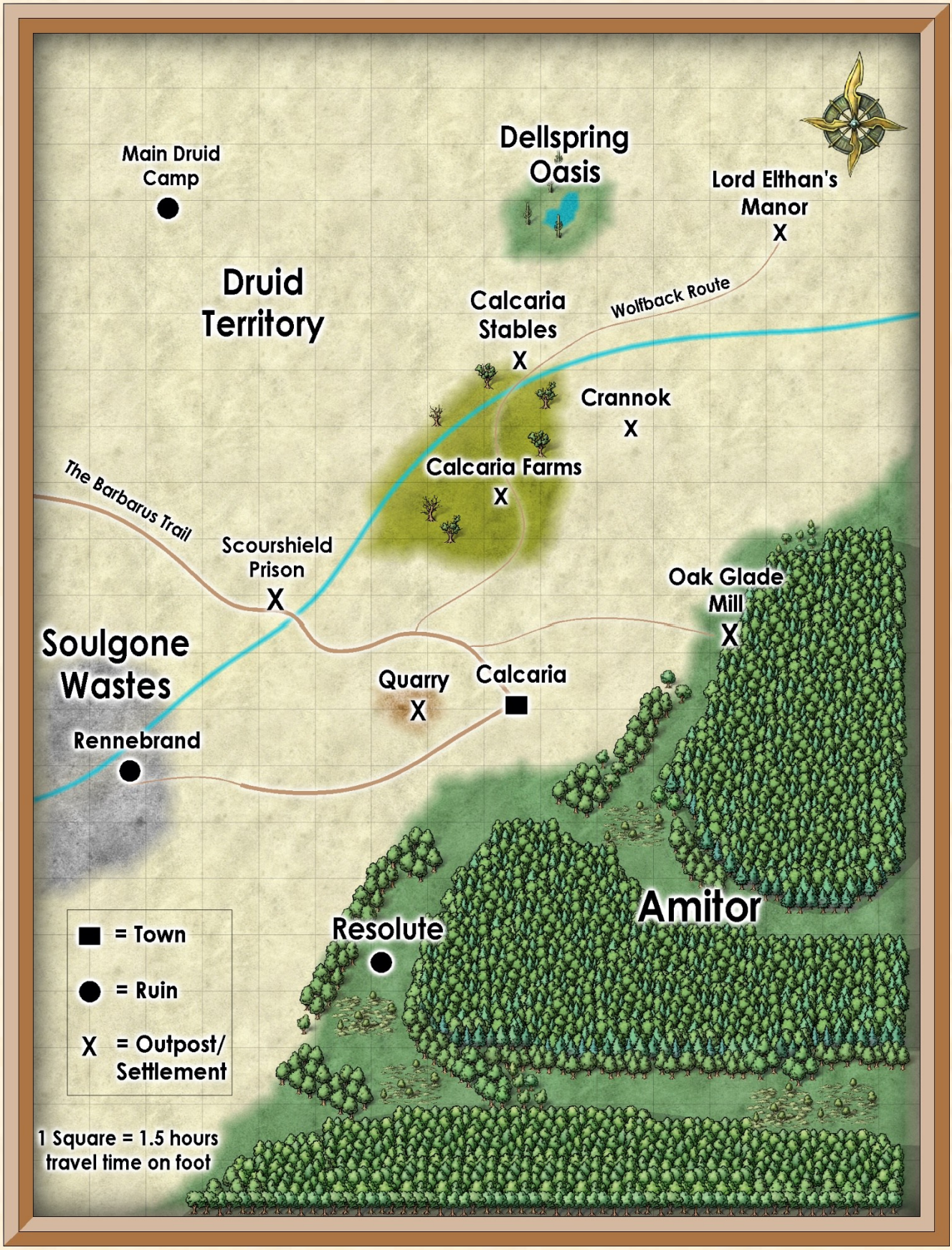
Tiredness Debuff	
Days Tired	Overall Debuff
1	-1
2	-3
3	-6
4	-10
5+	-15

Random Encounter Table

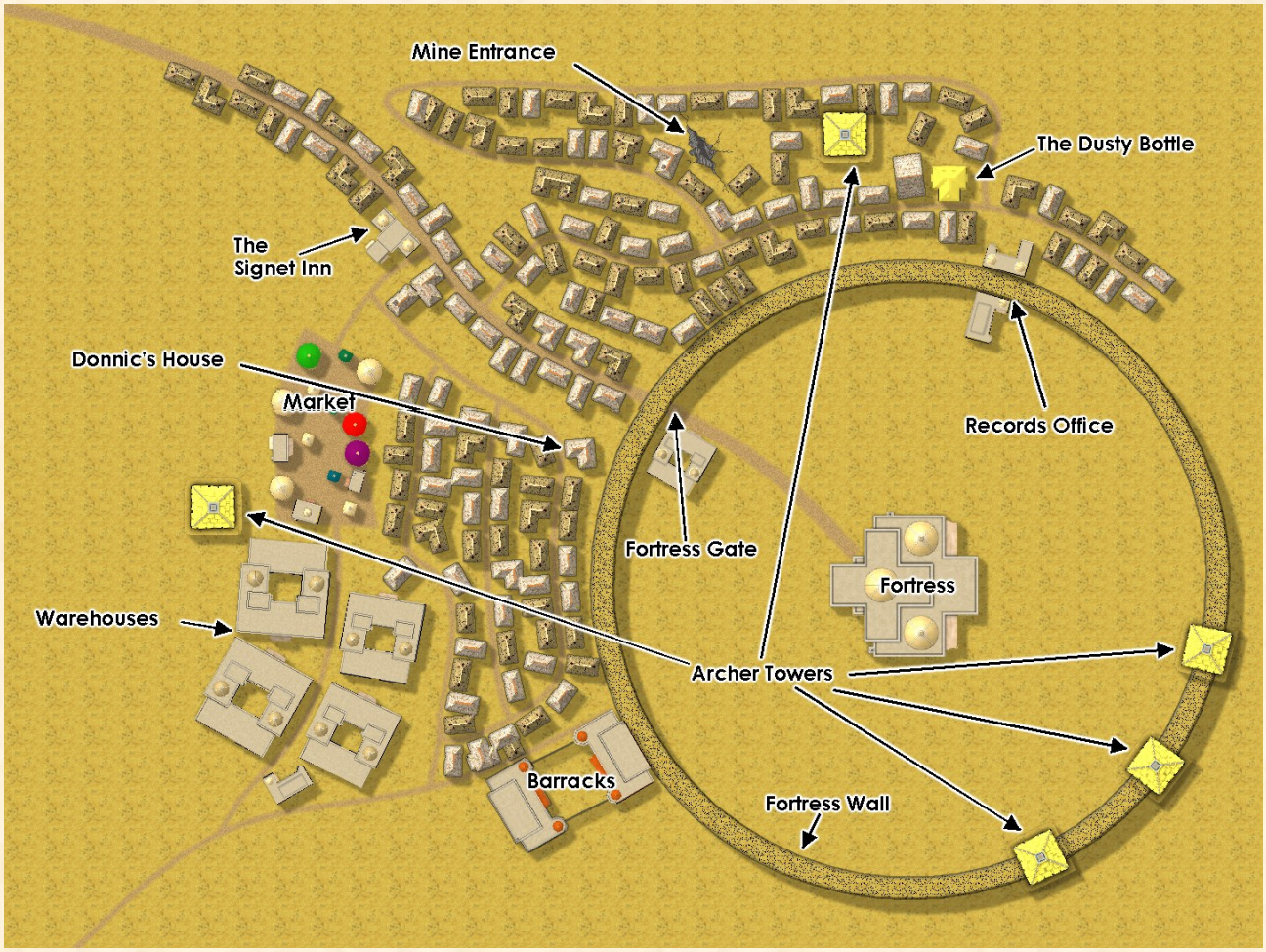
Random Encounter Table		
Roll	**Road Encounter**	**Wilderness Encounter**
1	Cabre Fight (with guards)	Cabre Fight (without guards)
2	Guard Patrol	Druid Camp
3	Merchant	Traveller's Camp
4	Broken Down Cart	Broken Down Cart
5	Merchant	Merchant
6	Guard Patrol	Guard Patrol
7	Well	Sand Bull
8	Druid Scouts	Druid Scouts
9	No Encounter	Traveller's Camp
10	Merchant	Merchant
11	Druid Scouts	Quicksand
12	Guard Patrol	Druid Camp
13	No Encounter	Mass Grave
14	Injured Refugees	Injured Refugees
15	Guard Patrol	No Encounter
16	Protestors	Druid Camp
17	Well	Small Spring
18	Guard Patrol	Merchant
19	Well	Small Spring
20	Dropped Purse	Abandoned Cart

Maps

Ring of Vitannis Region



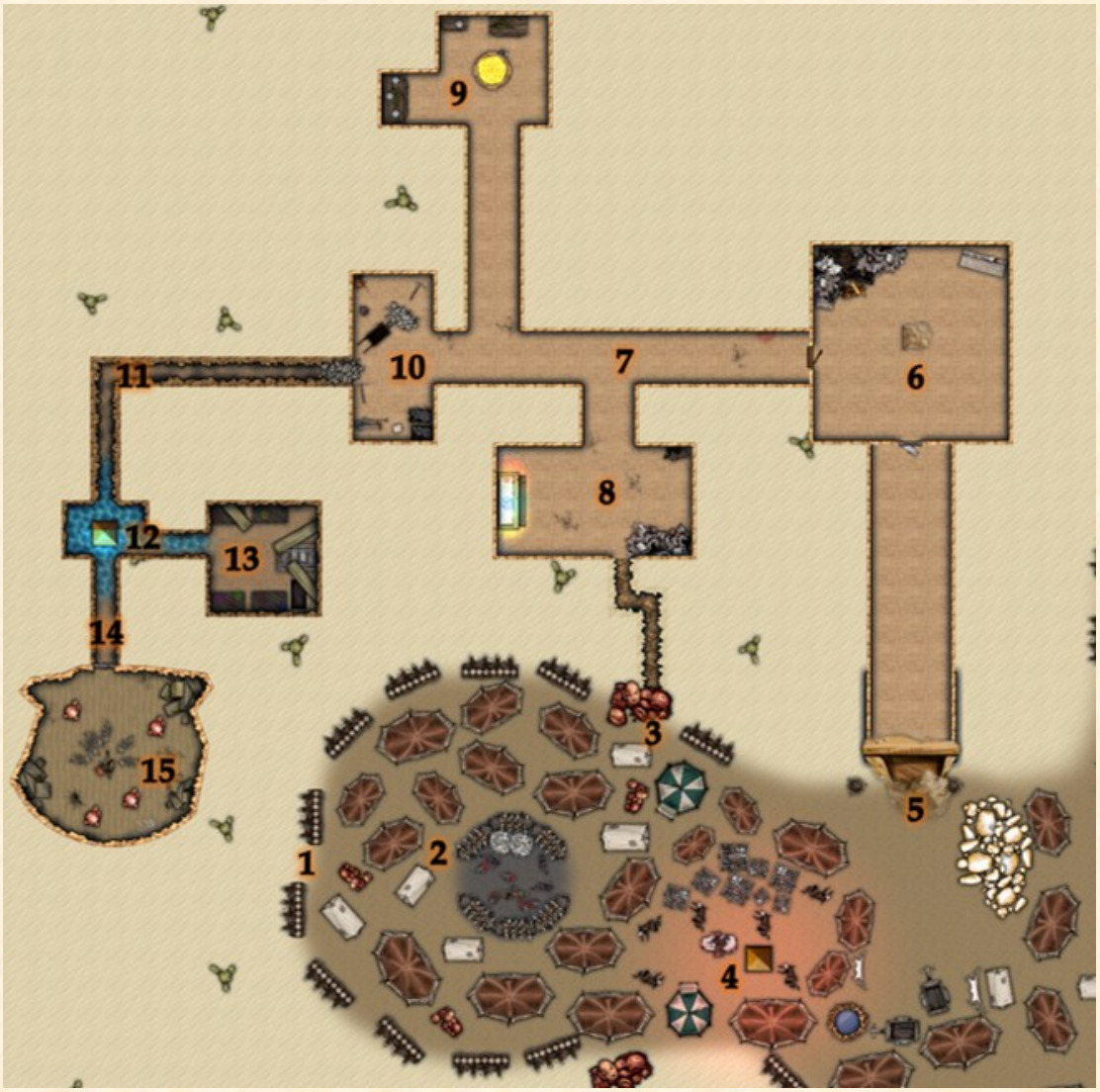
Calcaria



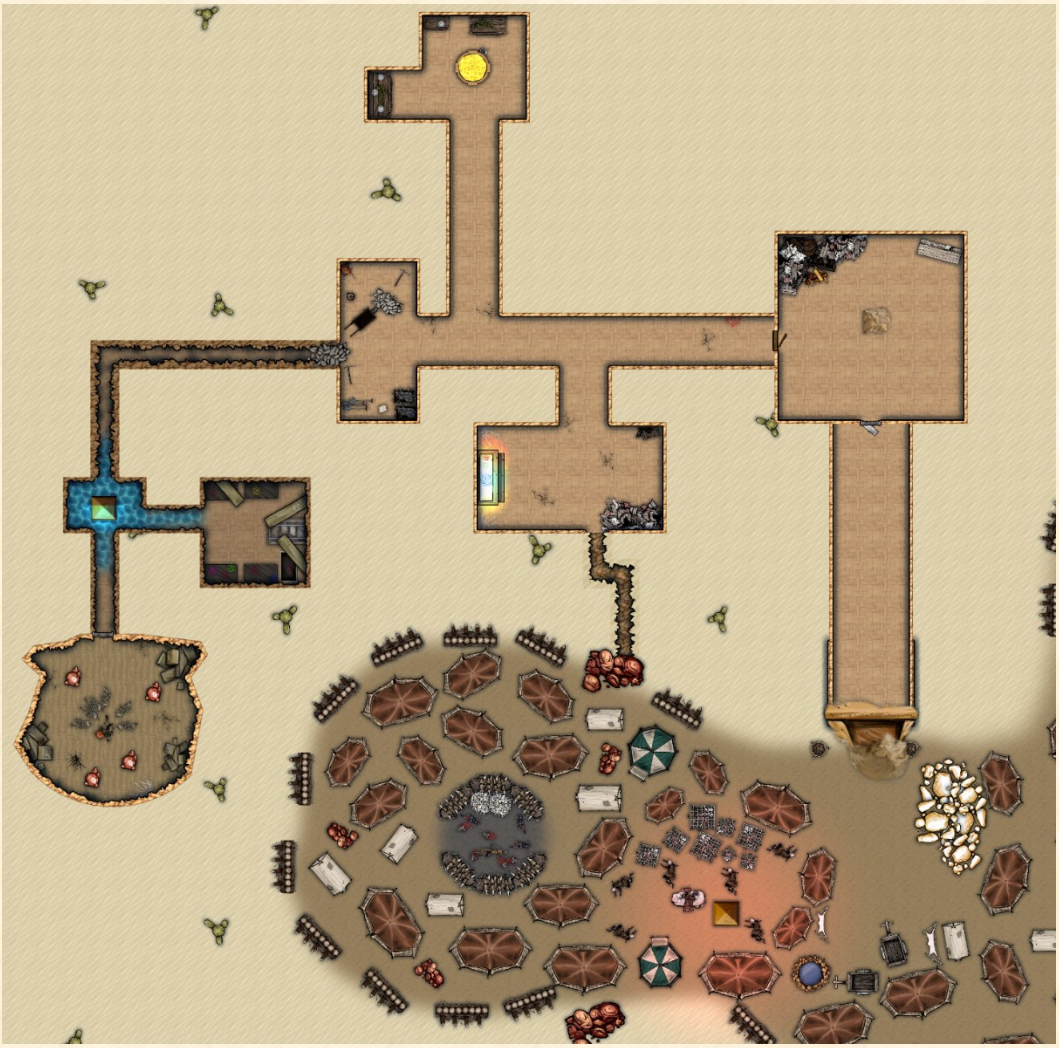
Oak Glade Mill



Hubrin Facility (with Numbers)



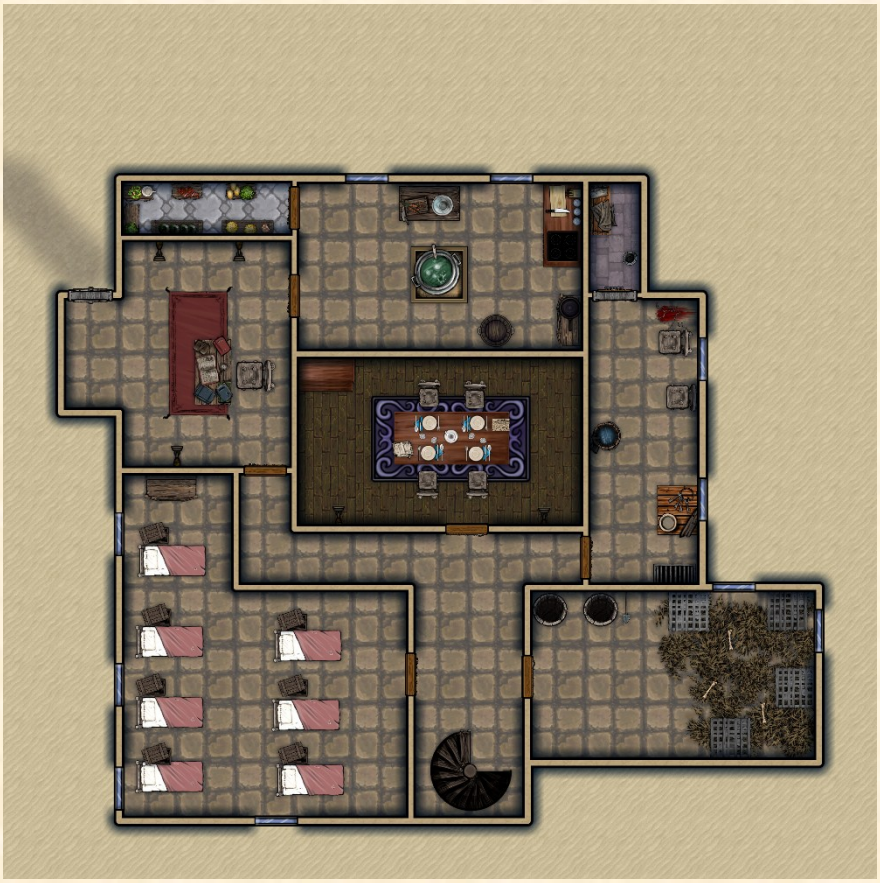
Hubrin Facility (without Numbers)



Calcaria Fort (with Numbers)



Calcaria Fort (without Numbers)



Mob Sheets

If the players attack any civilians or unarmed people, a basic mob sheet of 4 Health, 6 Focus, a D3 Crushing Punch attack, and no stats can be used.

Ancient Golem

Construct

An old stone golem created to defend Elder Dynasty facilities, ancient glowing runes flicker across its body, animating the stone and imbuing the golem with basic commands to kill any intruders. While still formidable, it no longer works as well as it does, and its malfunctioning runes cause its attacks to vary wildly in effect. Its nonsentience also prevents it from thinking creatively, and can make it predictable.

Health: 2 (+2) **Focus:** 9

STAT MODIFIERS

STR	+2	**WIL**	0
END	+2	**PER**	0
DEX	-3	**CHA**	0
INT	0	**DEF**	2 Heavy Armour (Rock Body)

WEAPON INFORMATION

Malfunctioning Runic Cannon *See 'Tactics and Abilities' (Melee and Ranged)*

TACTICS & ABILITIES

Will attack most damaging enemy, sometimes using Pushback if enemy is in melee. Fights to the death.

Malfunctioning Runic Cannon PASSIVE

This weapon can be used in Melee or Ranged. Upon a successful hit, roll a D6 to determine which attack the golem hits with.
1: The golems attack fails, and nothing happens.
2: A blast of fire engulfs the target, dealing 3 damage, ignoring armour.
3: Lightning arcs from the golem, hitting the target and anyone in melee range of it for D4 damage.
4-5: A blast of sound hits the target, dealing D5 Crushing damage and knocking the target away a turn.
6: A volley of stone splinters shoots from the golem, hitting its target for 2D4 Puncturing damage.

Pushback 3 FOCUS

Green energy erupts from the golem as it hits into a target, knocking them one turn away from the golem.

Ashionne

Mannis (Collective Guild)

A member of the information brokers known as the Collective Guild; she has been hired by the Druids to make a secret tunnel into Calcaria. She is intelligent and prefers negotiation to open combat, but has magical devices to help her fight if need be.

Health: 4 (+3) **Focus:** 25

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	0
DEX	+2	**CHA**	0
INT	+3	**DEF**	–

WEAPON INFORMATION

Sharpmind *D6 Crushing Stave (Melee only)*

Throwing Knives *D5 Puncturing Light Blades (Ranged only)*

TACTICS & ABILITIES

Will use Charge and Fall Back manoeuvres. Will target weaker players first. Fights intelligently.

Sharpmind PASSIVE

When Ashionne damages a target, if their intelligence modifier is below +2, they lose 3 Focus.

Nothing Left PASSIVE

When Ashionne dies, a rune engraved into her body flares up, and her body bursts into flames, destroying any items on her and dealing 3 damage to anyone in melee range, ignoring armour.

Robes of Quick Wit 3 FOCUS

When dodging or attacking, Ashionne can add her Intelligence modifier to her roll. This can be done after rolling to hit or dodge.

Protection of Stormsweep 1-USE

Once during the battle, Ashionne can negate an attack made against her. This does not cost any Focus or take an action.

LOOT

- None (See 'Nothing Left' ability)

Cabre Spine-Thrower

Cabre

A large, skinless individual with four arms, its body is thin and emaciated. Its hands and back are covered in long spines of bone, which it pulls out of its body and throws at its foes. After years of persecution at the hands of the Civilised, this Cabre has decided to fight back, hunting people and taking their corpses to rejuvenate itself.

Health: 4 (+4) **Focus:** 15

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	0
DEX	+3	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Four-armed Punch *D4 Crushing Brawling (Melee only)*

Bone Spine *D6 Puncturing (Ranged only)*

TACTICS & ABILITIES

Will prioritise ranged attacks, sometimes falling back to attack at range. Uses Lash Out when multiple players are in melee with it.

Terrifying Visage PASSIVE

At the start of combat, all players must make a 9+ Willpower (Courage) check or suffer a -1 to Strength (Attacking) checks for the remainder of the fight.

Lash Out 5 FOCUS

Attack all players in melee range with your Four-armed Punch attack.

Calcaria Archer

Mannis (Civilised)

Civilised guards wielding bows, they can pepper enemies with arrows from afar. They are loyal to the magistrate although, like the ordinary guards, they are not willing to fight to the death and are so used to fighting from range that not even a Calcaria Officer can compel them not to surrender if their lives are in danger.

Health: 5 **Focus:** 8

STAT MODIFIERS

STR	+1	**WIL**	-1
END	0	**PER**	0
DEX	+1	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Light Civilised Bow *1+D4 Puncturing Light Ranged (Ranged only)*

TACTICS & ABILITIES

Will target the greatest threat to them personally. Will Fall Back to attack enemies at range.

Surrender PASSIVE

When alive at 2 Health or below, or when a Calcaria Officer is killed, make a 12+ Willpower (Courage) check. If they fail, then the archer drops their weapon and surrenders.

LOOT

- Light Civilised Bow (See Weapon Information for stats) x1
- Minor Focus Potion x1
- Minor Healing Potion x1

Calcaria Elite Guard

Mannis (Civilised)

Elite Guards outfitted in heavier armour, they are armed with swords for more close-quarters fighting. Unlike ordinary guards, they will fight to the death and are formidable foes. Luckily, the time spent training and outfitting them means that they are few and far between.

Health: 6 (+1) **Focus:** 5

STAT MODIFIERS

STR	+1	**WIL**	-1
END	0	**PER**	0
DEX	0	**CHA**	0
INT	0	**DEF**	1 Heavy Armour (Heavy Guard Armour)

WEAPON INFORMATION

Hacking Shortsword *2+D4 Slashing Medium Blade (Melee only)*

TACTICS & ABILITIES

Will target the greatest threat to them personally.

Immovable PASSIVE

This mob cannot be moved against its will through attacks or abilities.

LOOT

- Hacking Shortsword (See Weapon Information for stats) x1

Calcaria Guard

Mannis (Civilised)

Civilised guards who protect Calcaria. Regardless of their personal feelings, they have remained loyal to Magistrate Decila and will obey her orders.

Health: 5 **Focus:** 8

STAT MODIFIERS

STR	+1	**WIL**	-1
END	0	**PER**	0
DEX	0	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Guard Spear *D4 Puncturing Polearm (Melee only)*

TACTICS & ABILITIES

Will target the greatest threat to them personally. Will Charge to engage enemies in melee.

Surrender PASSIVE

When alive at 2 Health or below, or when a Calcaria Officer is killed, make a 12+ Willpower (Courage) check. If they fail, then the guard drops their weapon and surrenders. This does not trigger if a Calcaria Officer is alive nearby.

LOOT

- D12 Silver
- Guard Spear (See Weapon Information for stats) x1



Civilised Guard

Calcaria Officer

Mannis (Civilised)

Officers that oversee guard operations in Calcaria, they are often not very good at combat themselves, but inspire the guards around them to greater acts of duty, bolstering their resolve. They are incredibly loyal, but cowardly.

Health: 6 **Focus:** 20

STAT MODIFIERS

STR	0	**WIL**	+1
END	0	**PER**	0
DEX	0	**CHA**	0
INT	+2	**DEF**	–

WEAPON INFORMATION

Officer's Knife *D3 Puncturing Light Blade (Melee only)*

TACTICS & ABILITIES

Does not attack, instead using Inspire Men unless all allies are dead. Will use Human Shield when attacked until out of Focus, and Minor Healing Potion when low on health.

Inspire Men PASSIVE

As long as the Calcaria Officer is alive, Calcaria Guards and Calcaria Elite Guards have +2 Health and +1 Strength, and the Calcaria Guard's surrender ability will never trigger. When the Calcaria Officer is killed, all nearby Calcaria Guards and Calcaria Archers must make a 12+ Willpower (Courage) check. If they fail, then they drop their weapon and surrender.

Human Shield 5 FOCUS

When the Calcaria Officer is about to take damage, they can instead duck behind a Calcaria Guard or Calcaria Elite Guard in melee range of them. The Guard/Elite Guard takes the damage instead.

LOOT

- 10+D10 Silver
- Minor Healing Potion (if not used) x1

Captain Hyron

Mannis (Civilised)

The young captain of the guard in Calcaria, Captain Hyron is new to his role, and is still relatively young for a captain, being in his late 20s. He is currently conflicted between his loyalty to the Civilised Empire and his desire to do the right thing.

Health: 6 (+2) **Focus:** 15

STAT MODIFIERS

STR	+2	**WIL**	+1
└ **Control** 1			
END	0	**PER**	0
DEX	+2	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Captain's Blade *1+D4 Slashing Medium Blade (Melee only)*

TACTICS & ABILITIES

Will target the greatest threat to himself personally. Will Charge and Fall Back to avoid being hit and deal damage to ranged players.

Immovable PASSIVE

Hyron cannot be moved against his will through attacks or abilities.

Improved Disarm 3 FOCUS

Rather than needing to make a Strength (Control) check against his opponent's Dexterity (Initiative) to disarm, Captain Hyron can spend 3 Focus and roll a 14+ Strength (Control) check. If he passes, he disarms his opponent.

LOOT

- Captain's Blade (See Weapon Information for stats) x1

Druid Ambusher

Human (Druid)

Skilled Druid assassins, they specialise in stealth attacks, wielding damaging knives and striking from the shadows. When discovered, they are still a threat, needling their enemies with small hand crossbows.

Health: 4 **Focus:** 14

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	+2
DEX	+3	**CHA**	0
└ **Stealth 1**			
INT	0	**DEF**	–

WEAPON INFORMATION

Curved Dagger *D4 Puncturing Light Blade (Melee only)*

TACTICS & ABILITIES

Will try and start battle in Stealth, doing a stealth attack against the highest-health player. When discovered, will attack closest, highest-health target while using Hand Crossbow ability to damage players at range.

Hand Crossbow 2 FOCUS

The Ambusher can launch a bolt from his small hand crossbow. This attack can't miss and deals 2 damage. This weapon also slightly pierces armour, meaning that no matter how much armour a player has, the hand crossbow will always deal a minimum of one damage.

LOOT

- 10 Silver
- Dried Jerky x1
- Joltroot x1

Druid Clawed One

Human (Druid)

A druid that has been blessed with furred, clawed hands by the Maw Ape. They leap at their enemies in a rage, slashing at them relentlessly, and can often be found leading small groups of druids.

Health: 7 **Focus:** 8

STAT MODIFIERS

STR	+1	**WIL**	0
END	0	**PER**	0
DEX	0	**CHA**	0
INT	0	**DEF**	1 Light Armour (Leather Coat)

WEAPON INFORMATION

Razor-Sharp Claws *D5 Slashing (Melee only)*

TACTICS & ABILITIES

Will target players dealing damage to other Druids and engage them in melee. Will Charge.

Dying Rage PASSIVE

When the Druid Clawed One reaches zero Health, it attacks a random target in melee range. The attack has +5 to hit. This ability can cause the Druid Clawed One to attack its allies.

LOOT

- 10 Silver
- Roll a D5: 1 (Dried Jerky x1), 2-3 (Blistering Vial x1), 4-5 (10 extra Silver)



Druid Clawed One

Druid Zealot

Human (Druid)

Fanatical worshippers of the Maw Ape, they throw alchemical potions at their enemies that leave bad burns. Having travelled far to find a creature, they are zealous in their persecution of those they consider heathens and will fight to the death.

Health: 5 **Focus:** 8

STAT MODIFIERS

STR	+1	**WIL**	-1
END	0	**PER**	0
DEX	0	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Blistering Vial *D3 (N/A) (Ranged only)*

TACTICS & ABILITIES

Will try and retreat to range and attack. Will target non-blistered players. Occasionally performs standard melee attacks with their fists (D3).

Blistering Vial PASSIVE

An enemy damaged by a Blistering Vial takes 1 damage, ignoring armour, next round.

LOOT

- D12 Silver
- Blistering Vial x1

Forest Treet

Forest Animal (Mollusc)

Small, squid-like creatures with wooden skin, their tentacles inflict deep cuts that cause heavy blood loss. A numbing chemical prevents people from noticing they've been cut, leading them to bleed to death without realising they've been injured.

Health: 2 **Focus:** 3

STAT MODIFIERS

STR	-2	**WIL**	-1
END	0	**PER**	0
DEX	-2	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Cutting Tentacle *2 Slashing (Melee only)*

TACTICS & ABILITIES

Will only attack enemies that attack them or another Forest Treet first. Will advance on enemies and attack them.

Cutting Tentacles PASSIVE

Anyone who touches this mob takes damage as if they were attacked by it. Anyone damaged by this mob takes 1 damage per round for the next two rounds, ignoring armour.

Attacks in Swarms PASSIVE

When this mob is killed, any leftover damage can be applied to another Forest Treet in attackable range.

Slow PASSIVE

This mob cannot Charge or Fall Back.

Jackal

Desert/Plains Animal (Mammal)

A canine that lives in arid areas such as deserts and scrubland, they hunt in packs, searching for food and scavenging from bodies. They are not brave and will flee if they do not think they can win.

Health: 3 (+1) **Focus:** 6

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	0
DEX	-1	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Claw *D4 Slashing (Melee only)*

TACTICS & ABILITIES

Will prioritise players with food on them. Will attempt to flee when only one jackal is left.

LOOT

- Jackal Pelt (Requires 8+ Intelligence (Anatomy) or Dexterity (Bushcraft) check to collect) x1
- Jackal Meat x2

Kalsean Sand Boa

Desert Animal (Reptile)

A large brown snake, it lurks around pools of quicksand, attacking and constricting those who get trapped. It is an opportunistic hunter and will flee when near to death.

Health: 10 **Focus:** 2

STAT MODIFIERS

STR	+1	**WIL**	0
END	0	**PER**	0
DEX	+1	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Fangs *1+D3 Puncturing (Melee only)*

TACTICS & ABILITIES

Will constrict enemies who find themselves trapped in quicksand or similarly incapacitated. Will change target to constrict and attack the greatest threat. Attempts to flee when at 4 Health or below.

Nimble PASSIVE

This mob cannot become trapped in quicksand or any other effect which would restrict its movement.

Constrict 0 FOCUS

Wrap around a player, dealing two damage a round, ignoring armour. Whilst constricting a target, the snake can still attack. Constricting and changing the constriction target is a minor action. A constricted player cannot move and gets a -5 to attack.

Magistrate Decila (with Ring)

Mannis (Civilised)

The Ring has boosted the Magistrate's endurance and allowed her to launch her plan to place Calcaria under martial law. Only recently has she realised that the Ring turns animals against her, and the fear of other unknown negative effects has made her much more paranoid and unhinged.

Health: 16 (+4) **Focus:** 25

STAT MODIFIERS

STR	+2	**WIL**	0
END	+4	**PER**	+2
DEX	+2	**CHA**	0
INT	+3	**DEF**	–

WEAPON INFORMATION

Spear *D6 Puncturing Polearm (Melee only)*

TACTICS & ABILITIES

Uses Brace for Attack to negate powerful attacks, and Frenzied Stab to hit powerful ranged foes. Will fight to the death.

Ring of Vitannis Side Effects PASSIVE

All attacks by animals against the magistrate critically hit on an 18,19 or 20, and deal 2 more damage. Animals refuse to do anything that will help the Magistrate.

Brace for Attack 5 FOCUS

When attacked, the Magistrate can spend 5 Focus to cause the attack to only deal 1 damage. This can be used after the damage of an attack has been determined.

Frenzied Stab 3 FOCUS

The Magistrate lunges at a foe within one turn, moving to their position and attacking them. If she hits, the attack does normal weapon damage, plus 2. If she misses, the attack still does 2 damage as it nicks her target.

LOOT

- 80 Silver
- Spear (See Weapon Information for stats) x1
- Ring of Vitannis x1

Magistrate Decila (without Ring)

Mannis (Civilised)

The Magistrate's bid to obtain the Ring of Vitannis failed, and she was forced to move ahead with her plans for martial law without it. Now she, with the aid of her loyal hounds, has been given another chance to take the Ring.

Health: 8 (+3) **Focus:** 25

STAT MODIFIERS

STR	0	**WIL**	0
		└ **Presence**	**2**
END	0	**PER**	+2
DEX	0	**CHA**	+3
INT	+3	**DEF**	–

WEAPON INFORMATION

Crossbow *D6 Puncturing Heavy Ranged (Ranged only).*

TACTICS & ABILITIES

Allows her hounds to engage the players while she shoots with her crossbow. Uses Joltstem to gain major actions to load her crossbow and/or give attacks to her hounds using 'Command Troops'. Will fight to the death.

Crossbow PASSIVE
After firing, the Crossbow takes a major action to load before it can be used again.

Joltstem 3 USES
Joltstem can be ingested as a minor action. When ingested, it gives the Magistrate an extra major action that turn. Only one Joltstem can be used per turn.

Command Troops 6 FOCUS
Target an ally. That ally makes an attack against a target of the Magistrate's choice.

Battle of Authority 5 FOCUS
When making an attack, the Magistrate can spend 5 Focus to make both her and her target use Willpower (Presence) instead of their normal Attacking/Dodging roll.

LOOT

- 80 Silver
- Joltstem (if not used) x3

Magistrate's Hound

Desert Animal (Mammal)

Dogs specifically bred by the Civilised for battle, the Magistrate's Hounds are incredibly well-trained, working in tandem with their owner to brutally savage their enemies. They are very loyal and will fight to the death to defend the magistrate.

Health: 7 **Focus:** 6

STAT MODIFIERS

STR	+2	**WIL**	0
END	0	**PER**	0
DEX	+2	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Claw *D5 Slashing (Melee only)*

Bite *D4 Crushing (Melee only)*

TACTICS & ABILITIES

Will attack and Charge players ferociously. Can be given extra attacks by the magistrate. Will prioritise players who attack the magistrate. Will fight to the death.

Highly Trained PASSIVE
This mob cannot be commanded to turn against the Magistrate. However, they can be made to stop attacking for a round, change target or other indirect ways of removing them from combat for a round.

Maw Ape

Animal (All Habitats, Mammal)

A young, albeit monstrous, ape-like creature that the druids around Calcaria have begun to worship, it has a large mouth on its chest, knife-tipped claws that leave wounds that refuse to stop bleeding, and a blood-red eye that can root a person in place. Despite its young age, it is a dangerous creature, beyond the ability of your average townspeople to kill.

Health: 6 (+1) **Focus:** 6

STAT MODIFIERS

STR	+4	**WIL**	0
END	+1	**PER**	+2
DEX	+2	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Giant Claws *1+D4 Slashing (Melee only)*

TACTICS & ABILITIES

Will incapacitate a player on its turn with Paralysing Gaze, and attack most dangerous target. Will charge to reach targets in range. When low on Health, will use Consume Ally to heal.

Malevolent Will PASSIVE

The Maw Ape cannot be controlled through abilities like Animal Control.

Paralysing Gaze PASSIVE

At the start of its turns, the Maw Ape turns its gaze on a player, rooting them in place and preventing them from moving or attacking and giving them a -4 to dodge unless they pass a 14+ Willpower (Resistance) check, in which case the gaze has no effect. When the Maw Ape takes damage, it breaks its gaze, ending the effect until its next turn, when it can target a player again. As a passive ability, this doesn't take up an action.

Bleeding Wounds 5 FOCUS

After the Maw Ape hits a target, it can spend 5 Focus to cause its claws to glow red, with the wound it inflicted bleeding more than an ordinary injury. The target who took damage takes an extra 2 damage, ignoring armour, the next round as they lose blood. This takes up a minor action.

Grotesque Belch 4 FOCUS

The Maw Ape belches a cloud of gas from its mouth that surrounds it like a dread cloud, causing all players around it to suffer a -1 to their Dexterity and Willpower modifiers for a round. This can be done as a minor action.

Consume Ally 0 FOCUS

The Maw Ape turns on a druid ally within melee range and consumes it, healing itself for 5 Health.



Maw Ape

Sand Bull

Desert Animal (Mammal)

A smaller variant of the larger Dune Bull, they bury themselves in the sand and ambush prey. They are often mistaken for piles of sand by unwary travellers due to their yellow hide. They are very fast and can impale several people with their horns.

Health: 7 (+2) **Focus:** 7

STAT MODIFIERS

STR	+3	**WIL**	0
END	0	**PER**	-2
DEX	+1	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Sharp Horns *D3 Puncturing (Melee only)*

TACTICS & ABILITIES

Will attempt to move one turn away and charge players every other round. Will fight to the death.

Brutal Charge PASSIVE
The Sand Bull can charge for no Focus, and deals double damage when it charges, as opposed to half.

Fast PASSIVE
This mob can move as a minor action.

LOOT

- Sand Bull Hide (Requires 13+ Dexterity (Bushcraft) check to collect) x1
- Sand Bull Horn (D5 Puncturing Medium Blade) x1

Soulgone Horse

Soulgone

A horse that has been infected by Soulgone leeches, its skin is grey and oozes off its body. It has retained its speed, and that, combined with its regenerative abilities, can make it a surprisingly difficult enemy that has been the bane of many a Civilised guard.

Health: 4 (+2) **Focus:** 11

STAT MODIFIERS

STR	+1	**WIL**	0
END	0	**PER**	0
DEX	+2	**CHA**	0
INT	0	**DEF**	1 Natural Armour (Soulgone Ooze)

WEAPON INFORMATION

Kick *2+D4 Crushing (Melee only)*

TACTICS & ABILITIES

Will attack the nearest enemy and fight to the death.

Soulgone Regeneration PASSIVE
This mob regenerates 2 Health at the end of its turn.

Hard to Kill PASSIVE
A round after this mob is killed, it will come back at 3 Health. After it revives, it is immediately this mob's turn. This can only occur once.

Horrific Whinny 3 FOCUS
The Soulgone horse shrieks at a player, giving them a -4 to Strength (Attacking) checks for one round.

Soulgone Human

Soulgone

A person infected by a Soulgone leech, their skin has turned to a grey tar, and any traces of the person's personality has been stripped away. Their skin makes them incredibly hard to damage, and they can regenerate wounds that would kill other living things.

Health: 5 (+1) **Focus:** 7

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	0
DEX	-2	**CHA**	0
INT	0	**DEF**	1 Natural Armour (Soulgone Ooze)

WEAPON INFORMATION

Heavy Punch *D4 Crushing (Melee only)*

TACTICS & ABILITIES

Will attack the nearest enemy and fight to the death.

Soulgone Regeneration PASSIVE
This mob regenerates 2 Health at the end of its turn.

Hard to Kill PASSIVE
A round after this mob is killed, it will come back at 3 Health. After it revives, it is immediately this mob's turn. This can only occur once.

Art

Ironhide, Harrison and Urodela versus the Golem (Cover Art)



Calcaria Guard



Druid Clawed One



Maw Ape



Items

If the players wish to sell standard weapons, then a D4 weapon sells for 50 Silver, a D6 weapon sells for 75 Silver and a D8/2D4 weapon sells for 1 Gold. If the players wish to sell armour, then 1 armour sells for 1 Gold and 2 armour sells for 2 Gold.

Beer

A basic beer the travellers take with them on their journeys, it is not very nice, but is enough to wet the tongue. It provides a sustenance rating of 0.3 and is weak enough that no Endurance (Toxicity) check is needed.

Value: None

Blistering Vial

A vial filled with a paste that blisters the skin; it is the main weapon of the druids that terrorise the area around Calcaria. A blistering vial can be used as a weapon, following normal attacking rules. It has no weapon type, meaning it does the same amount of damage regardless of what armour type the target has (this does not mean it ignores armour). The blistering vial deals D3 damage and, if it damages the target, an extra 1 damage the next round. The extra damage ignores armour. The blistering vial is a ranged weapon and is used up when thrown, regardless of whether it hits.

Value: None (Merchants will not accept this item).

Bowon Red Wine

A cheap wine produced in the nearby Bowon Duchy; it is a very common alcoholic drink in the northern half of the empire and is mainly drunk by commoners. It provides a sustenance rating of 0.5. If a player drinks two or more of these in a short period of time, they must make an **8+ Endurance (Toxicity)** check. If they fail, they are now drunk (and must roleplay to that effect) or may even throw up.

Value: 10 Silver

Calcaria Homeshine Brew

A moonshine produced in and around Calcaria, its exact potency and origin are unknown, although it is very strong. It provides a sustenance rating of 1.4 but when drinking it, a player must make a **13+ Endurance (Toxicity)** check. If they fail, they are now drunk (and must roleplay to that effect) and throw up, causing the brew to only provide a sustenance rating of 0.8

Value: 20 Silver

Charcuterie Plate

A large plate adorned with slices of cured meats and several small blocks of cheese, it is satisfying, filling food that is well-liked for the short amount of time it takes to prepare, and lack of cooking required. This is good-quality food and provides a sustenance rating of 3.3

Value: 15 Silver

Chorbane Oil

Oil taken from Chorbane mushrooms, it is well known for being mildly poisonous against the wild mammals of the world, seizing their joints and slowing them down. Weapons coated in Chorbane Oil cause any mammal you damage to lose 1 DEX for the rest of the fight. This ability can stack up to a -4 decrease to DEX. Coating a weapon uses up the oil, with the oil and once a weapon coated in Chorbane Oil is used, the oil expires at the end of that battle.

Value: 45 Silver

Civilised Documents of Access

Forged documents certifying the holder as having special privileges that allows them to access areas of certain Civilised buildings they otherwise wouldn't be able to. If you have these documents, then you will be allowed into certain restricted areas, assuming you present them. Harriet Fen can start with this as an item, or it can be bought from the market. These documents can be used multiple times.

The scene will indicate when the documents can be used, but their main uses are to access the warehouse in Scene 5, and to get past the Calcaria guards in Scene 16.

Value: 52 Silver

Civilised Militia Armour

A set of ornamental armour worn by patriotic citizens of the Civilised Empire to show their support for the guard and military forces of the empire. It produces no armour bonus but gives the wearer a +2 CHA bonus when interacting with Civilised guards or military forces. This can be used multiple times.

Value: 65 Silver

Cooking Equipment

A small set of metal pots, pans and utensils, it allows higher quality food to be made around a campfire than could otherwise be made. Preparing and/or cooking food using this equipment increases its sustenance rating by 0.4. This can be used multiple times.

Value: 60 Silver

Crown of Leadership

A simple golden crown with a runed stone in the front, those wearing it exude a sense of authority, and find it easier to command respect. Whilst wearing the crown, you gain a +4 to Willpower (Presence) checks. Alternatively, the crown can be used to instantly pass a Willpower (Presence) check, but this will wear out the item, rendering the crown unusable.

Value: 90 Silver

Cultio Ball Mask

An extravagantly decorated mask that covers the eyes, it is said to enhance the beauty of whoever wears it. If you are wearing this mask in battle and you are attacked, you can spend a minor action to force the attacking enemy to make a 12+ Willpower (Pressure) check. If it fails, then it must attack a different target. If no other targets are available, then the enemy will not attack. If the enemy passes the check, then it attacks you, but deals three less damage (this cannot be used to reduce the damage of an attack below one). Using the mask costs 5 Focus, and the mask can be used multiple times.

Value: 1 Gold

Doedicurus Signal Horn

A small horn used by the Doedicurus Clan, it can be blown to produce a loud noise unique to this horn. This can be used to signal your allies, alert people to your location or distract foes. It can be used repeatedly i.e. it is not destroyed when used.

Value: 70 Silver

Dog Food

A handful of meaty dog food, it can be thrown as a minor action. When thrown any dogs in the area will go over to it and spend a minor action to eat the Dog Food. This can be useful in distracting hostile dogs.

Value: 18 Silver

Dried Jerky/Fruit

A single portion of simple dried meat or fruit, it is barely suitable as a meal, but is long-lasting and good when no other food is available. This is low-quality food and provides a sustenance rating of 0.3.

Value: 2 Silver

Elixir of Potential

A bright green elixir in an ornate vial, it is said to be water blessed by the God of Stories and Time (assuming you believe that sort of thing). It is ingested as a major action. When a player ingests this, they and all allies nearby are able to use their abilities at two levels higher than they normally could. This effect lasts for two rounds.

Value: 3 Gold

Empty Vial

A small, empty glass vial, it can be filled with a small amount of liquid. The vial is not large enough to hold any significant amount of water, so drinking it does not add to a player's Sustenance rating.

Value: 1 Silver

Erasmus Dawne's Guide to Desert Beasts and Monsters

A large, leather-bound tome, it is one of the seminal works of the famous naturalist Erasmus Dawne, who travelled the entire continent of Daeazeme and beyond, cataloguing all the creatures he encountered. This book allows you to instantly pass all Intelligence (Nature) checks regarding desert creatures without having to make a check. This can be used multiple times.

This tome can be used on all creatures in this roleplay with the exception of the Forest Treets found in Scene 10: Infestation at the Mill.

Value: 2 Gold

Extravagant Food

High-quality food made for Magistrate Decila, it provides a sustenance rating of 4.5.

Value: 45 Silver

Firetube

A gnarled yellow root, it is used by the druids to make their blistering vials. When added to a small amount of liquid, such as a vial or waterskin, it turns that liquid into a blistering mixture, causing it to work the same way as a Blistering Vial. When added to a large amount of liquid, such as a cauldron or body of water, that liquid becomes explosive and will explode if it encounters any significant force (such as being thrown or hit), dealing 4+2D4 damage to anyone around it. Note that the larger the body of liquid, the more root is required to transform it.

Value: 5 Silver

Fireweed Grenade

A grenade used by various pirate groups, it is packed full of mulched fireweed, which burns skin on contact. It can be thrown at a target within one turn of you as a major action. When thrown, it explodes, covering the target and anyone in melee range of the target in Fireweed, causing them to take 3 damage a round until removed. Removing the fireweed takes a major action.

Value: 65 Silver

Flint and Steel

A simple firelighter, they are essential in lighting fires out in the wilderness, especially in areas with little vegetation. Using a Flint and Steel gives you a +8 to Dexterity (Bushcraft) checks when lighting a fire. The Flint and Steel is not used up when used and can be used again and again.

Value: 50 Silver

Guard Costume

A costume designed to look like that of a Civilised guard, it can be worn in order to pretend to be a guard. When wearing the Guard Costume, you have a +5 to all Charisma (Deception) checks when pretending to be a Civilised guard. These can be used repeatedly.

Value: 35 Silver

Healing Potion

A standard Healing potion made and sold all over the world, it is rubbed into wounds to lessen pain and stop bleeding. A player can use it on themselves or a downed character in melee range as a minor action or use it on another non-downed character in melee range as a major action. When used, it restores 4+D4 Health.

Value: 65 Silver

Horn of Haste

An ornately carved horn of unknown origin, they are used by many Barbarian clans to aid in their hit-and-run attacks. In battle, the horn can be blown as a minor action to give you and all your allies the ability to move as a minor action for the remainder of the fight. The horn has two charges, after which it breaks in two and is no longer usable.

Value: 90 Silver

Hubrin Key

An old key, it has been polished and added to several times. **This key allows the players to access the inner door of the Hubrin Facility in Scene 12.**

Value: None

Ingenion Silks

Fine golden silks from the Civilised capital of Ingenion, they are widely prized outside of the Civilised Empire for their high quality and rich colour. They serve no specific purpose in this roleplay, but could be used for bribes or other uses.

Value: 1 Gold 50 Silver

Ingestible Poison

A powerful poison that causes sharp pains and internal bleeding if consumed, it must be mixed into food and ingested in order to have an effect. When consumed, it deals 7 damage.

Value: 62 Silver

Jackal Meat

Raw meat collected from the body of a jackal; it can be cooked to make Cooked Jackal Meat with a sustenance rating of 0.4. Each piece of Cooked Jackal Meat can feed a single player. If Jackal Meat is eaten raw, it provides no sustenance rating.

Value: 8 Silver

Jackal Pelt

A basic pelt taken from a jackal, it does not sell for much in Calcaria, as jackals are a common animal in the area. It serves no purpose in this roleplay except to sell.

Value: 10 Silver

Joltroot

A desiccated dark blue root, it is used by people all over the continent, providing a quick burst of energy and concentration. Many people take it in the morning to help see them through the day. It can be ingested at any time in combat during a user's turn without having to use an action. When ingested, it gives the user another minor action that turn. Only one Joltroot can be used per player per turn.

Value: 25 Silver

Joltstem

A swollen bright blue plant stem, it is known for providing a great burst of energy, although its slight toxicity prevents repeated use. It can be ingested as a minor action and gives the user an extra major action that turn. Only one Joltstem can be used per player per turn.

Value: 55 Silver

Krutian Blood Ampule

A small vial of blood with a primitive needle attached, it is inserted under the skin and increases the strength of its user. It is illegal in Civilised lands and is seen as a drug. Whilst the ampule is inserted, you gain a +2 to Strength (Might) checks. Alternatively, the ampule can be squeezed to instantly pass a Strength (Might) check, but this will use up the ampule, making it worthless.

Value: 68 Silver

Lissen

A fine, powdered spice added to food, it gives a boost to agility and reflexes, but is very bitter and can cause nausea. When food is being cooked or prepared, Lissen can be added to it. Anyone who eats food with Lissen on it gains a +2 to Dexterity for the next 24 hours. However, the sustenance rating of that food is lowered by 0.7. This cannot give food a negative sustenance rating.

Value: 15 Silver

Lockpicking Set

A collection of clips, pins and false keys, using it gives you a +3 to Dexterity (Lockpicking) checks. Alternatively, it can be used to instantly pass a Dexterity (Lockpicking) check, but this breaks the set, meaning you no longer get any bonus from it.

Value: 55 Silver

Luxurious Tent

An animal-skin and linen tent coated with wax and oil and padded with wool to help insulate it. Sleeping in the luxurious tent removes any penalty to your location rating due to bad weather and, in this roleplay, will increase your location rating by 2. The tent can be used repeatedly.

Value: 1 Gold 35 Silver

Meaty Badger Food

A portion of carefully prepared food specifically made for badgers and filled with the choicest pieces of meat from around the continent, if Mirid chooses this item at the start of the roleplay then he gives it to Brusk, giving the badger four more stat points that can be allocated however the player wants.

Value: None (is used immediately)

Minor Focus Potion

A diluted Focus potion, it sharpens the mind and reduces stress. It can be ingested as a minor action or used on another character in melee range as a major action. When used, it restores 3+D3 Focus.

Value: 30 Silver

Minor Healing Potion

A Healing potion made from inferior reagents; it is used by rubbing it into wounds. A player can use it on themselves or a downed player in melee range as a minor action or use it on another non-downed character in melee range as a major action. When used, it restores 3+D3 Health.

Value: 30 Silver

Musical Instrument

A small or medium instrument of the player's choice (assuming it fits the medieval technology level present in the setting). It can be used to play music that can be used for a variety of reasons, such as improving mindset, improving morale, distracting people, and fun. This can be used repeatedly.

Value: 55 Silver

Olive Bowl

A small bowl of assorted olives, it comes with a pot of oil for dipping. Olives are one of the most common foods grown by the Civilised and can be found all over the empire. It provides a sustenance rating of 1.4.

Value: 12 Silver

Overcharge Potion

A very strong concoction that glows a bright blue, it can be ingested as a minor action, or used on another character in melee range as a major action. When used, it gives the user one Overcharge, which is stored and allows the players to overcharge one of their abilities.

Value: 1 Gold

Phu Naan Marble

A small marble made out of a rare-magic absorbing metal from the east, it can be used to turn the tide of battle when dealing with foes wielding enchanted objects. The marble is used as a minor action. When used, it negates all magical effects, whether friendly or hostile, for two rounds. This includes inherent magical effects (such as the Ring of Vitannis or the Paralysing Gaze and Bleeding Wounds abilities of the Maw Ape) and also the effects of any runes (including those in the Hubrin facility and on the Ancient Golems, as well as the ones found on items such as the Crown of Leadership and the Runed Sceptre of the Sands). The marble melts after use, preventing it from being used again.

Value: 2 Gold

Pitch Rod

A short metal rod, tapping it causes it to emit a piercing sound that stuns the Maw Ape for 1 round, preventing it from attacking or moving and giving it a -4 to dodge. After use, the Pitch Rod dulls and cannot be used again. Using the Pitch Rod is a minor action.

Value: None

Potent Focus Potion

A very strong concoction designed to sharpen the mind, it can be ingested as a minor action or used on another character in melee range as a major action. When used, it restores 8+D8 Focus and 3 Health.

Value: 1 Gold 50 Silver

Potent Healing Potion

A thick paste made with high-quality herbs; it can seal even serious wounds. A player can use it on themself or a downed player in melee range as a minor action or use it on another non-downed character in melee range as a major action. When used, it restores 8+D8 Health and 3 Focus.

Value: 1 Gold 50 Silver

Reedhide Cloak

A cloak covered in layers of mud and grass; it is used by Barbarian tribes to hide amongst vegetation. When using the Reedhide cloak, you gain a +5 to Dexterity (Stealth) checks when in an area with lots of vegetation, such as forests, grasslands, jungles etc. This can be used repeatedly.

Value: 1 Gold 20 Silver

Ring of Vitannis

A legendary silver ring adorned with a brown, glowing gem, it was created by the controversial Civilised soldier Vitannis to help him in his battles against the Barbarians, and was lost when he disappeared. The gem is magical in nature and was created by ancient mages to boost their endurance, but it also causes heightened aggression in animals around it, making it dangerous to use. The effects of the Ring are detailed in the table below:

Ring Effects	
Positive Effects	Negative Effects
• The player gets +4 added to their Endurance modifier (this also gives them an extra 8 max and current Health, as your Max Health goes up by 2 for every Endurance point you have. • The player gets +7 added to their final Needs rating when sleeping.	• The Ring causes aggression in nearby animals, meaning all attacks dealt by animals against the player with the ring deal 2 more damage. • All animals have a 50% chance to target the person wielding the ring when choosing who to attack (this can be done by rolling a D20 before an animal attacks. If they roll a 10 or below, they attack the character with the Ring). • All friendly animals (including Brusk and any animals affected by Animal Control) do not trust the person with the Ring. • All attacks carried out by animals against the player with the Ring critically hit on an 18, 19 or 20. • Friendly animals refuse to do anything that would help the player with the Ring (this includes Brusk and any animals affected by Animal Control)

Swapping the ring between players does not reset the negative effects. The players can stash the ring in their inventory if they wish, causing both the positive and negative effects of the ring to not affect them.

Value: No merchant will buy this item.

Rope

A strong rope that can be used for a variety of uses, such as tying up enemies, climbing up and down sharp drops, and unthreading it to create tinder for fires.

Value: 10 Silver (per 5 metres)

Runed Sceptre of the Sands

A glowing sceptre the druids took from the Hubrin Facility, when used a swirling vortex of sand is created. All enemies in the area must make an 11+ Endurance (Impact) check. If they fail, then they take 4+D4 damage as the sands scour away their skin. If they succeed then they take no damage but get a -5 to Strength (Attacking) on their next turn, as the sand blinds them. The sceptre turns to sand on use, meaning it can only be used once.

Value: 1 Gold 50 Silver

Rust Ant Vial

A vial of rare Rust Ants harvested by the Collective Guild from the eastern jungles of Demorena, they are notorious for being able to eat their way through metal. The Rust Ant vial can be thrown at an object or person, causing the vial to break and the ants to eat all metal on that person/object.

Value: 70 Silver

Sand Bull Hide

A large pelt taken from the corpse of a Sand Bull; it can be sold for a decent price. It could also be used as a blanket to provide a location rating of 3 in the Needs System.

Value: 30 Silver

Sequent Venom

A burning venom harvested from the corpse of a Sequent, it is effective against intelligent humanoid species, these being the main prey of the Sequent. You can coat a weapon in Sequent Venom (using it up) out of combat, or as a major action when in combat. Weapons coated in Sequent Venom deal 2 more damage against any intelligent being (such as humans, Civilised/Mannis or Sur-humans). Once a weapon coated in venom is used, the venom expires at the end of that battle.

Value: 50 Silver

Simple Stew

A bowl of thick stew containing squash, carrots, onions and venison in a rich gravy. It is eaten by most of Calcaria, rich and poor alike, and is easy to make. It is decent quality food and provides a sustenance rating of 2.5.

Value: 13 Silver

Sleeping Bag

A simple sleeping bag stuffed with wool; it provides a basic level of comfort. Sleeping in a sleeping bag in this roleplay provides a location rating of 2 (as opposed to the 1 you would ordinarily get sleeping in the desert), assuming other conditions are adequate (weather, ground etc.). A sleeping bag can be used repeatedly.

Value: 20 Silver

Soothing Herbs

A collection of herbs the druids use to heal any self-inflicted burns caused while making their potions, it can be used up to negate/prevent any damage over time effects caused by the Blistering vials used by the Druids for one fight and does not take an action to apply.

Value: 65 Silver

Spyglass

A small metal and glass spyglass, it is commonly used by pirates to spot other ships to raid or flee from. When using the spyglass, you can make Perception (Seeing) checks for any area in line of sight as if you were standing in the area. The spyglass can be used repeatedly.

Value: 60 Silver

Tent (2-Person)

An animal-skin and linen tent coated with wax and oil to protect from the elements. Sleeping in a tent removes any penalty to your location rating due to mild to moderate bad weather, and in this roleplay, will increase your location rating by 1. The tent can be used repeatedly.

Value: 90 Silver

Tequila

A strong alcohol derived from a spiky desert plant, it is made primarily by the Civilised, and is their main alcohol after wine. It provides a sustenance rating of 1.5. When drunk, the player must make an **11+ Endurance (Toxicity)** check. If they succeed, then they heal for 2 Health. However, if they fail then they are now drunk (and must roleplay to that effect) or may even throw up.

Value: 25 Silver

Torch

A sturdy wooden torch, it can be lit without needing to make a check or external equipment. When lit it acts as a source of light and fire. When a torch is lit, roll a D3. The torch will last that many hours before going out, after which it cannot be used again.

Value: 15 Silver

Trainer's Whip

A long black whip, it is an unusual weapon that takes time to master but provides many benefits over ordinary weapons. The Trainer's Whip does not fit into any weapon group or damage type, meaning that when used against armour, it always deals a standard amount of damage (i.e. no -1 or +1 to damage based on the attack and armour type). The whip can be used in melee and at range. When starting off using the whip, the wielder gets the standard -5 to hit that they would with any weapon they are unskilled with. However, for every 3 attacks made (regardless of whether it hits), their chance to hit with it increases permanently by 1. This chance to hit continues to increase up until the wielder has a +2 to hit, after which no further bonus is gained.

Value: 80 Silver

Unregulated Focus Potion

A Focus potion made on the black market, its quality is unknown and could vary from doing almost nothing to increasing concentration and focus. It can be ingested as a minor action or used on another character in melee range as a major action. When used, it restores 1+D8 Focus.

Value: 40 Silver

Unregulated Healing Potion

A thick paste made by an amateur potion maker using poorly measured ingredients, its effects are more variable than a normal Healing Potion. It can be ingested as a minor action, used on a downed player in melee range as a minor action, or used on another character in melee range as a major action. When used, it restores 1+D8 Health.

Value: 40 Silver

Vial of Grease

A small glass vial filled with flammable oil, it can be thrown at a target or location as a minor action. When thrown, it spreads grease over everything within melee range of where it's thrown, coating it in grease. Anyone who moves in or out of the greased area must make an 8+ Dexterity (Acrobatics) check or fall over. Getting back up after falling over is a minor action. Anyone in the greased area also suffers a -2 to all DEX checks. The Grease can be ignited to deal 2 damage a round to anyone covered in grease or in the area. Grease, whether ignited or not, lasts for three rounds when used.

Value: 45 Silver

Warrior's Blood Potion

A potion used by gladiators in the southern arena, it is very risky and is only used in dire circumstances. The potion is ingested as a minor action. When ingested, you can attack twice on your turn as a single major action. However, you will attack a random target, including your allies (which target is attacked is determined by rolling a dice). You also cannot do anything but attack, charge, and move towards a character you are going to attack (if you lack the focus to charge or the target is too far away to charge). The potion lasts two rounds, after which you regain control of your character.

Value: 75 Silver

Waterskin

A standard waterskin, it can hold 500ml of fluid. It starts off filled with water and can be refilled. It provides a sustenance rating of 0.75. A player would be expected to drink around two waterskins a day to stay hydrated throughout the day (although they don't need to as the Needs system means it doesn't matter what they specifically eat/drink).

Value: 5 Silver

Writing Kit

A small stack of paper, with ink and quill for writing notes. It also comes with a small candle and wax stick for creating messages that can be sent. This can be used repeatedly.

Value: 40 Silver

Yellow Bell Pepper

A common food in the Civilised Empire, bell peppers are easy to carry and cook. They can be cooked and prepared to provide a sustenance rating of 1.2 or eaten raw for a rating of 0.6.

Value: 10 Silver