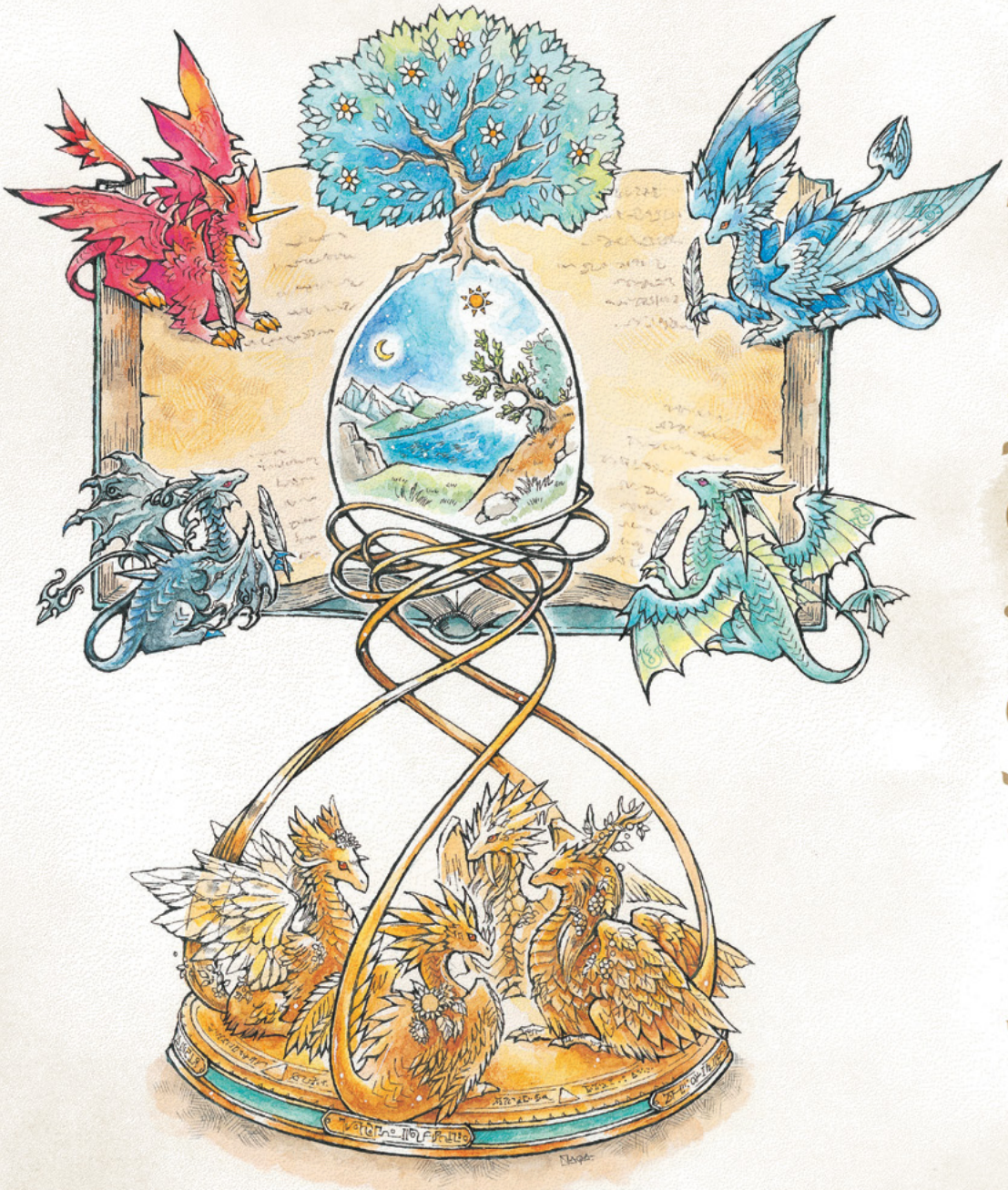


Gentle Traveler,

Thank you for purchasing the print copy of Ryuutama. You are entitled to a free electronic copy of this book as well! Please visit www.kotohi.com and contact us, provide a copy of your proof of purchase, and we'll email you a PDF version of this book.

Find more Ryuutama play materials, character sheets, record sheets, and game aids, both for free and as purchasable DLC, at the Kotodama Heavy Industries Website:

WWW.KOTOHI.COM

RYUUTAMA

NATURAL FANTASY RPG

in the beginning of the world there were four types of dragons
from the four dragons were born the seasons
from the seasons were born the seven dragons of weather
from the weather were born the thirteen dragons of earth
the wind blowing out of the grasslands, the soft sunlight,
pairs of beasts, lively castle towns
all is given life by the long breath of the dragons
from the 24 dragons, innumerable more are born into the world
they wait for the time to awaken
the time has not yet come
the world is a Dragon's Egg
with the Travelers and Ryuujin warming it
what sort of dragon will hatch into this world...?

There is a magnificent tree, perhaps 10 meters tall.
Layers upon layers of bright green leaves form a natural canopy overhead.
This seems to be a perfect place to find respite from the rain.
-From the tale, "The Rainy Season"

Travelers

Minstrel

A traveler among travelers, minstrels trek from town to town while showing off their skill in song or dance. The Minstrel has various skills that can support the party in a variety of situations.

- Skill: Well-traveled; Knowledge of Tradition; Music

Merchant

Traveling tradespeople who exchange goods from various locales for gold and jewels. Merchants have skills that allow them to buy goods for cheap and sell them for a higher price. They are also good at negotiation using conversational skills.

- Skill: Well-spoken; Animal Owner; Trader

Hunter

Workers who make their living amidst nature, using wisdom and technology to shoot down their prey. Hunters are able to find food in any land or climate while en route to their destination. They can even eat monsters.

- Skill: Animal Tracking; Trapping; Hunting

Healer

Medics who earn respect from everyone by curing illness and healing injuries with herbs. You'll want to make sure you have a Healer with you if you are traveling through potentially dangerous lands.

- Skill: Healing; First-Aid; Herb Gathering

Farmer

Workers who live in harmony with the providence of nature. In order to procure their food, they've got to set their hand to a number of different tasks, giving them practice with a single skill from another class.

- Skill: Robust; Animal Owner; Side-job

Artisan

Craftsmen who make useful things, beautiful things, delicious things, and other varieties of items. Artisans are able to fix things that break along the way to their destination. They can also create the everyday objects they need.

- Skill: Trapping; Crafting; Repair

Noble

A member of a noble house, they are accomplished in both the literary and military arts, and have been instructed in correct etiquette. However, nobles are not quite suited to outdoor life and are not very good at traveling.

- Skill: Etiquette; Refined Education; Weapon Grace

Ryuujin

Game Master Character Race

Midori-Ryuu

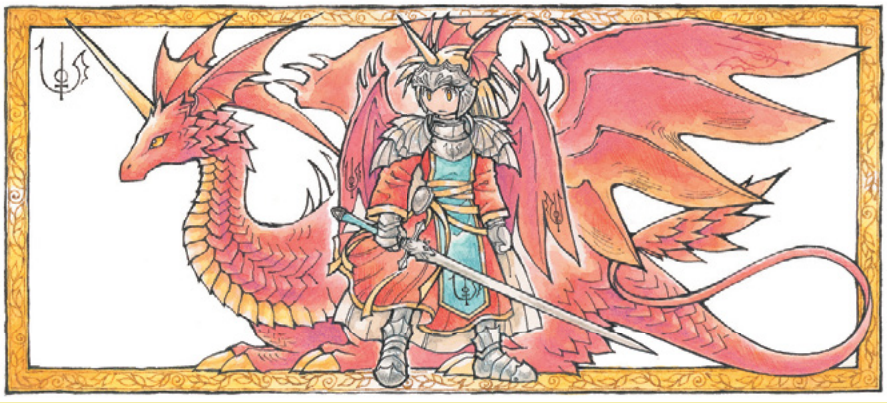
Tales of journeys, pilgrimages, adventure, exploration, and hope are the domain of the Green Ryuujin. While their abilities might be thought of as plain, they are very versatile, and thus a great default choice for a novice GM.

- Artefacts: Encyclopedia, Sextant, Torch
- Bénédiction: Tale of the Journey, Tale of Nostalgia, Tale of the Traveler's Journal

Ao-Ryuu

Tales of romance, friendship, heartwarming episodes, human drama, family, and animals all fall under the purview of the Azure Ryuujin. They have powers to strengthen the bonds between travelers and to reward kindness.

- Artefacts: Crystal, Ring, Mascot
- Bénédiction: Tale of Kindness, Tale of Love, Tale of the Heart



Kurenai-Ryuu

Tales of battle, war, growth and experience, monster-hunting, and dungeon exploration are the domain of the Crimson Ryuujin. They have powers which aid the travelers in battle, as well as increase the chaos on the battlefield.

- Artefacts: Greatsword, Longspear, Longbow
- Bénédiction: Tale of the Hero, Tale of the Challenge, Tale of Revival

Kuro-Ryuu

Tales of conspiracy, betrayal, assassination, tragedy, corruption, suspense, and the solving of mysteries all fall within the realm of stories the Black Ryuujin controls. They have the power to grant dark pasts to the travelers, and to twist hearts with dread.

- Artefacts: Chalice, Dagger, Mirror
- Bénédiction: Tale of Revenge, Tale of Guidance, Tale of Slaughter

How to read this book

Punctuation

Important Game Terms are Highlighted when they are introduced: Traveler, Ryuujin, etc.

Character Ability Scores are expressed with brackets: [STR] or [DEX:8] to denote a character with a Dexterity score of 8.

Skill Checks are expressed with the two applicable Ability Scores within brackets. Any numbers included indicate the difficulty or target number: [STR + DEX:7] means that a player rolls Strength and Dexterity dice together, and succeed on a result of 7 or higher.

Dice Notation: ndx

The "n d x" notation is common in RPG and gaming literature. This is a simple way to express the number and type of dice a player must roll. In this game, the total of all dice would be added to find the final value of the roll. The "n" expresses the number of dice, while the "x" expresses the number of sides on those dice. For example, 2d6 means "two six-sided dice and add the results together," while 1d4 + 2d8 (unlikely to happen in this game) would mean "roll one four-sided die and two eight-sided dice and add the results together: 3, 6 and 7 = 16"

d100

The d100 notation is a special case. Though there are special one hundred-sided dice on the market, it is far more common to roll two ten-sided dice, one of which must be indicated as the 10s die before the roll. For example, if the 10s die rolls a 4 and the normal die rolls a 9, the result of the dice is 49.

Rounding Numbers

Unless specified, all fractions of numbers are rounded down.

Handling Rules Disputes

As these rules are written with the sole aim of providing entertainment, they are not carved in stone. GMs should feel free to change or alter these rules as best suits their group. After all, the GM knows their group best, and most RPG rules work best with at least a slight modification or house ruling anyhow.

If a GM will be changing a large portion of the rules, however, they should explain the changes to their players in advance, and consider assigning the Sextant artefact to their Ryuujin.

There are many situations that will come up that are not found in this rule book. The good and bad of tabletop role playing games is that the breadth of possibilities means that we cannot foresee all of the player's actions. A GM in this situation can make the final determination, or better yet, come to a decision with the input of the whole group.

Finally, various resources online exist to help lost Travelers. You can find an FAQ on the Kotodama Heavy Industries web site (www.kotohi.com) or interact with us on social media such as Google+.

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THE PATH TO RYUUTAMA

Welcome to the world of "Ryuutama," the natural fantasy RPG! A vast expanse—-the fullness of nature and the wonder of the changing seasons—-beckons the intrepid traveler.

The world of Ryuutama was borne of four dragons.

Four dragons preside over the whole of creation, each representing one of the four seasons: Spring, Summer, Fall, Winter. The four dragons deigned to breathe life into twenty more dragons and gift them with dominion over land and sky. These twenty dragons crafted the beautiful earth and begat the chaos of weather. The four dragons of the seasons and the twenty dragons of the earth and sky were the beginning of all we know, and even now the world is protected by the majesty of the dragons.

In this game, the players assume the role of "Travelers," those who have embarked on a journey through unknown lands.

In this world there exists an ancient custom: All men and women are expected to leave their hometown for an extended journey at least once in their lifetime. These people are called Travelers. Players choose a class for their Traveler from the seven available choices: Hunter, Merchant, and Minstrel, among others. Though armed with swords and a little magic, the world can be a perilous place. Large expanses of uninhabited and unmapped land crawl with monsters and hidden dangers.

Terrain and inclement weather conspire to make the Traveler's journey difficult. Will you make it to your destination safely? Do you have enough food and water? Are you completely sure that you remembered to equip your sturdy boots and rain-cape? Proper preparation is essential to survival in the wilds. But one must not forget to take in the sights and sounds of the fantastic places you visit, nor should you ignore the beauty of the mercurial seasons. The seasoned Traveler knows to appreciate even the mundane scents and textures along a journey.

In addition, there is someone watching over the Travelers. That is the "Ryuujin," the character controlled by the Game Master.

Like other table-top RPGs, the Game Master (or "GM" for short) creates the scenario and manages the play session. However, in Ryuutama, the GM also has a chance to participate with a special character of their own which they have created.

The Game Master becomes a Ryuujin, of which only one-thousand and one exist in this world. They are known as the hidden caretakers of this world, whose aim it is to create Travelogues to feed the young seasonal dragons. Ryuujin protect those Travelers that have caught their eye, and invite them to begin Travelogues of their own. Using Benedictions, their power to create miracles, Ryuujin often save their charges from peril, or conversely put them in a pickle.

And so as the Ryuujin share with the seasonal dragons the Travelogues they've recorded, the world becomes a richer place, and the Ryuujin grows. And so the Ryuujin spins another Travelogue.

There's one more important thing in the world of Ryuutama. In this world there is no official setting of kingdoms, towns, or even famous people.

How are you supposed to play in a world with no setting?

The answer is this: "Create it yourselves."

To that end, rules to create your own world are included. At the beginning of the game, everyone involved will get together to create the towns and environs that will become the foundations of the journey. You should try making the towns and villages you'd like to travel to by discussing with your friends. Ryuutama begins with the creation of the world and the towns that populate it.

This world is the cosmos of a brand new Egg. Since your imagination is the incubator for the Egg, I'm sure a fabulous universe is going to be born.

Welcome to your own personal Ryuutama!

—Okada Atsuhiro

岡田篤宏

About TRPGs

TRPGs, or "Table-Talk Role Playing Games," as they're known in Japan, are a type of game that can be enjoyed by a group of two or more players.
Like in home console/video game RPGs, each player creates a single character and follows a story with adventures, mystery-solving, and—just sometimes—combat.

TRPGs differ from normal games in that there is no machine involved, so they are very open. From the description of scenery, to the advancement of the story, including the characters and enemies (Monsters) introduced, everything is narrated by a participant who takes the role of the Game Master.

With a single Game Master and one to six additional players, the group sits around a table and uses rules to create a story while chatting with each other. I guess you could say that it's like an evolved version of Candy Land.

As long as you have pencil and paper, dice, and this rulebook, you can play this game anywhere, anytime; that is what makes TRPG so unique.

Why are TRPGs so Fun?

Table-Talk

Table-Talk role-playing games are enjoyed by groups of players, usually sitting at a table together, though technology allows players from around the world to participate in games online.

To many contemporary gamers, the term RPG carries connotations of a particular video game genre. However, video game RPGs are limited in their flexibility and cannot offer the range of choices available to a TRPG player. In contrast, the TRPG player is solely responsible for coming up with their character's dialogue and action. Since the game is a product of the imagination of several players at once, it is nearly impossible to know exactly where a particular gaming session will end up. The bursts of creativity that come from excited players are impossible for a computer to recreate, and this is where TRPGs really shine.

The game itself isn't limited to interaction with the rules alone, but extends even to the interaction between the players themselves. Just as in board and party games, as soon as the players engage each other in excited conversation, the game has begun in earnest.

Role Playing

A TRPG is a game where you act out the character that you have created, performing an improv session with everyone at the table.

In fact, to put it simply, it's just make-believe. When you were a child, you probably played house and assigned duties, like, "I'm going to be the mom, so you be the dad, ok?" In much the same way, in Ryuutama it's, "I think it'd be cool to be a magic-using princess!" or "Well, then I'll play an adventuring, sword-wielding merchant." and "I'm going to be the minstrel!" In the world of TRPGs you can be anybody you desire. When you "act out" your character, it can be a little embarrassing until you get used to it, but it can also be great fun to play out incredible scenes, like the ones you see in anime or movies, with your friends.

The bare minimum required to play, and the essence to make it even more interesting, is written as text in books just like this.

Game

Part of the fun of TRPGs comes from the randomness of rolling dice and using data to strategize.

You must come up with a scheme to get past an obstacle based on the attributes of weapons and magic, and the ability scores of enemies and comrades. Computer games also do this, but TRPGs in particular have a lot of "coming up with schemes." Using items and spells in new and unexpected ways to overcome problems is a hallmark of the genre.

Also, the roll of the unpredictable dice can bring about unexpected situations that would not normally ever come about simply through conversation. You can probably say that one of the interesting parts about TRPGs is the way that dice can at times bring out happy story elements, and at other times sad elements.

About Travelers

As the kingdoms of man spread throughout the world of Ryuutama, various cultures and traditions emerged, resulting in a wide range of disparate customs and even languages. A common thread ties these communities together: the Journey. Every woman and man in the world is expected to leave their home town to experience nature and the world at large.
Peasants from tranquil villages, citizens of bustling cities, the kind-hearted and the short-tempered alike; all embark on the same odyssey.

This aspect of human culture carries such importance that a Traveler need not fret about their home, the tilling of their land, or even their job. As the Traveler undertakes their journey, her family, community, and country are expected to protect her assets. Each Traveler can expect each human settlement to share a culture that will support them on their trip.

Why would you embark on a journey?

Not everybody embarks on their Journey for the same reason. Some are called by the beauty of nature; others long to once again come face-to-face with a certain someone; some are searching for a rare or elusive item; a number of travelers take to the roads the way migratory birds take to the skies. A legendary king of an ancient kingdom is said to have suddenly announced, "Well, looks like this is traveling season!" and abruptly left his kingdom to embark on his Journey.

Journeys can last a year or two, with most travelers returning home after satisfying their curiosity or otherwise completing their starting goal. Some people find they never again want to leave the road, while some opt to make repeat travels, though these additional journeys are not officially supported by their community the way their first journey is.

Although each traveler embarks on their Journey at a different stage in life, for different reasons, and heads for different lands, they all strive to make the most of their time on the road.

The Traveler Lifestyle

Just as the frontiers and unexplored lands beyond beckon, monsters timid and horrific, and terrain treacherous and mysterious await the intrepid explorer.

The smart traveler knows to wear appropriate gear as she travels through craggy mountains, dark forests, dry deserts, and muddy swamps. The Traveler with a knack for survival knows to prepare enough water and food lest they perish by the roadside.

Monsters pose a constant threat to the unwary Traveler. All who walk in unknown territory must carry--and expect to use--a weapon.

As human settlements spread and encroach on the frontier, travelers are sometimes asked to keep monster population in check. Unfortunately, this "monster extermination" is sometimes seen as necessary to keep monsters from intruding on human habitation. Some monsters, however, are best left alone.

Over the years, travelers have come to find that the best way to reduce the danger along a Journey is to form a "party," a group of 3-6 like-minded travelers. Collected wisdom says that parties composed of men and women from all walks of life make the trek and the dangers therein that much easier to handle. And of course, the more, the merrier.

The Cost of Travel and Work

More than monsters or traps, combat or colds, the savvy traveler's greatest worry is gold. This common currency is required to buy food, lodgings, clothing and other supplies to keep the journey going.

Luckily enough, Travelers should have no problem taking on odd jobs in the towns they visit to make a little profit.

Town inns usually have a notice board for locals to post jobs for travelers. The contents of these jobs range from simple letter carrying to the extermination of ferocious monsters. In this world, it has become commonplace to make a request and pay travelers to solve burdensome problems as they arise. This has also become a common means by which Travelers find help in paying their traveling costs.

When the townspeople themselves embark on a Journey, they take on these jobs in the same way and receive the same pay; you can say this is sort of a give and take relationship. Most Travelers are normal people that have posted jobs of their own in their hometown, and are happy to pay back kindnesses done for them by Travelers in the past.

About the Ryuujin

The Ryuujin is the Game Master's alter-ego, akin to a guardian spirit that watches over the world of Ryuutama.

Ryuujin usually appear as beautiful humans with dragon wings and horns, though they are known to take the form of animals, plants, and even ordinary humans.

Ryuujin make their abodes in lands far away from human civilization. A Ryuujin might build her lair within a shrine sleeping at the bottom of the ocean or a palace resting on the boughs of a great tree. While they are within the confines of their demesne, their forms have substance, but once they leave, that form becomes vague and indistinct to most humans and other living things. Given time, Ryuujin can learn the gift of transformation, whereupon they can once again become substantial and appear before humans in their humanoid or great dragon forms.

Ryuujin and the Seasonal Dragons

There is a deep connection between Ryuujin and the Seasonal Dragons. The seasonal dragons are the dragons responsible for the creation of the world, but compared to the nearly eternal lifespan of a dragon, they are still very young. The seasonal dragons have an eternity of growth before them.

But the exact process of raising a dragon is a deep mystery to most.

Seasonal dragons do not eat normal food, but instead consume "Travelogues", the very stories that are borne of those who traverse the world of Ryuutama.

The Ryuujin record Travelogues from the deeds of Travelers and offer them to the seasonal dragons. As the Ryuujin feed Travelogues to the seasonal dragons, the dragons grow. Travelogues from Spring are fed to the spring dragon, while Summer tales are given to the summer dragon. Travelogues are brought to their respective dragons and become nourishment.

And, as the seasonal dragons grow, the world, too, becomes brighter and more colorful. The form of the seasonal dragons, and of the world itself, depends on the type of travelogues consumed.

Ryuujin are the caretakers of the seasonal dragons, and in a way, the world.

Ryuujin Actions and Ability Scores

When a Ryuujin comes across a party of travelers that they want to watch over, they do so quietly from the shadows or from within their dwelling.

At times the Ryuujin will guide travelers to a place where something is about to happen and at other times the Ryuujin will lend a hand when the travelers seem to be in danger. Rumors have even been heard of mischievous Ryuujin that annoy travelers with their tricks.

To these ends, Ryuujin have three special powers at their disposal: "Artefacts" which have the power to influence the natural laws of the world; "Benedictions" that have miraculous powers over travelers creating a Travelogue, and "Reveil" which allow a Ryuujin to exert some of their life energy to change into a substantial form. Using these three powers, Ryuujin are able to help shape Travelogues into amazing stories fit to serve a dragon.

Dragon Statues (or "Ryuuzoh") are small stone carvings that can be found along just about any road. They are generally representations of the Ryuujin, guardians of travelers, and are placed along roads as guides. It is said that dragon statues point travelers to the right direction, and they hold a walking stick that any new traveler can feel free to take along on their journey. It is customary for travelers who find a Dragon Statue without its walking stick to leave their own walking stick with the statue for the next unfortunate Traveler in need of aid.

Travelers, Step by Step:

Step 1: Before we embark, let's get ready!

- Get to know what sort of game Ryuutama is. → Read through the rulebook.
- Prepare the game. → Review character creation
- Gather the necessary materials. → Writing utensils, dice (one each of 4, 6, 8, 10, and 12-sided dice), copies of each character sheet.
- Create the traveling companions together. → Gather your party, discuss everyone's party roles and give self-introductions.
- Create the town that will become the destination. → "Town Creation" rules

Step 2: The Voyage! What's a single day of travel like?

Traveling rules

- Determine how good or bad you feel that day. → Condition Check
- Are you able to travel without getting hurt? → Travel Check
- Are you able to find your way without getting lost? → Direction Check
- Are you able to spend the night safely and without incident? → Camping Check

Encounters on the trail

- What happens if I don't feel well? → Status effects rules
- Monster encounter! → Combat rules

Walk around town

- Enjoy shopping. → Shopping rules
- Services and facilities in town. → Facilities
- Bring animals. → Animals

Step 3: Things you can do to make your trip comfortable

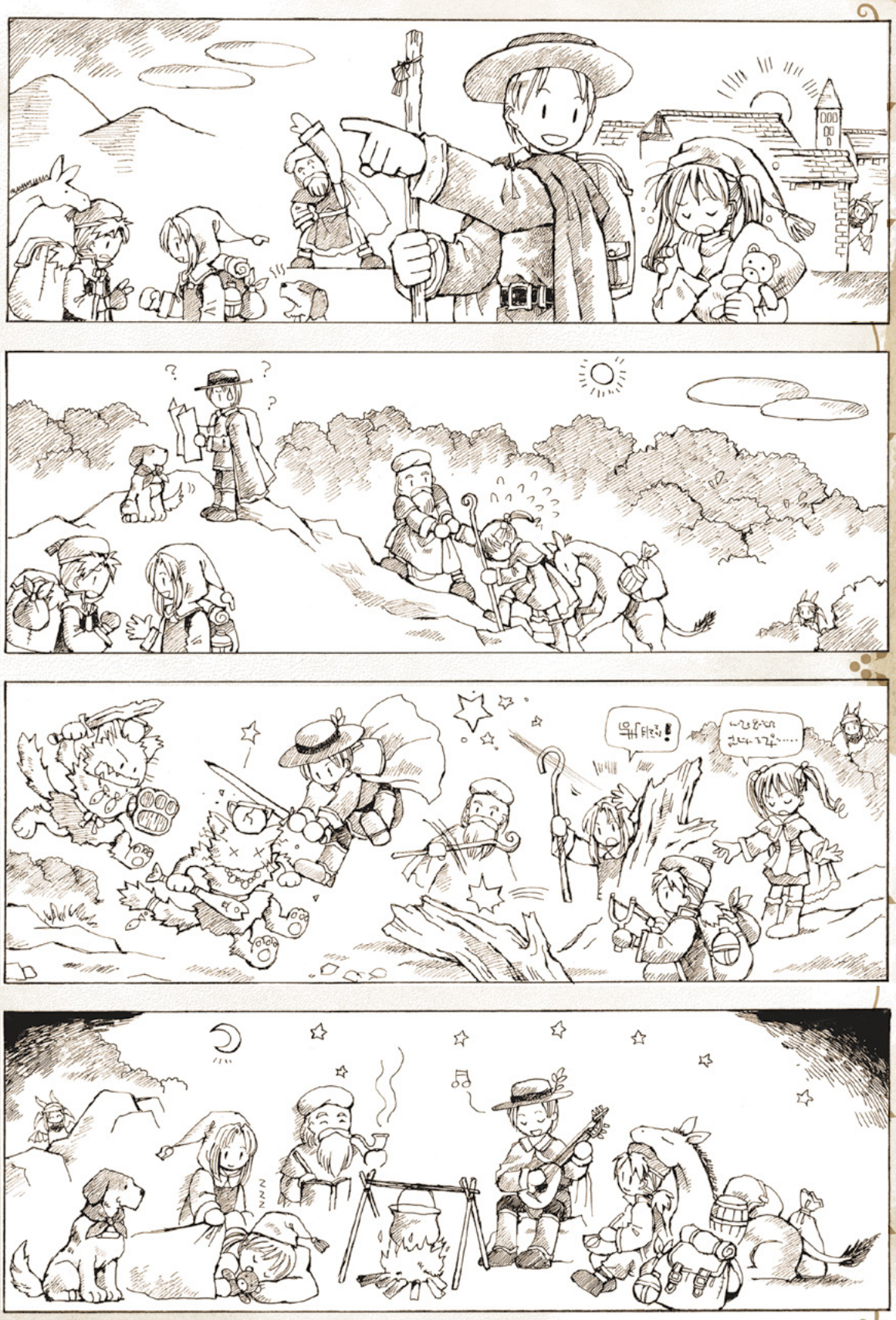
- Make use of your skills → Skills, Type
- Use tools and items. → Items
- Use medicinal herbs. → Healing Herbs
- Use magic. → Magic

Step 4: Growth upon completion of your journey

- Add up your EXP and level up. → Level up

The Player's Role

- Control a single character.
- Cooperate with the other players and make the session fun for everyone.
- Proceed through a scenario with the GM.
- Follow the rules of the game.


?
?
?
몬스터다!!
나는 괜찮아……
ZZZ

Ryuujin, Step by Step:

Step 1: Before creating the scenario, let's get equipped!

- Get to know what sort of game Ryuutama is. → Read through the rulebook.
- Gather the necessary materials. → Writing utensils, dice (1 each of 4, 6, 8, 10, 12 sided dice), copies of each game reference sheet (Ryuujin, Town Creation, etc).

Step 2: Creating the scenario

Creating the basis for the Journey Tale

- Determine the scenario type → Scenario creation
- Complete the Scenario Objective sheet
- Complete the Scenario Structure sheet
- Complete the Event sheet
- Decide the Ryuujin's Benediction → Benediction

Step 3: Embarking and starting the scenario

Game preparation

- Rules explanation
- Ryuujin gives self-introduction
- Supporting and helping the PCs

Throughout the journey's proceedings, watching over the PCs

- Advancing the scenario → Narration, rules adjucation, controlling NPCs
- Support the scenario by creating miracles using the Ryuujin's Bènèdiction.

Step 4: Offer the completed story to the dragons of the 4 seasons to consume.

- Make a record of the session and level up. → Level up

Step 5: If any other trouble arises

- If you need help → FAQ and Glossary

The GM's Role

- Act as a fair referee
- Narrate the scenery and conditions
- Explain the outcome of the player's actions
- Control NPCs and Monsters
- Help make the session fun for everyone

TOWN
FIELD
ENEMY
EVENT

Vocabulary

Player

A person that is participating in the travelogue/scenario created by the GM.

A player creates a character that appears in the travelogue and plays the role of that character. In the world of Ryuutama, these characters become Travelers.

Game Master (GM)

The person that creates the scenario and guides the players through the travelogue and world they have created. They act out the parts of the non-player characters (NPCs) and nudge the travelogue forward. In the world of Ryuutama, GMs take on the role of the Ryuujin and watch over the Travelers, played by the players.

Player Character (PC)

These are the characters created by the players before the start of the game. They appear in the Game Master's travelogue. The players determine the PC's details such as name and gender, then act out these characters during the game. In Ryuutama, the PCs are called Travelers.

Non-Player Characters (NPC)

These are the characters that appear in the travelogue prepared by the GM that are not controlled by the players. These can be supporting characters or even enemies.

Party

This is the group of PCs traveling together within the travelogue.

Sheet

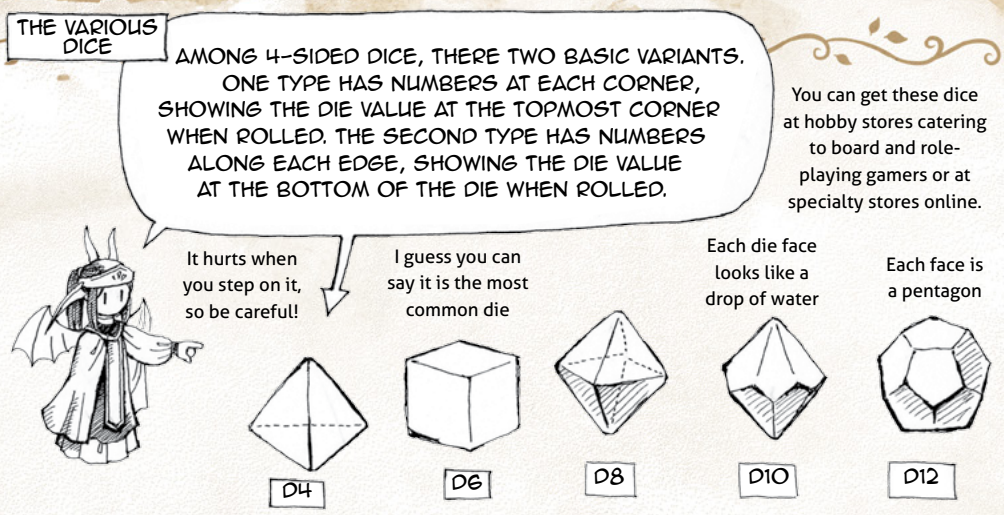
These are the various print-outs, prepared each session for GMs and players to access necessary data while playing. The various sheets in the back of the book can be copied as required. They can also be downloaded from the Ryuutama website.

Session

A single game from beginning to end, usually lasting between 3 to 6 hours. Usually one session has enough events to become a memorable story.

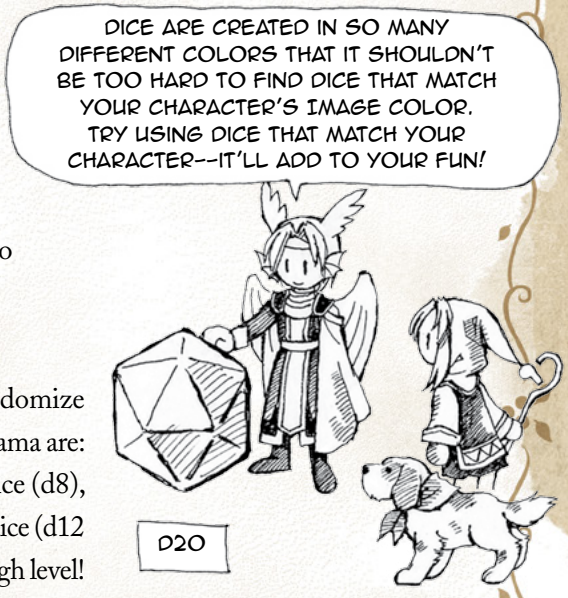
Campaign

Continuing the adventures of a static party across successive sessions. During a campaign, scenarios often continue one after another.



Scenario

The framework for a travelogue prepared by a GM, which becomes the basis for the session. Depending on the player's choices and the result of the dice, the session may shift away from the GM's prepared scenario, but this usually means that it is veering into more interesting territory.



Dice

These are the multiple-sided tools used to randomize events during the game. The dice used in Ryuutama are: 4-sided dice (d4), 6-sided dice (d6), 8-sided dice (d8), 10-sided dice (d10), and even 12- and 20-sided dice (d12 and d20 respectively) when characters become high level! Note: It's common to see a "0" on one of the faces of a 10-sided die: This represents a result of "10".

Check

A check is the rolling of the dice to randomly determine the outcome of an action. In Ryuutama, almost all checks are performed by rolling 2 dice and adding both results. Other games may refer to this as a "roll."

Critical

Criticals (or "Crits" for short) occur when both dice rolled during a check show 6s, or both dice rolled show the highest possible result (Ex: a d4 and a d8 together result in a "4 and 8"). A Critical always results in a spectacular success.

Fumble

Fumbles occur when both dice rolled during a check show 1s. A Fumble always results in a terrible failure. However, all members of the party (not just the player who fumbles) receive a Fumble Point.

THE BOOK OF SPRING

wherein are provided the rules and information for player characters and travelers

Player Character Creation

The players must create their player characters—their Travelers—before the game can begin. These are the instructions for character creation.

Choose a Class

Character creation starts with the selection of the character's Class. The seven Classes represent different character jobs and standings in their community. Players should cooperate when choosing Classes so that their specialties and skills don't overlap.

The Minstrel, Merchant, Healer and Hunter classes are recommended for new players.

The Artisan, Farmer and Noble classes are recommended for players with a little experience playing Ryuutama.

Choosing a class determines the Skills that are available to your character. Your character is able to use any Skills available to their class at first level.

Choose a Type

Next, the players should determine their character's Type. Each Type is adept at handling certain kinds of danger that the PCs might come across in their journey.

Attack Type

This type specializes in combat and using weapons.

Technical Type

This type can quickly assess a situation and find clever ways to solve problems.

Magic Type

This type enables the use of various types of magic.

Determine Starting Ability Scores

A character's Starting Ability Scores are the numbers that represent the physical and mental statistics of each starting character. They are expressed as 4 values: Strength [STR], Dexterity [DEX], Intelligence [INT], and Spirit [SPI]. These are often called "stats".

Each ability score is expressed as an even number from 4-12, i.e. 4, 6, 8, 10, or 12. Starting scores may not be above 8 and therefore must be either 4, 6, or 8. The higher the number, the better the ability.

Furthermore, the value of each score determines the type of dice that will be rolled when that stat comes into play: for example, a character with [STR: 6] will roll a 6-sided die when a [STR] check is called for.

To determine a character's Starting Ability Scores, choose one of the following three sets of numbers and arrange them as you like between the four scores:

❶ Average Set	6 6 6 6
❷ Standard Set	4 6 6 8
❸ Specialized Set	4 4 8 8

Explanation of Stats

Strength [STR]

Represents physical power, stamina, and endurance.

Dexterity [DEX]

Represents speed, nimbleness, and lightness of foot.

Intelligence [INT]

Represents power of judgment, thought, and memory.

Spirit [SPI]

Represents focus, bravery and strength of conviction.

The mysterious player M.N. decides to create a Farmer class character. Perhaps the ability to have multiple animals is appealing. M.N. decides that this character will want to help out the party on the road and is perhaps a bit of a free spirit, so this character's side-job will be the Minstrel's Music skill.

This character is starting to feel like a bright personality, so M.N. chooses the Magic Type, and selects Spring as this character's magic season. Suddenly

M.N. thinks up the perfect name: Haruka! Haruka chooses her 2 initial incantation spells.

Haruka is strong in body and spirit, but not quite as nimble as others. A high [SPI] score will help with her magic and [DEX] is probably her least important Ability Score. She chooses to spread out her starting scores as follows: [STR:6] [DEX:4] [INT:6] [SPI:8]

Hit Points (HP)

Max HP = [STR]x2

HP is an abstract value that represents a character's stamina and ability to take damage before being knocked out. Being attacked and beset by mishaps on the trail will reduce your HP. When a character's HP is reduced to 0, they are knocked unconscious. Any damage that reduces a character's HP below 0 has a chance to cause that character's death. Rules for fainting and death are covered in the combat section of the rules.

Mental Points (MP)

Max MP = [SPI]x2

MP is an abstract value that represents a character's force of will and concentration. A character may use magic and Concentration by spending MP. MP may never drop below 0, so if a magic spell requires more MP than a character has, that spell may not be cast. If a character's MP falls to 0, they fall unconscious.

Carrying Capacity

[STR] +3

Carrying Capacity represents how much a Traveler can carry on their person. This is an abstract notion that combines weight and volume; a Traveler can equip containers or bags that have their own Carrying Capacity to increase the amount of goods or items they can carry.

Haruka starts off with [STR:6], so doubling that brings her starting HP to 12. She cannot go above that, even via healing.

With her [SPI:8], she gets a big MP total right away with a base of 16 MP. She adds her Magic Type bonus of +4 starting MP, for a final total of 20 MP! That's the most any character can start with.

With a [STR:6] and the Farmer Skill Robust, Haruka's starting Capacity is 12.

Haruka can raise her maximum HP and MP as she levels up, but from now on any changes to her [STR] or [SPI] will have no effect on those values. A character's Capacity, however, will change as their [STR] is raised or lowered.

Choose your Mastered Weapon

Each character is skilled in the use of a particular weapon, called their Mastered Weapon. This is the weapon that the character will use the most in combat.

Choose one of the five weapon types as your character's Mastered Weapon: Light Blade, Blade, Polearm, Axe, and Bow. A character starts with their chosen Mastered Weapon. If the GM allows it, a Traveler may choose Unarmed as their Mastered Weapon, but if they do, they will start with no weapon.

During combat, attacking with a weapon that is NOT a character's Mastered Weapon will reduce that character's HP by 1 for each attack. This is caused by the exertion of using a weapon that the character is not used to.

Weapon Categories
Light Blade: dagger, short sword, wakizashi, etc.
Accuracy: [DEX + INT] +1
Damage: [INT] -1
An accurate but weak weapon. 1-handed
Blade: broadsword, rapier, katana, etc.
Accuracy: [DEX + STR]
Damage: [STR]
A weapon with good balance between accuracy and damage. 1-handed
Polearm: longspear, trident, lance, etc.
Accuracy: [DEX + STR]
Damage: [STR] +1
A weapon with high damage. 2-handed
Axe: battleaxe, greataxe, etc.
Accuracy: [STR + STR] -1
Damage: [STR]
A weapon with poor accuracy but which takes advantage of the bearer's strength. 2-handed
Bow: shortbow, longbow, crossbow, etc.
Accuracy: [INT + DEX] -2
Damage: [DEX]
Can attack from long range, but has poor accuracy. 2-handed
Unarmed: unarmed combat, using a stick, etc.
Accuracy: [DEX + STR]
Damage: [STR] -2 (Using an improvised weapon makes this -1 instead)
Attempting to fight without a weapon. Uses both hands.
Accuracy: Determines whether your attack hits the enemy or not.
Damage: Determines the amount of damage dealt if your attack connects.

Micka is Haruka's traveling companion. As a Magic Type Merchant, he has no particular combat training but realizes that he should be prepared to protect his goods on any road. With his [DEX:6] and [INT:8], he realizes

that the "short sword" type weapon is best suited for him. He decides to take a small dagger (a Light Blade weapon) with him in case of trouble on the road, and notes the weapon's information on his character sheet.

Determine your Personal Item

Next, choose for your character a small item that they would have an emotional bond with. This should be something the character would have on them at all times.

This item is only to add flavor and background to your character, and has no mechanical effects or rules of its own. With consent from your GM, you may choose a piece of travel gear or weapon as your character's Personal Item, but this is strongly discouraged.

Shop for items

Characters start with 1,000 gold. Consult the item list and use this money to buy and equip any items your character will need for the journey ahead.

Your GM may specify that the player characters will spend the first portion of the session shopping. If this is the case, you can skip this step for now. Alternately, the GM may specify that you will be using the Picnic Rules, below, in which case this step does not take place.

Pick Your Character Details

Now that the mechanical aspects of the character are dealt with, hopefully it will be easier for the player to come up with the more important details - the ones that bring their character to life.

Character Name

In addition to a name, thinking of a character's nickname or alias may help to add some flavor.

Age / Gender

People of all ages and genders may decide that this is the time to set out on their Journey.

Image Color / Outward appearance

A character's image color can be their favorite color or merely a color that they always seem to be wearing.

A character's outward appearance can include their style, clothing, aura, skin, eye or hair color.

Hometown / Reason for Journeying

Players are encouraged to come up with the details of their hometown, as well as character details, like where they were born and how they make their living. Some characters may not have a pressing reason for journeying, while others may have a dramatic goal that the GM may use in future scenarios.

Personality / Other Details, etc.

As you play your character, this will become very important. You may want to discuss your character with the other players. If your character's personality doesn't jump out at you immediately, it is perfectly fine to leave yourself room for the character to grow throughout the first few sessions of play.

Picnic Rules

You can use these rules to simplify things for players new to Ryuutama, or to get a game going more quickly.

Under these rules, item size and durability are ignored, as are the rules for Concentration. All weapons use [STR + DEX] for accuracy checks and [STR] for damage rolls.

Also, food and water are automatically refilled, so there is no need for shopping. You may start with the following items:

Basic Traveler's Set (Everyone)

Backpack, sleeping bag, wooden utensils, water pouch, rations

Party Set (assigned to 1 person)

Pack animal, barrel, wooden chest, repair set, soap, washing set, torch, firestarter set, tent

Ryuutama Natural Fantasy R.P.G.

Character Sheet

Ryuujin | Created

Character name	Haruka Bryute			Player name	M.N.
Level	1	EXP	0	Gender	F	Age	16 y.o.
Class	Farmer /			Type	Magic (Spring)/		

Class Skill	Stats Used	Effect
Robust	+	Carrying capacity +3, condition check +1
Animal Owner	+	Can own 3 animals
Side Job	DEX + SPT	Play inspiring music
	+	
	+	
	+	

Specialized weapon		Specialized Terrain		Personal Item	Gloves from her brother

Image Color / Appearance

Her image color is yellow.
She has chestnut-color (semi-long), an embroidered blouse, skirt, and a sun hood.

Hometown / Reason for Travel

She is from Elnte, famous for windmills and wheat.
She has a letter from her late father that she is trying to give to her brother Fiore, who left the town 3 years ago.

Notes

She is in charge of the travel diary. Nickname: Hina the flowerbird.
She loves singing and her white dog Kasta is her best friend.
She is a crybaby when it comes to dark places.

Stats

STR	DEX	INT	SPI
d 6	d 4	d 6	d 8

HP [Max HP = STR × 2] 12 ⇒ | **MP** [Max MP = SPI × 2] 20 ⇒

Condition [STR + SPI] ★ If over 10, add 1 dice size to any 1 stat

2 3 4 5 6 7 8 9 10★ 11 12 13 14 15 16 17 18 19 20

Fumble Points

Traveling Rules
1) Movement Check [STR + DEX] 2) Direction Check [INT + INT] 3) Camp Check [DEX + INT]

Initiative [DEX+INT]

Equipment (Equipped items count as size 0)

		Accuracy	Damage	Durability	Effect/etc.
Weapons	short sword	DEX + INT +1	INT +1	1	one-handed
		Defensive Points	Penalty	Durability	Effect/etc.
Shield Armor					
Traveler's Outfit	cute sunhat	Effect/etc. heat +1			Effect/etc.

[Terrain + Weather] **Determine bonuses and penalties for Terrain and Weather here**

Check Bonus	Level 1 ⇒6		Level 2 ⇒8			Level 3 ⇒10			Level 4 ⇒12		Level 5 ⇒14
	grassland	wasteland	woods	highlands	rocky terrain	deep forest	swamp	mountain	desert	jungle	alpine
Check Penalty	Weather: +1					Weather: +3				Weather: +5	
	rain	strong wind	fog	hot	cold	hard rain	snow	deep fog	dark	hurricane	blizzard
				+1							

Status Effects If the next day's Condition Check is higher than the status effect number, it is cured.

Body	Injury [DEX]-1 Die size		Poison [STR]-1 Die size		Sick [ALL]-1 Die size	
Mind	Tired [SPI]-1 Die size		Muddled [INT]-1 Die size		Shock [ALL]-1 Die size	

Classes

The seven character classes of Ryuutama represent a variety of possible jobs and positions in the community.

Skills

Skills are specialties and techniques that are learned through experience on the job, turned into rules that can be used to affect the game.
Each class has three skills.
These skills have been learned by years of training or service in a town or village, and will come in handy during a long journey.

Skill Effect

This field explains the effect a skill has when it is used, including results for successes, critical successes, and fumbles.

Usable Circumstances

This explains the conditions that must be met before the skill can be used. Skills that do not require any particular circumstances will have a (-) in this box and can be used at any time.

Stat Used

This field indicates the dice that must be rolled in order to determine the outcome of a skill check. The stats listed here determine the dice to be rolled.

Target Number

This shows the value the dice roll must meet or exceed in order for the Skill check to be successful. An entry of "Topography" means that the value is the level of the Terrain + the Weather modifier.

Minstrel

A traveler among travelers, who roams from town to town performing songs or dances. The Minstrel has a wide array of skills that can help the party in a variety of situations.

Example jobs: dancer, musician, minstrel, etc. **Example actions**: dancing, singing, storytelling, etc.

Well-traveled

As a minstrel who makes his earning by constant travel, you've learned how to travel safely.

Skill Effect: +1 to Journey Checks (Travel/Direction/Camping Checks; always in effect)

Usable Circumstances	Stat Used	TN
-	-	-

Knowledge of Tradition

The people you have met on your travels have taught you their old songs and legends. You have learned a great deal about the world in this way.

Skill Effect: You can get more information about the things you see and hear.

Usable Circumstances	Stat Used	TN
Anytime you come across something interesting	{INT + INT}	GM's discretion

Music

You can play music that reinvigorates your companions.
Once per scenario you may choose one terrain or weather type you are currently traveling through and gain it is as a song. For example, if your character is currently in a rainy grassland, they might learn "Rain Song" or "Ballad of the Grassland," but not "Desert Rumba." You may later use the song only if it matches the specific condition in which it was acquired: for example, "Rain Song" can be used anytime it is raining, regardless of terrain. You can name your song whatever you like (the above names are only examples).

Skill Effect: Give all party members a +1 bonus to their next roll. Critical: +3 bonus Fumble: Any PCs with Condition of 6 or less gain the {High: 6} status effect.

Usable Circumstances	Stat Used	TN
Usable when in a suitable area. Each use reduces the Minstrel's HP by 1	{DEX + SPI}	Topography

Minstrel

A traveler among travelers, who roams from town to town performing songs or dances. The Minstrel has a wide array of skills that can help the party in a variety of situations.

Example jobs: dancer, musician, minstrel, etc. **Example actions**: dancing, singing, storytelling, etc.

Well-traveled

As a minstrel who makes his earning by constant travel, you've learned how to travel safely.

Skill Effect: +1 to Journey Checks (Travel/Direction/Camping Checks; always in effect)

Usable Circumstances	Stat Used	TN
-	-	-

Knowledge of Tradition

The people you have met on your travels have taught you their old songs and legends. You have learned a great deal about the world in this way.

Skill Effect: You can get more information about the things you see and hear.

Usable Circumstances	Stat Used	TN
Anytime you come across something interesting	[INT + INT]	GM's discretion

Music

You can play music that reinvigorates your companions.
Once per scenario you may choose one terrain or weather type you are currently traveling through and gain it is as a song. For example, if your character is currently in a rainy grassland, they might learn "Rain Song" or "Ballad of the Grassland," but not "Desert Rumba." You may later use the song only if it matches the specific condition in which it was acquired: for example, "Rain Song" can be used anytime it is raining, regardless of terrain. You can name your song whatever you like (the above names are only examples).

Skill Effect: Give all party members a +1 bonus to their next roll. Critical: +3 bonus
Fumble: Any PCs with Condition of 6 or less gain the [Muddled: 6] status effect.

Usable Circumstances	Stat Used	TN
Usable when in a suitable area. Each use reduces the Minstrel's HP by 1	[DEX + SPI]	Topography

Merchant

A traveling tradesman who exchanges goods from various locales for gold and jewels. The Merchant has skills that allow them to buy goods cheaply and sell them for a higher price. They are also good at negotiations using conversational skills.

Example Jobs: trader, store owner, caravan leader, etc.

Example actions: selling, buying, trading, carrying, etc.

Well-spoken

As a merchant who earns her keep by trading, your communication skills are top notch.

Skill Effect: Negotiation Check [INT + SPI] gets +1, always in effect

Usable Circumstances	Stat Used	TN
Any Negotiation Check	-	-

Animal Owner

You have learned how to raise animals that will help you carry your goods. Normally, only one animal can be taken on a Journey for free (without paying their daily food and water costs). With this skill, you can keep more animals without incurring their food and water costs. The animal rules are explained in detail in the Items section.

Skill Effect: You can keep 2 more animals for a total of 3 without paying for their food and water.

Usable Circumstances	Stat Used	TN
-	-	-

Trader

When you go shopping, you can buy items cheaply and sell items at a higher price. However, in order to do so, you must buy or sell at least four items of the same type at once. When buying, you must have enough money to buy all the items at once. at their normal price. If you succeed on the check, the price of the items will change. If you fail a check when buying, you cannot cancel the deal: You must buy the goods at full price. There may be times when supplies are short or shop owners refuse to deal with you, and you cannot use this skill. You may not use Trader to sell items in the same town that you have bought them.

Skill Effect: You may buy items at a reduced price or sell items at an increased value; see table 1.

Usable Circumstances	Stat Used	TN
When selling/buying 4 or more of the same item	[INT + SPI]	See table 1

Table 1

Check Result	6-7	8-9	10-13	14-17	18+
% In Price Change	10%	20%	40%	60%	80%

When purchasing goods reduce the price by this amount; when selling goods increase the price by this amount.

Hunter

An outdoorsman who makes their living from nature, using their wisdom, cunning and technology to bring down their prey. They are able to find food in any terrain while en route to their destination, and can even carve out the edible or useful parts of monsters.

Example Jobs: hunter, trapper, monster hunter, etc.

Example actions: hunting, chasing/stalking, fishing, etc.

Animal Tracking

You can track four types of monsters (animal, phantom beast, demonstone, or phantom plant) by following their prints and spoor. You will also receive a +1 bonus to damage against a monster tracked using this skill.

Skill Effect: Find a monster's location. +1 bonus to damage against any monsters found.

Usable Circumstances	Stat Used	TN
When finding an animal's tracks	[STR + INT]	Topography

Trapping

You are able to harvest valuable materials, such as leather or food, from defeated monsters. The type of item you receive on a success is shown in the Monster's entry in the Dragonica.

Skill Effect: Harvest materials from a defeated Monster

Usable Circumstances	Stat Used	TN
After defeating a monster	[DEX + INT]	Monster level x2

Hunting

You are able to catch small wild animals for food. This skill is used just before the camp check is made, however, if you decide to go hunting, you cannot also help set up camp. The higher the result of the check, the more food you catch.

Skill Effect: Receive a number of rations equal to Check result – target number, but cannot participate in the camp check. Critical: All food is Delicious. Fumble: Afflicted by [Injury: 6] status effect

Usable Circumstances	Stat Used	TN
Before camp check, once per day	[DEX + INT]	Topography

Healer

A medic respected by all for their skill in using herbs to cure illnesses and heal injuries. You'll want to make sure you have a Healer with you if you are traveling in dangerous areas.

Example Jobs: doctor, pharmacist, alchemist, herbalist etc.

Example actions: cure, operate, heal, etc.

Healing

You heal a companion's injuries by creating a secret remedy from Healing Herbs and water. Any Healing Herb may be used, but the process takes time, so this skill is less effective if used during combat.

Skill Effect: Target character recovers HP equal to the result of [INT + SPI]. During combat, recover only the result of [INT] (only 1 die.)

Usable Circumstances	Stat Used	TN
Spend 1 Healing Herb and 1 day's water ration	[INT + SPI] (During combat, [INT] only)	None

First Aid

You can relieve a character's status effect for one hour. This also reduces the strength of the status ailment by your current level. If this reduces the strength of the status ailment to 0 or below, the status effect is immediately cured. A character may only receive First Aid once per day, regardless of whether or not the check is successful.

Skill Effect: Relieve a character's status effect for 1 hour. Then, reduce that status effect's strength permanently by a number equal to the Healer's level.

Usable Circumstances	Stat Used	TN
A character with a status effect who has not yet received first aid today	[INT + SPI]	Status effect's strength

Herb Gathering

You know where to find potent Healing Herbs. Once each morning, when you succeed on this Skill Check, you can explore the wilderness to obtain a Healing Herb. The Healing Herb obtained depends on the current terrain. See the Healing Herb list in the Item Section for more information. Healing Herbs are only good for one day, unless you use a disposable herb bottle to keep it fresh for up to a week.

Skill Effect: Find a single Healing Herb. Critical: Find 3 Healing Herbs. Fumble: Afflicted with [Poison: 6]

Usable Circumstances	Stat Used	TN
Once each morning, before the Travel check	[STR + INT]	Topography

Farmer

A worker who lives in harmony with the bounty of nature. In order to reap their harvest, they must set their hand to a number of different tasks, giving them practice with a single skill from another class.

Example Jobs: farmer, breeder, milkmaid, etc. **Example actions**: farming, planting, hauling, etc.

Robust

Thanks to your healthy lifestyle, your body is sturdy, and you are in tune with its natural rhythm. You are naturally resistant to ill effects and can carry more items.

Skill Effect: +1 bonus to Condition Checks. +3 bonus to Carrying Capacity

Usable Circumstances	Stat Used	TN
-	-	-

Animal Owner

You have learned how to raise animals that will help you carry your goods. Normally, only one animal can be taken on a Journey for free (without paying their daily food and water costs). With this skill, you can keep more animals without incurring their food and water costs. The animal rules are explained in detail in the Items section.

Skill Effect: You can keep 2 more animals for a total of 3 without paying for their food and water.

Usable Circumstances	Stat Used	TN
-	-	-

Side-Job

Since a farmer's life can be tough without extra money in the off-season, you've taken up another job on the side. When you choose the Farmer Class, choose a single Skill from any other class that requires a Skill Check. You may use that skill as if you were a member of that class. However, you aren't as practiced as a person of that class, so you will always have a -1 penalty to the check.

Skill Effect: Use a single skill from another class with a -1 penalty

Usable Circumstances	Stat Used	TN
Depends on the skill	Depends on the skill	Depends on the skill

Artisan

A craftsperson that makes useful things, beautiful things, delicious things—all kinds of items. They are able to fix things that break along the way to their destination, and create things they need along the way.

Example Jobs: shoemaker, hatmaker, cook, etc. Example actions: sewing, cooking, repairing, etc.

Trapping

You are able to harvest valuable materials, such as leather or food, from defeated monsters. The type of item you receive on a success is shown in the Monster's entry in the Dragonica.

Skill Effect: Take materials from a defeated Monster

Usable Circumstances	Stat Used	TN
After defeating a monster	[DEX + INT]	Monster level x2

Crafting

You can use this skill to make handy, cute, beautiful and delicious things. As long as you have the time and tools, you can make things during your Journey. Since each craft is different, so too are the things each character can make. When choosing the Artisan class, choose a single category from the item list below as your specialization. If you choose "Shoes", for example, you can make any item from the Shoes category. If you fail this skill check, you may try again; the materials won't be lost, but the time will.

Possible categories: Weapons, Armor, Shoes, Capes, Staves, Hats, Accessories, Food, Sundries, Camping Equipment, Containers

Skill Effect: Make an item from your specialization. Choose the specialization category when choosing this class.

Usable Circumstances	Stat Used	TN
Anytime you have the time (1 day per size) and materials (1/2 the gold cost)	[STR + DEX]	See table 1

Table 1

Item Price	*100G or less*	*1000G or less*	*10,000G or less*	*100,000G or less*	*More*
TN	6	8	10	14	18

Repair

You can repair damaged items, restoring their durability to its full value. Use the chart from the Crafting skill to determine the Repair Check target number. 10% of the item's gold value is spent, regardless of whether you succeed or fail. You may retry a failed skill check, but you will have to pay the cost again.

Skill Effect: Repair an item and return its durability to its original value

Usable Circumstances	Stat Used	TN
Anytime you have the time (1 day per size) and materials (10% the gold cost)	[STR + DEX]	See table 1

Noble

A member of a noble house, accomplished in both the literary and military arts as well as instructed in proper etiquette. However, Nobles are not quite suited to the life outdoors and are not very good at traveling.

Example Jobs: knight, samurai, daimyo, lord, etc. **Example actions**: giving orders, protecting, studying, etc.

Etiquette

Due to your long years of tutelage and experience in noble society, you are aware of the importance of proper etiquette. When speaking to someone of rank or status, you are able to leave them with a positive impression of you when you win a contested Etiquette check.

Skill Effect: Leave a positive impression on someone of high rank or status.

Usable Circumstances	Stat Used	TN
Conversing with someone of rank or status	[DEX + INT]	contested

Refined Education

After years of study under a learned tutor, you have memorized facts and trivia about many aspects of the world. You know more than the average person about history, famous people and well-traveled places.

Skill Effect: Know detailed information about the things you see or hear.

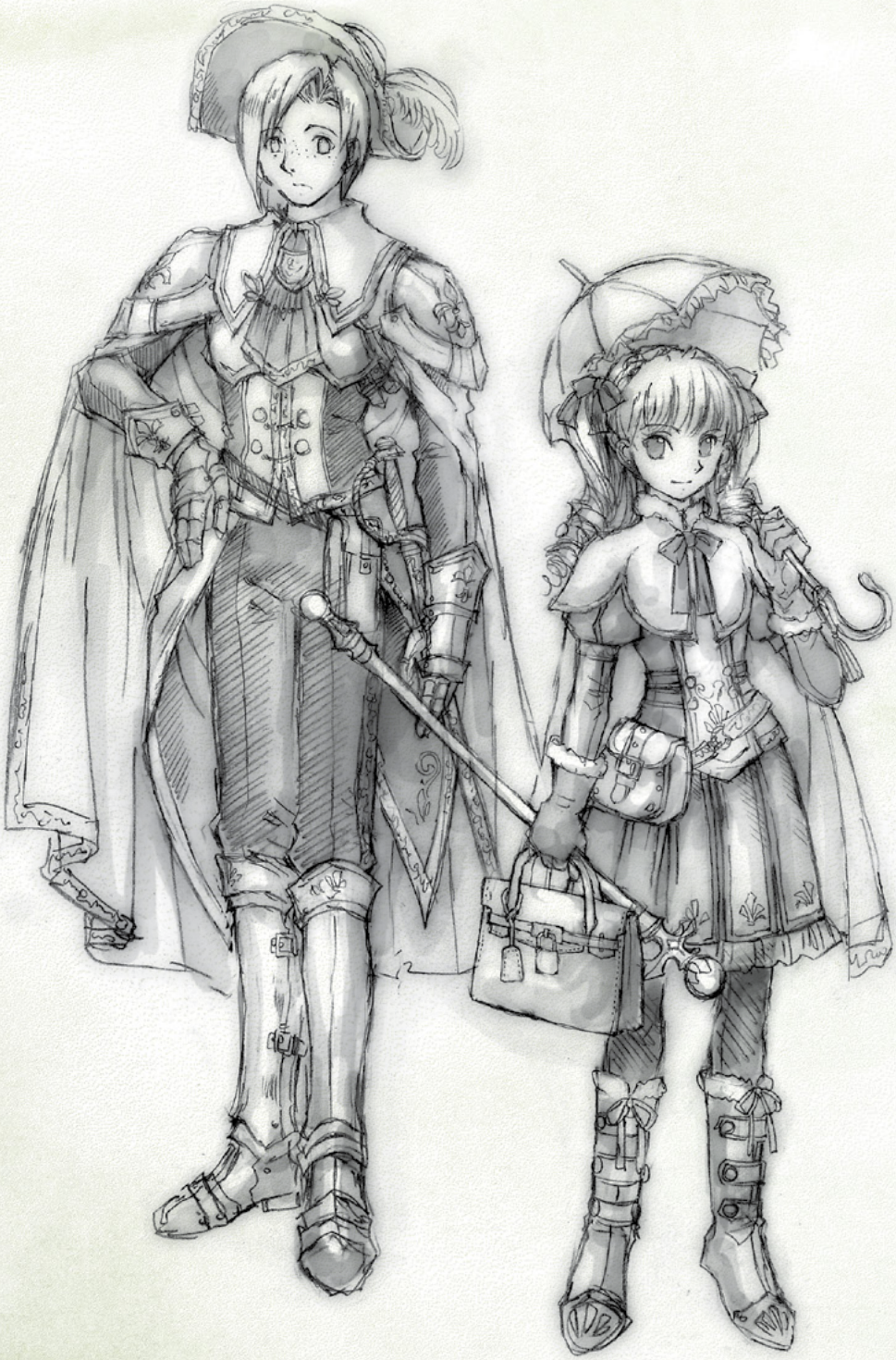
Usable Circumstances	Stat Used	TN
Seeing or hearing something.	[INT + INT]	GM's discretion

Weapon Grace

After long years of practice and extensive training under a master-at-arms, you have learned to be graceful when wielding a certain weapon. When creating your character, choose either Blade, Polearm or Bow. You receive this weapon as a Mastered Weapon. If you already have this chosen category as a Mastered Weapon, you receive a +1 bonus to your Accuracy checks when using a weapon from that category.

Skill Effect: Choose Blade/Polearm/Bow; it becomes an additional Mastered Weapon. If chosen category is already a Mastered Weapon, gain +1 bonus to Accuracy checks.

Usable Circumstances	Stat Used	TN
-	-	-



Type

By and large,the ways in which Travelers deal with problems can be broken down into three groups. These three ways of coping with adversity are listed below; characters receive all abilities listed in their chosen "Type".

Attack Type

This type is adept at fighting and has great physical prowess, whether making shows of strength or bashing a monster over the head.

Ability	Effect
Toughness	Max HP +4
Power	+1 bonus to damage rolls during combat
Weapon Focus	Gain 1 more Mastered Weapon

Technical Type

This type has great focus and excels at overcoming adverse circumstances. They shine brightest when there is a check that they must not fail.

Ability	Effect
Accurate	Gain an extra +1 bonus to any check when using Concentration, for a total bonus of +2.
Quick	+1 bonus to Initiative checks in combat
Pocket	Your Carrying Capacity is increased by +3

Magic Type

This type can harness the mystical energy known as "Magic." Magic is split into two styles - "Seasonal Magic" and "Incantation Magic." As characters gain levels, the more powerful effects of both types of magic become available to them. When a Traveler chooses Magic Type, they receive a grimoire in which to store their Incantations. The Traveler then records their first two Incantation Spells within. If the grimoire is lost, the recorded spells within it are lost as well.

Ability	Effect
Will	Max MP +4
Spellbook	Acquire 2 Incantation spells per level
Seasonal Sorcerer	Acquire Seasonal Magic

Acquiring Incantation Magic

First, choose 2 spells from the Low Level Incantation Magic list to acquire. Every level thereafter, you may choose and acquire two more incantation spells from any list available to you.

At levels 1-3, characters choose from the Low Level Incantation Magic list. Upon reaching level 4, characters have access to the Mid Level Incantation Magic List. Characters of level 7 or higher also have access to the High Level Incantation Magic List. You may always acquire spells from a lower level list.

Acquiring Seasonal Magic

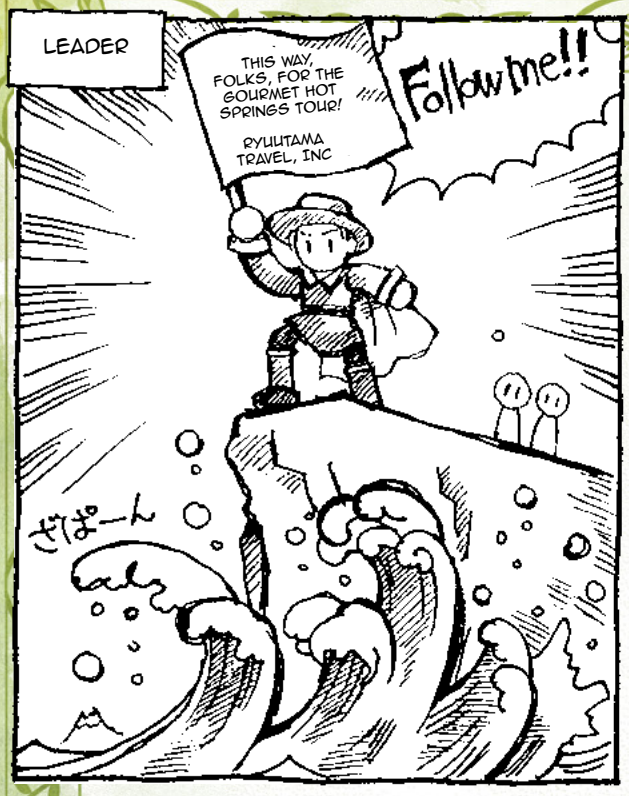
When creating a Magic Type character, the player must choose one of the four seasons. At first level, a character may cast any spell from that season's Low Level Spell List. At level 4, characters acquire all spells from that season's Mid Level Spell List, and characters of level 7 or higher possess all spells from the High Level Spell List of that season.

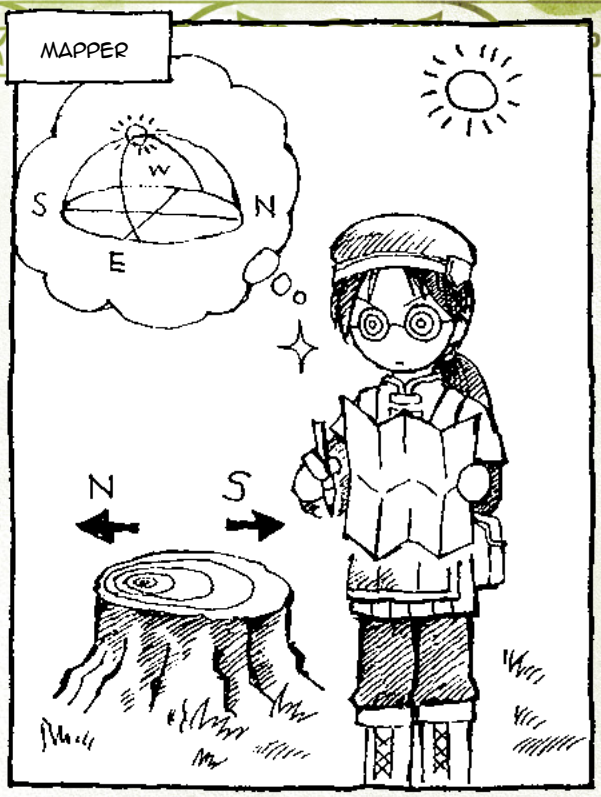
Brian has created a Noble named Sezna. Sezna has shown an appreciation for fencing from a young age, and has studied at a prestigious college for future military officers. While he doesn't resort to violence unless necessary, but the Attack Type still seems like a good fit. With [STR:8], Sezna starts with 20 HP—the maximum possible—and marks an extra +1 to damage next to his weapon stats. He writes it large since it will be his responsibility to remember it in the heat of battle! Finally, Sezna chooses his third Mastered Weapon. His starting weapon was a short sword and he chose the pike as his second Mastered Weapon when he chose the Noble Class. To round out his weapon choices, he decides on a bow. Sezna starts with all three weapons for free, but he'll need to make sure he has enough room to carrythem all while on the road. Or perhaps he'll sell off or trade some of his weapons at the beginning of the journey, to gain more starting equipment or gold: Nobles tend to be rich, after all!

Haruka has chosen Magic as her Type and immediately chooses the Spring season. She adds her extra MP to her starting total and looks at the spell lists to decide which spells she wants to take at level 1. She will choose two incantation spells and will also receive all low level Spring magic spells.

She notices that there is no Healer in the party, so right away she decides to take the Cure Touch spell. She also sees that her short sword isn't going to be much use to her in combat so she jots down the info for the Shooting Star spell as well.

Since there are so many Spring spells she asks her Ryuujin for a secret photocopy of the Low Level Spring Magic list, promising to destroy it after the session. The Ryuujin lets her know that it is fine to copy the list for personal use and gives her a copy of her Spring spells.





Party Roles

Ideally, the party should be made up of a variety of classes. As PCs take wounds, run low on food, break their weapons and lose their way, it'll become very important to have a balanced team.

However, besides the role that each class plays, there is another set of roles that must be spread out amongst the party to ensure a smooth and enjoyable play experience. There are four important roles essential to all successful parties. Once the players have created their characters, they should assign these roles before playing.

Explanation of Roles

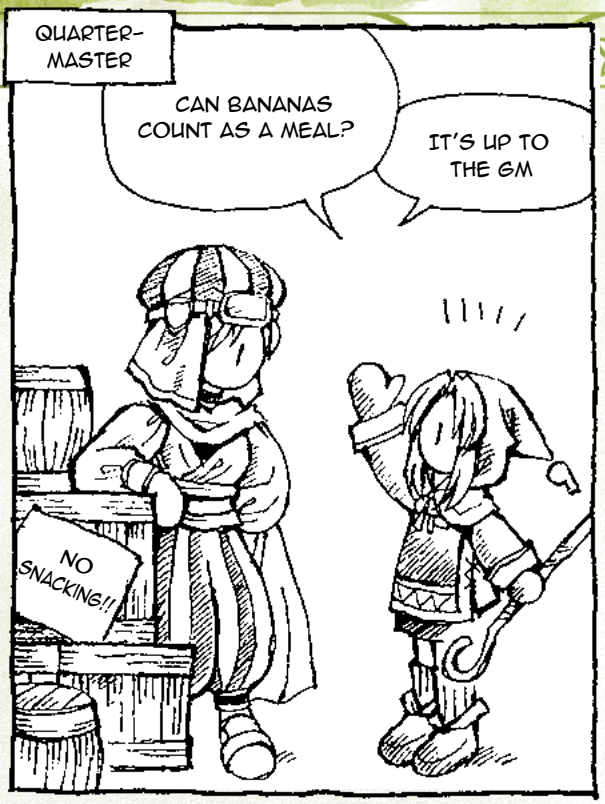
Leader

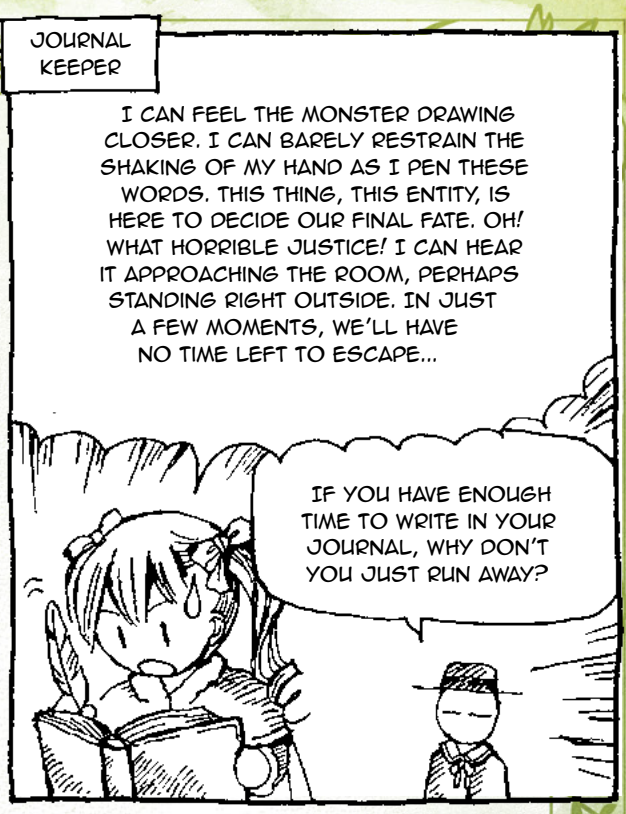
The person that keeps the party together. The leader has the last word on any discussion concerning the party. The leader also keeps track of initiative and turn order during battle.

Mapper

The person that makes sure the party is on the right path to their destination. They are responsible for the Direction Check part of the Traveling Check phase and for keeping the Map Sheet up to date.

A character with high [INT] is recommended.





Quartermaster

This person keeps track of the party's food and water, and takes responsibility for buying the necessary supplies for the trip. Keeping food and water in barrels and trunks is much easier than each PC holding their own. This person will be responsible for the Ration Sheet.

A character with a pack animal is recommended.

Journal Keeper

This person keeps a detailed diary of events that happen in the game, as if through the eyes of their character. Another option is to have everyone in the party take turns writing the diary, switching off every day or every few days, so that you get a more interesting diary at the end of the journey.

Level Up

As travelers gain experience on the road, they will grow in strength and spirit.

How to Level Up

At the end of each session--that is, at the end of each journey--each PC will receive a number of XP. Once the character's XP total exceeds a certain value, they will level up.

Ways to acquire XP

1. Gain XP according to the highest Topography [Terrain + Weather] target number encoutered during the session.

Target Number	XP	Target Number	XP
5-7	100	11-13	300
8-10	200	14~	500

2. Gain 50 XP for each time the Ryuujin used a Bènèdiction ability.
3. Gain XP equal to 10x the level of the highest level monster defeated this session.

Add these three subtotals together to determine the total amount of XP that each PC gains for participating in the session.

> *The party went through a rainy grassland (Terrain level 6 + Weather modifier 1 = Difficulty 7) as its hardest topography for 100 xp, the Ryuujin used its Story of Kindness* Bènèdiction *once for 50 xp, and the highest level enemy they defeated was a level 3 slime, for 30 xp. Each traveler receives 180 XP.*

What Happens When You Level Up?

Characters improve, and gain new abilities upon leveling up.

1. Max HP and MP are increased. Each level, you gain three points to divide between the two.
   Max HP +2, Max MP +1 OR Max HP +0, Max MP +3, etc.
2. Carrying Capacity increases by 1.
3. Gain new abilities (perks) depending on level.

Level Up Chart

Level	Req. XP	New Perk
2	100	Stat Increase, Feint and Search Combat Actions
3	600	Terrain/Weather Specialty
4	1200	Stat Increase, Status Effect Immunity
5	2000	Extra Class
6	3000	Stat Increase, Extra Type
7	4200	Terrain/Weather Specialty
8	5800	Stat Increase
9	7500	Favor of the Seasonal Dragons
10	10000	Stat Increase, Embark on Legendary Journey

Stat Increase

At every even level, one of a character's ability scores increases. Choose one stat from [STR], [DEX], [INT] and [SPI] to increase by 1 die size. The dice rolled for the chosen stat increases in this order: d4 → d6 → d8 → d10 → d12 (max).

Increasing stats will not increase Max HP or Max MP, but increasing STR will increase Carrying Capacity. If STR increases by one die step (for example, d6 to d8), add 2 to Carrying Capacity, just like in character creation.

Terrain / Weather Specialty

At third and seventh levels, a character has enough experience on the road to become used to a certain terrain or weather pattern. Choose 1 from the twenty-two types of terrain and weather patterns. From now on, this character gains a +2 bonus on any rolls involving that terrain or weather.

Status Effect Immunity

At fourth level, a character learns how to avoid a single status effect. Choose one of the six status effects (injury, poison, illness, tired, muddled, shock). The character will be immune to that effect from now on.

Extra Class

By the time they reach fifth level, a character will have learned the trade of another class while on the road. This can be used to cover skills that the party is missing, or simply to strengthen existing skills.

The character chooses a new class and receives that class's skills as normal. If the class chosen is the same as the character's existing class, their skills are instead strengthened. Those skills which give a static bonus (Skills with a "-" in the Stat Used box) are cumulative; while skills requiring a Check receive a permanent +1 bonus.

Extra Type

A character gains a second type at sixth level. They choose a new type and gains its abilities. If the type chosen is the same as the character's existing type, the abilities are cumulative. For example, if a character chooses Magic Type both times, they will receive 4 spells every time they level up from that point forward, and immediately receive access to another Seasonal Magic category.

Favor of the Seasonal Dragons

By ninth level, the dragon to whom you have been offering your Travelogues has grown attached to you. Choose a single season. While you are traveling during that season, you are under the protection of the dragons of that season.

Once a day, you can decide to automatically roll a 10 on any check. You may use this after rolling the check, and you may use this benefit regardless of the size of the dice you roll.

LEGENDARY JOURNEY

The most arduous and longest of travels are known as the Seven Great Journeys. These Seven Great Journeys are pilgrimages to the most secret treasures, most beautiful paradises, and most wondrous sights in the world. At tenth level, a character is able to embark on a legendary journey of her own. The specifics of each Journey are left up to the GM, though ideas will be forthcoming in an upcoming supplement.

After a session interacting with the mischievous Neko Goblins, Haruka gains enough experience to reach level 2!

The first thing she does is increase her HP and MP. She feels she has quite enough MP for now (20 MP max!) so she puts all 3 points into HP, for a new total of 15 HP. She hopes this will help her through some troublesome stretches of forest that she'll be going through next.

She then marks an extra point of carrying capacity on her item sheet, for a total of 13: [STR:6] +3 (starting character) +3 (for Farmer's "Robust" skill) +1 (level increase)

Lastly, she looks to see what the level 2 perk is: she gets to raise an Ability Score! She noted how her [STR:6] failed her several times during the last session, so she decides to raise it to [STR:8]. Note that she does not recalculate her HP again as she does so, but her carrying capacity will now increase from 13 to 15.

Items

What are Items?

Items are the tools, armor and clothing that will aid you in your Journey. Items are divided into the following categories: weapons, armor, shoes, cloaks, staves, hats, accessories, food, sundries, camping equipment, and containers.

Items are mostly obtained by shopping, though many items may also be found or given to Travelers by NPCs.

Traveling Rules

Size and Capacity

All items have a size of 1, 3, or 5. An item's size represents its volume, weight, heft, or encumbrance.

-Size 1: Fits in the palm of your hand.

-Size 3: Can be held with one hand.

-Size 5: Must be held with 2 hands.

Maximum Carrying Capacity

A character's Maximum Carrying Capacity is equal to [STR +3], plus modifiers for type. For example, a character with a [STR] of 8 will have a maximum carrying capacity of 11.

Characters that carry items with sizes that add up to more than their Max Carrying Capacity will suffer a penalty to all checks equal to the difference between the size total and their Max Capacity.

> *A character with a Max Capacity of 9 is carrying items with sizes that add up to 12. They will suffer a -3 penalty to all checks until they drop 3 sizes worth of items.*

Durability

Items start with a durability value equal to their size.

When using an item, rolling two 1s (a Fumble) on a Check will reduce its durability by 1 point. If an item's durability is reduced to 0, the item becomes broken and unusable. The item will remain unusable until it is repaired. You may repair an item only up to its original durability.

Shopping Rules

Buying

You may buy an item while shopping as long as you are able to pay the listed gold (G) cost. Shopping is done in the shops found in most towns, or at the occasional passing peddler.

Selling

You may sell unnecessary or extra items for half of their listed price. You may not, however, sell a broken item.

Additional Item Rules

Items can vary quite wildly, depending on who made it and where. "For example, hats may be "cute," "uncool," or "tough," and one might even find hats made of the magical steel called "mythril" for sale. The modifiers on the table below show how the price of an item changes according to its characteristics. If you are buying an item with special modifiers, the cost is adjusted by the modifiers shown on the chart. For example, as you can see from the table below, "cute" hats are more expensive than "uncool" hats.

Cumulative Effects

You may apply any number of modifiers to an item provided they are not the same. An item may not have the same characteristic twice: "Cute cute" hats do not exist.

Magical Items

Somewhere in this world, magical items are waiting to be found. The intrepid explorer may find items that walk and items that shine with a light of their own. You may encounter specialist magicians called Enchanters who are able to imbue items with magical effects, and in the largest of cities, you may even find stores full of enchanted goods.

Order Of Applied Cost Modifiers

When an item has several price modifiers applied to it, always apply the multiplying modifiers before the additive magical modifiers.

Characteristic	Cost Modifier	Effect/Explanation
Cute	x2	The shape or color is cute
Beautiful	x2	The shape or color is beautiful
Sturdy	x3	The item's durability is doubled
High Quality	x5	Weapons: Accuracy +1, armor: +1 defense, others items: +1 to item bonus
Used	x0.8	The item's durability is 0.8 x its original value
Gross	x0.8	The sight of it makes you uncomfortable
Uncool	x0.8	Old, or made with poor style sense
Smelly	x0.7	Has a horrible smell that doesn't come off, even after washing
Cursed	x0.5	The user suffers a -1 penalty to Condition checks every day
Broken	x0.5	Unusable until fixed
Mythril	x10	Reduce armor penalties by 1, size value is -2 due to lightness, durability automatically starts at 5
Orichalcum	x50	Will never break. If worn, Max HP and MP +2

Magical Characteristics

The price of the following characteristics are added after the non-magical modifiers are calculated.

Characteristic	Modifier	Effect/Explanation
Walking	+5000	During travel, this item will walk on its own so you don't need to carry it
Shining	+1200	Emits light about equal to a torch
Speaking	+2000	Loves to talk
Plus One	+8000	Weapon: damage +1; Armor: defense +1, other items: +1 to item bonus

Facilities

Food

Different foods can be found at restaurants and inns. The more delicious the food, the better the modifier to the next day's Condition. However, modifiers for eating multiple foods in a single day do not stack, and only the best effect is gained.

Flavor	Price (G)	Where found	Effect/Explanation
Disgusting	1	-	-1 penalty to next day's Condition Check
Normal	3	-	-
Delicious	30	-	+1 bonus to next day's Condition Check
Feast	1500	Large city	+3 bonus to next day's Condition Check

Inns

The size and condition of rooms at inns will affect the next day's Condition check.

Room Rank	Price (G)	Where found	Effect/Explanation
Squalor	5	-	A room without so much as a bed. For the next day's Condition check, roll twice and take the lower roll.
Basic Room	20	-	A large room with beds for 3-6 people and a table.
Suite	100	Town or larger	A well appointed set of rooms with a soft bed for one individual. Gives a +1 bonus bonus to the next day's Condition check.
Royal Suite	1200	City or larger	A set of rooms filled with exquisitely crafted furniture and an extremely comfortable bed. For the next day's Condition check, roll twice and take the better roll.

Services and Other Facilities

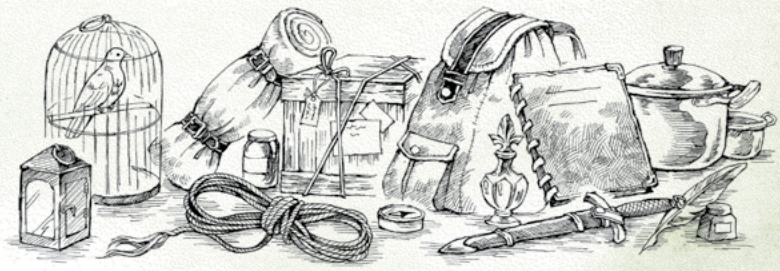
There are various facilities and services available in towns and cities. Anything from postal services to laundry or even weather prediction is available.

Service	Price (G)	Where found	Effect/Explanation
Public Bath	2	Town or larger	A public area where anyone may bathe.
Cleaners	2	Town or larger	This price is per item of clothing cleaned.
Post Office	20	City or larger	Send one sheet of paper to another city
Shipping	80	City or larger	Send up to 5 size worth of items to another city
Wound healing	100	-	Recover 2d8 HP
Status Effect: First Aid	250	Town or larger	Nullify a status effect's penalty for 12 hours
Status Effect: Healing	300	Town or larger	Reduce a status effect's target number to 3
Item repair	Item cost x 0.2	-	Repair an item's durability to max
Library	20~	Large City	Look up information about the past, including ancient history
Information	10~	Town or larger	Get information about the present or recent past
Weather prediction	10	-	Get a prediction about the weather, up to 3 days in advance. 70% accurate
Fortune Teller	10~	City or larger	Hear a prediction about the future

Specialty Goods

These goods are regional specialties. When you buy these items in a town, you may resell them at full price in another town.

Type	Price (G)	Size	Effect/Explanation
Small Goods	100	1	Jewel, accessory, spices, etc.
Medium Goods	500	3	Fruits, vegetables, crafts, etc.
Large Goods	1000	5	Furniture, woodworking, etc.



Weapons and Armor

A character may not equip weapons or armor that total more than their carrying capacity. In addition, heavier armors have penalties that are applied to Travel and Initiative Checks. If a character sleeps in their armor, these penalties also apply to the next day's Condition Check.

Weapon	Price (G)	Size	Equip:	Accuracy	Damage.
Light Blade	400	1	1 hand	DEX + INT +1	INT -1
A blade that can be held in the hand. It can be useful outside of combat in the preparation of food, harvesting herbs, and various other situations.					
Blade	700	3	1 hand	DEX + STR	STR
A weapon with a long, flat blade. Beloved around the world, a single-edged blade is called a "saber" while double-edged blade is called a "sword."					
Polearm	350	3	2 hands	DEX + STR	STR +1
A weapon consisting of a long pole with a sharp point fastened at the end. As it can be used to stab with the tip or bash with the handle, it has a wide breadth of usefulness. Its price also makes it easy to obtain.					
Axe	500	3	2 hands	STR + STR -1	STR
A tool used to cut down trees. Due to its weight, it is powered with brute strength, and not effective with small swings.					
Bow	750	3	2 hands	INT + DEX -2	DEX
A projectile tool used by hunters and the like. Since it can attack from afar, it is popular with nobles and soldiers. **Players don't need to keep track of arrows*					

Armor	Price (G)	Size	Equip:	Defense Points	Penalty
Clothes	50	3	Chest	-	-
Normal clothes. Thick, tough clothing is preferred by travelers. Generally they are made from wool and thread.					
Light Armor	900	3	Chest	1	-
Armor constructed from the hide of animals, with metal plates covering vital points. Only the chest is protected, but because of its light weight it is easily worn.					
Medium Armor	2000	5	Chest	2	-1
Armor constructed from metal plates. The arms and legs are protected in addition to the chest area, but the weight increases proportionally.					
Heavy Armor	10000	5	Chest	3	-3
Heavy armor constructed from metal plates that completely covers the entire body. The body's movement is restricted, so movement is hampered with the armor equipped.					

Shields

Shield Dodge Value: When a character has a shield equipped, the target number for an Attack Check to hit them is the greater of either their Initiative value or their Shield Dodge Value. There is no effect on the shield-equipped character's initiative order. "High quality" and "Plus 1" modifiers on a shield add 1 each to their Shield Dodge Value.

Shield	Price (G)	Size	Equip:	Defense Points	Penalty	Shield Dodge Value
Light shield	400	3	1 hand	1	-	7
A shield that can be held in one hand. Made from wood and grass, its light weight keeps it from being a nuisance in battle.						
Heavy shield	1200	3	1 hand	2	-1	9
A shield large enough to cast half of the body in shadow. Most of them are made from metal; their heavy weight make it hard to carry.						

Traveling Gear

Traveling gear is the shoes, the hats, and all the other things that a traveler needs on her travels. At any given time, a character may equip one each of hat, cape, staff, and shoes. Bonuses from these items that refer to a particular terrain or weather type will apply to any check that uses that terrain or weather in its target number.

Shoes	Price (G)	Size	Bonus (+1)
Rain boots	300	1	Rain/Hard Rain/Storm
These boots have been finished with a coating that makes them resistant to water. They do a good job of keeping your feet dry.			
Walking shoes	350	1	On a road
These shoes are made from soft leather that make it easy to walk on paved surfaces. They are very lightweight and do not impede the movement of your feet.			
Climbing shoes	450	1	Wasteland/Rocky Terrain/Mountain/Alpine
These shoes have thick soles that allow walking across rocky terrain without hurting your feet. The soles also help to keep your feet from slipping.			
Snow boots	500	1	Snow/Blizzard
These shoes are specially finished to protect toes from frostbite.			
Mud boots	500	1	Swamp
These boots have wide soles that keep your feet from sinking into mud. They allow you to glide across the surface of the mud.			
Jungle boots	600	1	Woods/Deep Forest/Jungle
These boots are made to help you traverse overgrown jungles. They offer complete protection for your feet and are extremely sturdy.			

Capes	Price (G)	Size	Bonus (+1)
Windbreaker	120	3	Strong wind
A cape with a hood that covers the entire body. Weights are stitched into the cape to keep it from flapping around in the wind.			
Warm cape	160	3	Cold
A cape made from the pelt of a thickly-furred animal. It can also be used as bedding or a blanket.			
Raincoat	400	3	Rain/Hard rain/Snow
A leather cape that has been finished with a water-resistant coating. It requires constant upkeep.			
Camo cape	400	3	Hide check +1 for chosen Terrain
Choose a terrain when purchasing this item. This cape allows you to conceal your entire body by blending into the surrounding topography.			
Fire cape	700	3	-1 fire damage
A cape made from the fur of a fire-resistant monster. It is weak to water: If it gets wet, it will be ruined.			
Sun cape	400	3	Hot
A cape made from a light, very breathable material that keeps heat from reaching inside.			

Staffs	Price (G)	Size	Bonus (+1)
Walking stick	50	3	Level 3 or lower Terrain
A staff that is used by frail travelers. It is also useful when you have heavy bags. Its bonus only applies to weaker characters with STR of 4.			
Hiking staff	100	3	Rocky terrain/Mountain
A staff that helps you keep your footing when climbing in high places. You can adjust the length.			
Snow staff	280	3	Snow
A staff used to dig through snow. The tip is reinforced with metal to help break through ice.			
Hats	**Price (G)**	**Size**	**Bonus (+1)**
Cap	120	1	-
A normal hat. Hats and caps are believed to offer protection from evil. There are a variety of colors and shapes.			
Sun hat	180	1	Hot
A hat with a large brim to block sunlight. It is made from linen and thread for extra breathability.			
Woolen hat	200	1	Cold
A hat made from the pelt of a thickly-furred animal. It has ear covers to protect from frostbite.			
Sand hood	340	1	Desert
A hood that keeps wind and sandstorms from obscuring your vision. The material is thick and heavy but does not let direct sunlight through.			
Accessories	**Price (G)**	**Size**	**Bonus (+1)**
Goggles	4000	1	All Rain, Wind and Snow and related conditions
A tool used to protect your eyes during rain, wind, snow, or other extreme weather. Since numerous techniques are required to create a single pair, the cost can be prohibitive.			
Accessory	100~	1	-
Rings, earrings, bracelets, or any other decorative accessory. These can be created from metal, clam shells, seeds, or any other element that shows off the special colors of the land where it was created.			

Animals

Travelers often take animals with them on their journeys. Riding animals make movement through the countryside easy, while pack animals can carry much more than humans.

Number of animal companions

A character can take one animal with them without having to worry about food and water; they automatically have enough for the one creature. Members of the Farmer and Merchant classes, however, can take up to three animals without needing to worry about food and water. A character with both those Classes can bring up to five animals before supplies become an issue. If a character brings more animals than they can support for free, the additional ones must be fed and watered daily, requiring supplies like a Traveler.

Animal Characteristics

Just like items, animals may have additional characteristics that add effects and raise or lower their price. These work exactly like items.

Animal type	Price (G)	Effect/Explanation
Riding animal	900	+1 bonus to travel checks on topographies of Level 2 or less. Only one person may ride at a time.
Large Riding animal	3800	+1 bonus to travel checks on topographies of Level 2 or less. Four people may ride at a time.
Pack animal	500	This animal has a carrying capacity of 15
Large Pack animal	2000	This animal has a carrying capacity of 30
Pet animal	300	A pet; must be no larger than one meter. i.e.: cat, turtle, rabbit, etc
Characteristic	**Modifier**	**Effect/Explanation**
Tough	x 2	Needs no food, even in desert or alpine environments
Clever	x 3	Understands and tries to follow its owner's commands
Bad attitude	x 0.7	Sometimes does not follow its owner's commands
Loud	x 0.7	Calls/brays/footsteps are loud and annoying
Baby	x 0.3	Not more than 6 months old. Has no abilities and counts as Pet animal
Loyal	1000	Never leaves its owner's side. You may pay 1000g to add this to any animal you have with you
Well-traveled	5000	Grants a +1 bonus to all travel checks. May only be applied to riding animals. Pay 5000g to add this to any animal you have with you

General Items

Small Items

This section covers food, sundries, everyday tools, and items useful for gathering materials. Characters should buy things as appropriate for their daily lives.

Rations	Price (G)	Size	Effect/Explanation
Food	5	1	A single day's ration of food. Goes bad in 24 hours.
Alcohol	10	1	If drunk when a character's Condition is 3 or less, gain [Muddled: 4]
Disgusting Rations	5	1	Disgusting but edible. If eaten when character's Condition is 3 or less, lose half current MP
Rations	10	1	Portable food that can be taken on a trip
Delicious Rations	70	1	When eaten, next day's Condition check gains a +1 bonus.
Animal Feed	5	1	Needed when taking animals to the foodless desert or alpine environments

Sundries	Price (G)	Size	Effect/Explanation
Perfume	500	1	Can get rid of the "Smelly" item attribute for 12 hours
Quill pen	2	1	A feather cut to be used as a writing utensil
Glass pen	120	1	Fancy pen with a nice grip
Leather page	2	1	Durable, single page for writing
Leather notebook	100	1	A notebook made of animal skin
Soap	5	1	Just add water!
Washing Set	15	3	Used to wash clothes
Umbrella	50	3	Held in a single hand. +1 bonus to Travel Checks on hot/rainy days
Compass	1500	1	+1 to Direction Checks
Torch	5	1	Makes dark places brighter
Lantern	80	1	Comes with windshield; light is hard to blow out
Firestarter set	20	1	Flint and steel to make firestarting easy
Utensils	10	1	Forks, spoons, etc. of various materials
Repair kit	100	1	Handy tools to make repairs with
Rope	50	1	10 meter-long rope
Hand mirror	300	1	Handy mirror, sized to fit in the palm of a hand
Instrument	300+	3+	Tamborine, guitar, lyre, trumpet, etc
Grandfather Clock	1000	5	A well-crafted ornate luxury item, heavy but sturdy

Camping Equipment	Price (G)	Size	Effect/Explanation
Bedding	40	1	Fleece, blankets, etc. to make bedding down more comfortable
Sleeping bag	50	1	A small portable bed suitable for a single person
Tent	120	3	A tent large enough for 3 people
Arctic Tent	300	5	A 3-man tent that gives shelter from the cold; +2 bonus to camping checks in cold weather
Large Tent	500	5	A tent large enough for 10 people
Flow stone	20	1	Single use item that is used to warm bathwater up to 40 degrees c
Portable bath	450	5	A bathtub that can be taken anywhere
Pillow	10	1	Soft sleeping aid for those who can't sleep without one
Stuffed animal	100	1-5	Stuffed doll in various shapes and sizes
Insect repellant candle	10	1	Smelly candle that repells vermin and insects. Lasts for 12 hours

Containers

Containers are used to carry food, water and other heavy items. Each container has a carrying capacity equal to the value shown in the "Can hold" column. A person may only carry one big container at a time, though a pack animal may carry more.

Container	Price (g)	Size	Can hold
Waterskin	30	1	-
A pouch of leather that can hold a day's ration of water			
Magic jar	2000	1	-
A magical jar that keeps cold liquids cold or hot liquids hot: +1 Travel. Check while in hot/cold weather			
Travel bag	10	1	3
A bag held in 1 hand			
Belt pouch	30	1	2
Only one can be equipped. Good when you want to be able to grab something quickly			
Herb bottle	100	3	-
Magically keeps up to ten herbs fresh; once opened for the first time, the bottle is good for seven days before it no longer works.			
Big Container	**Price (g)**	**Size**	**Can hold**
Barrel	10	5	10
Holds 15 days worth of water, or holds 10 size worth of other items.			
Backpack	20	3	5
A rucksack used by many travelers			
Large Backpack	40	5	10
Large rucksack that holds many items			
Wooden chest	10	5	15
If carried by a human, they take a -1 penalty to Travel Checks			

Item Kits

A basic kit contains the essentials a character needs to survive, so it can be a good idea to simply buy a kit and then see what else a character needs. A party kit has everything else that a party would need, so a starting party should generally pool their money to purchase one.

Kit	Price (g)	Size	Set contents
Basic Kit	150	Total: 3	Backpack, sleeping bag, wooden utensils, waterskin, rations x2
Party Kit	800	Total: 10	Pack animal, barrel, wooden chest, repair kit, torches x3, firestarter kit, soap x2, washing set, tent

Healing Herbs

What Are Healing Herbs?

In this world rich with natural treasures, there are a number of plants that have special properties. Among these are plants that have medicinal uses - these plants are called Healing Herbs. The benefits of Healing Herbs vary depending on the terrain in which the herb grows, and generally, wilder, rougher areas have herbs with more potent effects.

The standard benefits of healing herbs can be used by anyone, but members of the Healer Class are also able to use any Healing Herb with the Healing skill in order to treat a character's wounds.

Using and Storing Healing Herbs

The beneficial effects of the same type of herb do not stack.

Healing herbs must be used within 24 hours or they lose their potency and become unusable.

By using a disposable magic herb bottle, you can keep a healing herb fresh for seven days, avoiding the 24 hour limit. Once an herb bottle is opened for the first time (to put in an herb), its "seven day countdown" begins. At the end of those seven days, all unused herbs in the bottle immediately wither and become unusable. Herbs taken out cannot be transferred to another bottle.

You may use a healing herb during battle as a single action.

Each healing herb collected has a size of 1 when not in a bottle (which holds 10).

Buying Herbs On The Market

Herbs are only available for purchase at herbalist shops found in large cities. Most shops will not purchase herbs from travelers.

Level	Price (G)
1	100
2	300
3	800
4	Not for sale
5	Not for sale

Herb List And Location

Physical Type	Lv	Terrain	Portion
Sunset Hime Apple	1	Grassland	Fruit
Use:	Recover 2 HP		
Description:	A fruit that resembles an apple. Hime Apples become rich and nourishing as their colors deepen like the sunset.		
Crowned Morning Glory	1	Wasteland	Flower
Use:	Used to help ease sleep. Next day's Condition will be 6.		
Description:	An annual that blooms into several gorgeous flowers. The colors of the flowers vary between white, violet, crimson, and indigo, depending on the weather.		
Giant's Palm	2	Rocky	Leaf
Use:	Used to help ease foot pain. Used after taking damage from a Travel Check: recover that damage.		
Description:	An annual that produces light green leaves covered in mucus. It prefers wet climates.		
Demon Lacquer	2	Woods	Sap
Use:	Enough for 1 poison arrow: add 2 damage to 1 bow attack.		
Description:	A decidious tree that grows to about 12 feet tall with ash-white bark. A dark sap oozes when cuts are made in its bark.		
Daybreak Crimsonflower	3	Swamp	Stalk
Use:	Use after making a Condition Check to remove a physical status ailment; Reroll the check with a +1 bonus.		
Description:	A thistle where blood red flowers bloom. The stalk contains a powerful narcotic, so care must be taken in handling it.		

Mental Type	Lv	Terrain	Portion
Churchbell Dayflower	2	Hill	Flower
Use:	Next check using [SPI] gets a +1 bonus		
Description:	Cousin to the ordinary dayflower, the Churchbell Dayflower produces blooms of up to three feet in size. They prefer to grow on hills and bloom only in the brightest sun.		
Moonlight Snowgrass	3	Forest	Leaf
Use:	Helps focus the mind: For one full day, when MP is used, 1 less MP is spent. Has no effect when spending 1 MP.		
Description:	A diminutive species of grass that only grows in the moonlight, it is said that it takes an entire year to grow even a single centimeter. Juice squeezed from this grass is used to rouse one's spirit.		
White Night Chrysanthemum	3	Mountain	Leaf
Use:	May be used to reroll a Condition Check in order to cure a mental status ailment. Reroll once with a +1 bonus.		
Description:	A chrysanthemum with a deep violet hue. It only grows in frigid climes and blooms only during the shortest winter nights. Locals use it to brew a kind of tea.		

Enhance Type	Lv	Terrain	Portion
Firefly Darkpouch	3	3rd level terrain; Night only	Pollen
Use:	Magical effects that deal damage or recover HP receive a bonus equal to the Caster's Level. Description:An annual that blooms only at night. The light-purple flower resembles a pouch, and glows in total darkness.		
Kingmilk Salve	4	Jungle	Hive
Use:	Duration of the next magic spell cast is doubled; Has no effect on "instant" duration spells.		
Description:	Homecomb from a bee's nest made of mud and dirt resembling an ant's hive, found deep in the jungle. The nest can grow over 2 meters tall and as hard as stone.		
Windcrying Tulip	4	Jungle, Only during strong winds	Flower
Use:	When casting a single target spell, you may select one additional target.		
Description:	A type of tulip that only takes root in areas with strong winds. The jade-hued petals of its flowers are carried by the wind to disperse its pollen.		
Black Temple Melon	4	Desert	Fruit
Use:	May cast one "1 area" or "all area" spell without harming allies in the area.		
Description:	A type of melon that thrives in the shelter of deadfalls. Well known for the fact that every part of the plant, from leaves, to roots and even the fruit, is jet black. Has the distinct odor of cheese. Really stinky cheese.		
Barrierwood Stalk	5	Alpine	Branch
Use:	May use a "normal" incantation spell as a "ritual" spell. The target becomes "all nearby companions", and the duration becomes 12 hours. No effect on spells with "instant" duration, and only effects spells with "single" targets.		
Description:	A subspecies of Barrierwood, also known as the Guardsman of the Woods. It thrives in the alpine heights and its hardness is said to be comparable to orichalcum.		

A spell may only be affected by one enhance type herb at a time.

Herb by Level/Location

Terrain Level	Terrain	Name	Type
1	Grassland	Sunset Hime Apple	Physical
1	Wasteland	Crowned Morning Glory	Physical
2	Rocky	Giant's Palm	Physical
2	Woods	Demon Lacquer	Physical
3	Swamp	Daybreak Crimsonflower	Physical
2	Hills	Churchbell Dayflower	Mental
3	Forest	Moonlight Snowgrass	Mental
3	Mountain	White Night Chrysanthemum	Mental
3	3rd level terrain; Night only	Firefly Darkpouch	Enhance
4	Jungle	Kingmilk Salve	Enhance
4	Jungle, Only during strong winds	Windcrying Tulip	Enhance
4	Desert	Black Temple Melon	Enhance
5	Alpine	Barrierwood Stalk	Enhance

Magic

What Is Magic?

The seasonal dragons wield the very power of Creation. Magic is the tiny portion of that power that humans can use.

With magic, all manner of things suddenly become possible. A magic user can create a point of light out of nothing, or cure a wound in an instant. This power comes in two forms: Incantantion Magic, and Seasonal Magic.

How To Use Magic

In order to use magic, one must repeat a fragment of Dragonic verse while imitating the motion of dragons. The magic user must focus her energy on the desired result, and the concentration required means that using magic depletes spiritual energy. This is why using magic costs MP.

When You Can Use Magic

To use magic, all of the following must be true:

- Your entire body is free to move around, and not restrained (you can hold items in both hands, as long as your arms are free to move around)
- You can speak
- You have enough MP to cover the spell's cost
- If you are using a spell with a range other than "touch" or "caster", you must be able to see the target

Incantation Magic

Magic that can be learned through study or practice is called Incantation Magic. This magic has spread throughout the world because it can be expressed as written incantations. Most users of Incantation magic use a spell book to record their spells, so if this tome is lost, the magic user is unable to cast incantation magic until a new book is acquired.

Seasonal Magic

It is said that every person in the world has an affinity with one of the seasons. Magic users are able to tap into their affinity for the season that matches their personality to create magical effects. This is called Seasonal Magic.

In contrast to Incantation Magic, Seasonal Magic relies on feelings and emotion to cast spells. This type of magic cannot be taught to or otherwise bestowed upon another person. People with magical abilities are, one day, simply able to use magic drawn from their season. As a magic user grows in power, they become able to use a large number of spells without needing to study.

Invoking Magic

Steps To Invoke Magic

1. Select which spell to cast from your list of available spells.
2. Refer to the spell's "range" value, and choose the target.
3. Chant the magic words.
4. Spend the required MP.
5. Roll the Magic Check [INT + SPI]. If two 1s are rolled, the spell fails. Any other result usually indicates success.
6. The magic is invoked and lasts for the duration given in the spell's description.

Casting A Spell On An Enemy

When casting a spell on an enemy or Monster, the Magic Check will succeed on a roll that is equal to or higher than the target's Condition. If the Magic Check total is less than the target's Condition, there is no effect.

If the Magic Check is a critical success, the spell automatically succeeds even if the Check is lower than the target's Condition.

Cumulative Magic Effects

Effects from consecutive castings of the same spell do not stack. However, similar effects from different spells do stack. For example, casting both Alert Bell Alarm and Lightning Bug Net will result in a +3 bonus to Camping Checks.

Ending Magical Effects

The person who cast a spell may decide to end its magical effect at any time.

How To Read The Spell Lists

Casting Time

Before invoking a spell, the magic user must consider how long a spell takes to cast. There are two ways of casting a spell, and each one takes a different length of time.

Normal Magic

This magic can be cast instantaneously. If a spell is cast during combat as the character's action, the spell takes effect as soon as it is successfully cast.

Ritual Magic

This type of magic requires an hour long ritual to take place before it is successfully cast. Within that hour, the caster spends their time drawing magical symbols and reciting Dragonic words of power. If, for whatever reason, the casting is interrupted, the caster loses no MP but must start again from the beginning.

MP Cost

Magic costs MP to cast. Generally spells cost 2, 4, or 10 MP to cast. More powerful spells require more MP.

Effect Duration

This is the duration of the spell's effect. Generally, spells that are used in combat are measured in rounds. 1 round is equal to about 10 seconds of game time.

Target

This determines whether the spell affects a single target or "all targets in a given area." Other spells may target "1 tool" or have some other specific target in the spell entry. If a spell targets an area, the spell will target both enemies and allies in the area.

If a spell with a target of "1 area" is cast out of combat, it will target a 5x5 meter square. If a spell with a target of "entire field" is cast out of combat, it will target a 15x15 meter square.

The shorthand "sqm" in the spell list Target field means "square meters".

Range

This determines how far away the caster may be from the target when casting the spell.

Touch

The caster must be touching the target when the spell is cast. It is possible to wear gloves, clothing or armor and still count as touching the target. In the case of a ritual spell, the target must be touched at the end of the ritual.

Caster

The spell only affects the caster.

Close Area

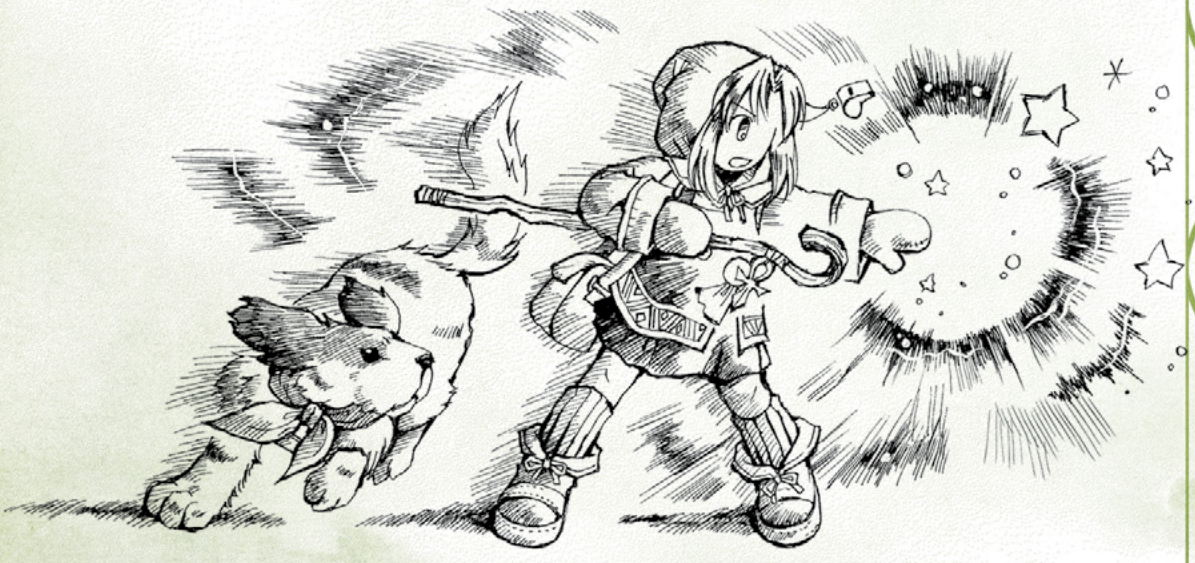
The spell can affect targets in either the caster's area or 1 area away. It has a range of about 10 m.

All Areas

The spell can affect any area the caster chooses. It has a range of about 15 m.

Any

The spell can affect anything as far as the caster can see.



Incantation Magic

Low Level Spells

Magic-type characters receive 2 spells each level				
Normal	**MP**	**Duration**	**Target**	**Range**
Pure Crystalight	2	12 hours	1 Tool	Touch
Crystallizes the part of the tool touched. The crystallized part gives off a white light similar in intensity to the glow of a lantern. It may be turned off and on by tapping it.				
Alert Bell Alarm	4	12 hours	10 sqm area	Touch
Causes a magical bell to appear. The bell will sound an alarm if a monster comes within 10 m. The bell cannot be moved. This spell is recommended for new players. Grants +1 on Camp Checks.				
Arrow Compass	4	12 hours	-	Touch
Causes a magical compass to appear. Recommended for new players. Grants +1 on Direction Checks				
Enhanced Red Hand	4	6 rounds	1 person	Close Area
The target's main weapon hand glows red. It confers strength and skill and guides the weapon to its target. Grants +1 to Accuracy Checks.				
Cure Touch	4	Instant	1 person	Touch
Heals a wound in an instant. Caster rolls [INT] (1 die) and heals a target's HP for that amount.				
Shooting Star	4	Instant	1 person	All Areas
Shoots a blast of heat from the caster's palm that slams into the target. Caster rolls [SPI] (1 die) and deals damage to target equal to that amount.				
Ritual	**MP**	**Duration**	**Target**	**Range**
Animal Tamer	10	12 hours	Up to 7 animals	All
For the duration of the spell, the caster may tame a number of wild animals that are within sight at the end of the ritual. They may be used as either riding or pack animals. In order to cast the spell, the caster must capture or detain the target animals. Caster rolls [SPI] (1 die): a number of animals equal to that result are tamed. The spell has no effect on monsters.				
Round Reflection	10	12 hours	1 person	Touch
A round pale barrier appears and protects the target. The target receives the benefit of 3 defense points (-3 damage from enemy attacks).				
Tastegood Taste	10	1 hour	Rations	Touch
Caster rolls [SPI] (1 die): that many rations are now "Delicious." The caster decides exactly what flavor. Any affected rations not eaten within an hour rot and are destroyed.				

Mid Level Spells

Magic-type characters receive 2 spells each level

Normal Spell	MP	Duration	Target	Range
Dragonica, Open!	2	Instant	1 person	All Areas
Summons the monster compendium, Dragonica. The target monster's page automatically opens and displays its data.				
Attack of the Killer Object	4	Instant	1 person	All Areas
An object on the battlefield strikes the target for 1d6 damage. As long as the Magic Check is not a Fumble, the magic will take effect no matter the target's Condition. The object used disappears.				
Safety Zero	4	6 rounds	1 person	Touch
The target's heart is shrouded in light. One time when the target takes damage that would take its HP to 0 or below, the target is instead left with 1 HP. This spell cannot be cast multiple times on the same person.				
Magematik Shield	4	10 minutes	1 person	Touch
A magical shield appears that automatically moves to protect the target. Target receives 1 defense point (-1 damage from enemy attacks).				
Remove Touch	4	Instant	1 person	Touch
Restores the target's body and mind to a state of equilibrium. A target suffering a status effect may reroll their Condition Check and use the new one if it is higher.				

Ritual	MP	Duration	Target	Range
Knights of Cleaning	4	(Length of ritual)	Dirty clothes	Touch
Dirty clothing flies away at the start of the ritual to be cleaned by the mysterious Knights of Cleaning. At the end of the ritual, the clothes are returned with no loss of color or quality. Items that cannot be cleaned (up to the GM) are returned unchanged.				
Elfwish	4	Overnight	1 work in progress	Caster
After the ritual is complete, little elves appear while the caster is sleeping to work on a simple project of the caster's choice. They will do work equal to what a 6 year old child can do.				
Cat's Drive	10	12 hours	5 sqm from caster	Caster
While walking through a forest, the trees will move out of your way. While moving through a forest, movement is no longer halved and the party may move as normal.				
Type Wild	10	12 hours	Up to 7 people	Touch
Summons a magical stuffed animal that allows the party to escape from an encounter with a phantom beast or animal monster, unless the GM decides otherwise. Because the caster has to carry around the cumbersome stuffed animal all day, their DEX is reduced by 1 dice size while the spell is in effect.				

High Level Spells

Magic-type characters receive 2 spells each level				
Normal	**MP**	**Duration**	**Target**	**Range**
Dragon Fly	4	10 minutes	1 person	Touch
Wings similar to a dragonfly's appear on the target's back, allowing them to fly at 30 km/hour. They are able to move in the air as freely as if they were on land. The wings give neither bonuses nor penalties while in combat.				
Hayabusa	4	6 rounds	1 person	Touch
The target is imbued with the speed of a hawk. The target may attack twice each round for the spell's duration. After the spell wears off, the target is exhausted and receives [Injury: 10]				
War Metafield	10	6 rounds	All area	Caster
Erects a barrier around the battlefield, trapping friend and foe alike. Within the field, damage rolls made by allies gain a +1 bonus, and damage they receive is reduced by 1. However, all objects in the battlefield disappear. Nobody may leave or enter the field while the spell is active.				
Bloodbath Blades	10	Instant	All area	Caster
Summons countless magical spinning blades that slash through the air. All characters and all monsters take damage equal to [INT + SPI]. The caster alone is unaffected by this spell.				
Ritual	**MP**	**Duration**	**Target**	**Range**
Rainbow Drop Bridge	4	12 hours	Airspace	Touch
Creates a rainbow bridge that spans up to 50m horizontally and up to 20m vertically. The bridge must be anchored on solid ground at both ends, and may be used by anyone.				
Dragon Sign	4	1 hour	Chosen person	All
A brightly lit signal shines in the sky. The signal may contain up to 140 characters and may be made visible only to any one chosen person if the caster wishes. The chosen person can "sense" that the message exists in the sky but cannot know the contents until they read it.				
Anywhere Cottage	10	12 hours	Airspace	Touch
Creates a cottage large enough for seven people. Characters who sleep in the cottage receive a +2 bonus on their Camp Check, but if more than seven people enter the cottage, it will disappear.				
Dragon Banquet	10	2 hours	Up to 7 people	Caster
Creates a humongous feast including a table, seats and food for up to 7 people. Any character that eats this food has their HP completely replenished. It takes two hours to eat your fill.				
Replica	10	12 hours	1 item	Touch
Replicates an item for the duration of the spell. The replica item has the same size, effect, etc. as the original. If, before the spell ends, one of the items is destroyed or lost, the other will be destroyed as well.				

Spring Magic

Low level – Automatically learned at level 1				
Normal	**MP**	**Duration**	**Target**	**Range**
Wake up and Stand Up	2	Instant	1 area	Close Area
Anyone sleeping in the area immediately awakens and stands up. Anyone awake but lying down will immediately stand up. This only affects living things with 2 legs.				
Emina Nonno	2	1 day	Touched area	Touch
The area touched will be covered with lots of tiny flowers. The caster decides the variety of flower. If the flower chosen is appropriate for the area touched, and is cared for, the flowers may last longer than the normal duration.				
Cure Plus Plus	2	Instant	1 person	Touch
This is cast at the same time as Cure Touch (only one Magic Check required) and makes that magic stronger. Add 1d6 to the effect of Cure Touch. This spell may not be cast separately.				
Ritual	**MP**	**Duration**	**Target**	**Range**
A Little Beauty	4	1 day	1 person	Touch
The target's hairstyle and hair color are changed, and makeup is applied to fit a desired image. This hairstyle and makeup will not change until the end of the spell's duration. This spell cannot actually change a person's features.				

Mid level – Automatically learned at level 4				
Normal	**MP**	**Duration**	**Target**	**Range**
Detect Loveheart	2	Instant	Loving heart	All
This spell reveals to the caster any "hearts in love" within sight. This knowledge comes softly to the caster, and is revealed to no one else. However, the spell does not reveal the object of the person's affections. Obviously, this spell only affects beings that are capable of love.				
Kaguya's Leylance	4	Instant	1 person	All Areas
Beams of light as thick as bamboo shoots skewer the enemy. Deals [SPI] (1 die) damage to target. If it is night and the moon is visible increase the damage by 1d6.				
Rose Fever Scatter	4	Until cured	1 area	Close Area
Allergenic pollen is scattered through the air, causing eyes to water and noses to run. All creatues within the same target area receive [Poison: 6] no matter how high their Condition is, as long as the caster doesn't fumble the Casting Check.				
Ritual	**MP**	**Duration**	**Target**	**Range**
Luck Luck Luck	10	12 hours	3 people	Touch
Good things seem to happen more often. This spell can be cast on 3 people at once. Once, within the duration of the spell, each target may reroll one check.				

High level – Automatically learned at level 7				
Normal	**MP**	**Duration**	**Target**	**Range**
Cure Plus XL	2	Instant	1 person	All Areas
Cast at the same time as Cure Touch. (Only one Magic Check required) This spell turns the touch-range Cure Touch into a spell that can target someone in any area. This spell may be used with Cure Plus Plus, but may not be cast alone.				
Sprout	10	6 rounds	1 person	Touch
Awakens a person's dormant power. It changes one (and only one) of the target's stats from 12 to 20. Targets with no stat of 12 are unaffected.				
Resurrection Kiss	10	Instant	1 person	Touch
This spell has the power to resurrect anything that has died within the last 6 rounds (1 minute); in order to do so, the caster must kiss the target, which then revives them to half their maximum HP.				
Ritual	**MP**	**Duration**	**Target**	**Range**
Spring's Daybreak	4	Instant	1 person	Touch
The most beautiful moment of Spring is Daybreak, when the beauty of nature fills one's heart. The target may roll their Condition Check twice and take the better roll. This spell may only be used just before the target rolls their Condition Check.				

The sleeping seeds sprout; flower buds
stretch, blooming, towards the sun.

Like the soft sunlight, Spring magic has the
power to heal and and spread cheer.

Summer Magic

Low level – Automatically learned at level 1

Normal	MP	Duration	Target	Range
Briar Nonno	4	6 rounds	1 area	All Areas

Thorny briars rise from the ground, entangling all in the area. Everyone in the target area receives a -2 penalty to Initiative, starting the next round.

Vacation Vitality	4	6 rounds	1 person	Touch

The target's health and cheer rise, as if they had just returned from a long, refreshing vacation. Target receives a +2 bonus to Condition.

Min-Min Cicada Chorus	4	6 rounds	All area	Caster

The loud cries of cicadas (which make a sound like "MIN MIN MIN MIN MIN") fill the area, disrupting concentration. For the duration of the spell, anyone who attempts to cast a spell must first beat the caster in a contested [SPI + SPI] check. If the person attempting to cast a new spell loses, their spell automatically fails. Because the sound is loudest near the caster, the caster may not cast any other spells while this spell is active. Plugging one's ears does not stop the effect.

Ritual	MP	Duration	Target	Range
Koro-pok-kuru Cute Leaf	2	12 hours	Up to 7 people	Touch

Huge leaves appear that can be used as umbrellas for up to 7 people. The leaves may be used for a +1 bonus to rolls involving "rainy" weather. The leaves cannot be used in conjunction with actual umbrellas.

Mid level – Automatically learned at level 4

Normal	MP	Duration	Target	Range
Scarlet Passion	4	Instant	1 person	Touch

The target becomes fired up with passion, and moves their body with newfound energy. The target may immediately roll Initiative again, and use the new value if it is higher. The target acts on this new initiative number starting from the next round.

The Illness of May	4	Until cured	1 person	Close Area

This spell brings upon enemies the magical force known as "Gogatsubyo", or "May Sickness", which saps one's will to do anything other than mope. Though the normal Magic Check is required, the target suffers [Tired: 6], no matter what their Condition is.

Lightning Bug Net	4	12 hours	5 sqm	Caster

Summons a tent of magical mosquito netting that zaps approaching bugs. Grants a +2 bonus to Camp Checks in areas with flying insects.

Ritual	MP	Duration	Target	Range
Call Squall Code	10	10 minutes	5 sqm	Caster

This spell summons a sudden and powerful but extremely accurate rainshower, pouring down water as if a barrel was up-ended. The water is drinkable, and fills all available water skins and barrels.

High level – Automatically learned at level 7				
Normal	**MP**	**Duration**	**Target**	**Range**
Cyclone	4	Instant	1 person + caster	Touch
Calls upon the calamitous power of thunderstorms in the form of a cyclone. Deals [DEX + SPI] damage to both the target and the caster.				
Be Brave	4	Instant	All area	All Areas
Summons an incredibly terrifying being (of the player's choice) for a split second. Assuming the Magic Check succeeds, all characters suffer [Shock: 10]. Covering one's eyes or hiding one's face will not stop the terror from seeping into your hearts.				

Ritual	**MP**	**Duration**	**Target**	**Range**
Tanabata's Wish	10	?	Paper	?
Make a wish upon the light of the Milky Way, and maybe even two star-crossed lovers fated to be apart forever could meet for one night a year. All players write a wish on a small piece of paper and hand it to the GM. The GM chooses a single wish and makes it come true during the scenario. If all the players write truly terrible wishes, the GM may secretly discard them all.				
Summer's Midnight	10	1 hour	Caster	Caster
The most beautiful event in the Summer is Midnight, a time of illusion and calm. This spell can only be used at night. While the spell is in effect, the caster's form becomes a transparent, glowing silhouette that can pass through walls and man-made obstacles. The caster may not pass through natural landscape features, trees, stones, etc. and may not speak or interact with objects. While the spell is in effect, the caster's true body lies sleeping; when the spell's duration ends, the caster returns to their body automatically.				

Living things hustle and bustle in an atmosphere of deep green; people are livelier than ever.

From crashing lightning to evening showers, Summer magic has the power to affect the environment.

Fall Magic

Low level – Automatically learned at level 1				
Normal	**MP**	**Duration**	**Target**	**Range**
Fallen Leaves	2	Permanent	Ground	Touch
A cubic meter of dead leaves appears.				
Harvest Moon	2	6 rounds	All area	All Areas
A beautiful full moon appears in the night sky. This magic may only be used at night, in an area where the sky is visible. While the spell is in effect, the weather becomes "clear" and moonlight illuminates the area. The Spring Magic "Kaguya's Leylance" may use this moon as though it was a real moon.				
Otome Tears	4	6 rounds	1 person	All Areas
The target's eyes are filled with tears, blurring their vision and giving them a -2 penalty to Accuracy Checks.				
Ritual	**MP**	**Duration**	**Target**	**Range**
Magic Jam Bottle	4	7 days	Food	Touch
Any edible item can be made into a long-lasting jam, keeping all its flavor, but preserved for one week. The amount of rations created is determined by a roll of [SPI] (1 die); Healing Herbs are unaffected.				

Mid level – Automatically learned at level 4				
Normal	**MP**	**Duration**	**Target**	**Range**
Grateful Scarecrow	4	6 round	1 person	Close Area
A scarecrow appears and draws an enemy's attacks. The target has a 50% chance of targeting the dummy scarecrow with all magic, attacks, and special attacks, but area attacks are not affected. Though the dummy is virtually indestructible, if hit with a fire attack, it becomes a "Flaming Scarecrow."				
Spirit of Obon	4	Instant	1 person	All Areas
Obon is the Fall festival where the spirits of the dead return home. This spell releases the soul of an undead-type monster from our world, returning it to the other side. An undead monster that has its soul released by this spell falls to the ground and disappears. However, in order for the soul to be released, this spell must be cast twice - though these castings do not need to be consecutive. There may be some rare undead whose souls will never return, or some undead who refuse to rest even after their soul has been returned, requiring other means of release...				
Chocolate Cosmos	4	Until cured	1 person	Close Area
The target remembers or thinks of a past or recent heartbreak. The target suffers [Shock:6], no matter its Condition, though the normal Magic Check is still required. The target must have loved or must be in love, and the strength of their love may raise the Shock value (at the GM's discretion).				
Mignon Bivouac	4	12 hours	1 person	Touch
Creates a cocoon-like hanging sleeping bag, that maintains a constant temperature whatever its surroundings. Sleeping in this bag grants a +1 bonus to the next day's Condition, but this spell may only be used if there is a ceiling or something for the 'cocoon' to hang from.				

High level – Automatically learned at level 7				
Normal	**MP**	**Duration**	**Target**	**Range**
Autumn Sky	4	1 round	1 person	All Areas

Completely destroys a target's willpower, as they gaze longingly at the autumn sky. Regardless of what they had resolved to do previously, they become lost in thought or second guess themselves and just give up. If used in combat, the target loses their next action.

Lie	10	Instant	1 person	Touch

The caster speaks a word and the target withers. If the target has 2 HP or more, they are reduced to 1 HP. Only affects phantom beasts, phantom plants and humanoid targets.

Ritual	**MP**	**Duration**	**Target**	**Range**
Autumn's Dusk	10	Flight duration	Up to 7 people	Touch

The most beautiful sight to behold in autumn is dusk, when the subtlety and elegance of all things in nature can be felt the most; even crows in the sky. The targets may fly with a flock of migrating birds. Calling a flock of migrating birds from a range of one kilometer, the targets may fly to the same destination as the flock. The spell's effect wears off when the birds land. Details such as whether and how many birds are nearby, and how far they are flying are left up to the GM.

Rin-Rin Relaxing Orchestra	10	Ritual length	All who can hear	Caster

The soft calls of crickets (which sound like, "rin rin rin rin rin") creates a pleasant and relaxing background tapestry of sound. All within earshot of the insect orchestra recover [SPI] (1 die) MP.

Birds embark on their seasonal journey while trees wither; crops produce their bounty.

Fall magic has the power to summon autumn cicadas and their soothing call, or change the hearts of people.

Winter Magic

Low level – Automatically learned at level 1				
Normal	**MP**	**Duration**	**Target**	**Range**
Candy Ice Cube	2	10 minutes	Open space	Touch
Creates a large, translucent, frozen block 50cm on each side. This block may be used as an object in battle. Once it melts, it disappears so it cannot be used for water.				
Cool Masquerade	4	6 rounds	1 person	Touch
The target's countenance is frozen in place like a mask. The target does not suffer any mind-based status effects while the spell is in effect. Once the spell expires, any previous status effects return.				
Snowball Storm	4	Instant	1 area	Close Area
A barrage of snowballs is hurled at the area, inflicting [SPI] (1 die) damage to enemies, while allies in the area receive half damage.				
Winter Sleep	4	Instant	1 area	All Areas
The targets feels the lethargy of winter overcome them, and they fall asleep. On the targets' next action and every action thereafter, they may attempt to wake up by rolling a [STR + SPI] check with a target number of 6. If they succeed, they awaken, but their turn is over. If a sleeping creature takes any damage, they immediately wake up.				

Mid level – Automatically learned at level 4				
Normal	**MP**	**Duration**	**Target**	**Range**
Pirika Crackle-Static	2	6 rounds	Touched person	Caster
A powerful charge of static electricity zaps anyone who attacks the caster. Anybody whom the caster touches or attacks, or anyone who attacks the caster suffers [SPI] (1 die) damage. The caster also suffers this damage once, when the spell is cast.				
Catch an Evil Wind	4	Until Cured	1 person	Touch
This spell summons an illness which causes headache, fever, coughing, and all other symptoms of a bad cold. The target suffers [Sick: 6], no matter their Condition, as long as the caster doesn't fumble the Magic Check. In the world of Ryuutama, when someone catches a cold, some people say "Oh dear! An evil wind snuck up on you!"				
Icesword of Desire	4	1 hour	1 person	Close Area
A weapon of ice is created in the hand of the target. This weapon can be of any type, and has a +2 bonus to damage. If the wielder of the Icesword of Desire is attacked and reduced to 0 HP or less, the attacker automatically aquires this weapon.				

Ritual	MP	Duration	Target	Range
Magical Kotatsu & Mikan	2	12 hours	Open space	Touch
A warm low-table with blankets and mandarin oranges suddenly appears. It provides a +2 bonus to Camping Checks while in "cold" weather. However, any character that Fumbles on the next day's Condition suffers [Sick: 4].				

High level – Automatically learned at level 7				
Normal	**MP**	**Duration**	**Target**	**Range**
Absolute Zero Clock	10	D4 rounds	All area	Caster

The caster freezes time around her, gaining 1d4 extra rounds during which only she may act. The caster may use this time only to cast magic.

Grave Glacier	10	Until thawed	1 person	Touch

The target is frozen in a glacier, trapped until the ice melts. Physical attacks have no effect on the glacier, though in sunny weather, it will melt in a day; in cold weather, however, the glacier may never melt.

Winter's Early Morning	4	6 rounds	Caster's area	Caster

The most wonderful experience of winter is the early morning, a time when nature is still and folk are filled with a quiet tension. Just like Winter's early morning, the caster silences the area around him. For the duration of the spell, no sound can be heard in the caster's area, and magic has no effect there.

Ritual	**MP**	**Duration**	**Target**	**Range**
Seven Fortune Frigate	10	12 hours	Various	Caster

A treasure-laden boat bearing seven legendary heroes arrives from the East to bless the caster and his companions. While the spell lasts, any character that is blessed turns any Fumbles into Criticals. Roll a d8 to see what class is blessed. If a class is blessed but the party lacks characters of that class, the heroes bless nobody and leave disappointed.

1: Merchant 2: Farmer 3: Minstrel 4: Hunter 5: Artisan 6: Healer 7: Noble 8: All Classes

Life deteriorates on a white canvas, plunged into icy grief.

As snow blankets the land in a drowsy dream,
Winter magic has the power to inhibit action.

Intro Replay 1

GM: Well, let's start this session of Ryuutama! Today's GM character is a blue Ryuujin named Aster. His alternate form is a secret, but he'll actually be near the party at all times, watching over them.

A: So if it's a blue Ryuujin, that means this is a human drama scenario, right? What is the Benediction you'll be using to support the party?

GM: It'll be "The Tale of Kindness." Ok, first I'm going to ask each of you to give a quick self-introduction for the characters you created. Let's start with Player A.

A: My character's name is Leo. He's an 18-year-old boy, a Technical-type Merchant. He has pale skin and black hair. He's short, but he's sort of the type of peddler that carries a bunch of heavy stuff on his back as he travels. He is honing his trading skills as he travels, and he sort of speaks in a pseudo-southern drawl.

GM: What kind of trader is he? What goods does he sell?

A: Hmm. Foodstuffs, y'all.

GM: Gotcha. Alright, next is B.

B: My character's name is Haruka. She's a 16-year-old girl and is a Magical-type Farmer who uses Spring magic. I'm taking the Minstrel skill Music as my Side-job. She has chestnut-colored semi-long hair and I guess has a healthy-looking tan. Her hometown is famous for its wheat. She left her town with a white dog named Custer to look for her brother, who has moved away. I think her party role is going to be the Mapper and Diary Keeper!

A: Oh yeah! I forgot to say that Leo is going to be the Leader and Quartermaster.

GM: Alright, let's get this two-person travelogue on the road... It's now the beginning of Fall, and Leo, Haruka and Custer the dog are walking down a road to the next town, admiring the auburn leaves on the nearby trees in light drizzle. It is currently about just past noon.

A ➞ Leo: Fall! That means mushroom hunting! Keep an eye out there fer any spots where mushrooms might be bloomin'! I'm fixin' to sell 'em! (laughs)

B ➞ Haruka: Mr. Leo, please don't sell any poisonous mushrooms, ok? (laughs)

GM: And so, while you two are walking in the rain, talking about mushrooms… How do you two feel today? Please roll your Condition Checks!

Leo: Okie dokie! Hmm, I roll my Strength and Spirit dice, right? (rolls) Looks like I got myself a 4 and 3 to make 7.

GM: Well, today Leo is in good health.

Haruka: (Rolls) —ah, Oh no! I rolled double ones!!

GM: Well, it looks like Haruka didn't sleep very well this morning, and her face looks really pale. Also, since you rolled double ones, you have to choose one of your Attributes and downgrade it.

Haruka: Downgrade?

GM: For example… since Haruka's Spirit is d8 (an 8-sided die), a downgrade would make it a d6 (a 6-sided die). That's what you would use, but just for the rest of the day.

Haruka: I see. Ok, so my Spirit becomes a d6. Gahhh...

GM: After that, you both get Fumble Points. Any time someone in your party rolls double ones, you receive one of these automatically. Good things happen when you use these, so make sure you mark it on your character sheet!

Leo and Haruka: Got it!

GM: Next, we're going to find out if you run into any trouble while traveling on foot by rolling a Movement Check. The grassland topography has a difficulty level of 6, and the rainy weather gives it a +1 modifier, so the Difficulty Number is 7. Alright, both of you, please roll Strength and Dexterity!

Haruka: Would it be ok if I learned a song first for my Music skill?

GM: Grasslands or rain, which type of song?

Haruka: I'll go with rain. I'll use it right away. (rolls) That comes out to 9, that's a success. Haruka uses "Candy Drop Song!" My friends get +1~!

Leo: Ain't that the wrong kind of drops? Shouldn't it be raindrops?? (rolls) and I rolled myself a 6… if tweren't for the +1 Music bonus I'd be a goner fer sure!

Haruka: Yay, I was useful! I got a 9 so I succeeded just fine!

GM: So both of you traveled through the grasslands without any troubles. However, along the way you find that the road has washed away! Roll the Direction Check to see if you lose the way to your destination. Who's the Mapper?

Haruka: That's me! Just in case, I'll be casting my beginner's magic "Acorn Compass." The magic Incantation Check… (rolls) worked so I rolled an 8, a success!

GM: Ok, an arrow-shaped object is conjured by Haruka's magic, and points out the way to the destination as you walk!

Haruka: Alright, let's follow Mr. Arrow~! (laughs)

THE BOOK OF SUMMER

wherein lie the frequently used rules for both players and GM

Skill Check Rules

What is a Check?

Role-playing games frequently include a random element to represent uncertainty and the looming possibility of failure. Ryuutama is no different.

When performing an action, a character's stats are used to determine success or failure. The higher the stat, the better chances are for success. However, no matter how high your stats are, there is always a chance of failure. In Ryuutama, the roll of the dice provides an exciting random influence upon the story.

Rolling dice to determine success or failure is called a "Check." There are two main types of Checks: "Success Checks," and "Contested Checks."

The Basics of Rolling a Check

1. Unless otherwise noted, two dice are rolled.
2. The results of both dice are added together. The higher the total, the better.
3. The dice used correspond to the character's stats, but the exact stats used will be determined by either the rules or the GM.

Stats used in a Check

The values of a character's statistics [STR, DEX, INT, SPI] determine the type of dice used in a check, with the numbers directly indicating the number of sides on the dice that should be rolled.

In some rare instances, you will roll only one die. In those cases, take the value of that single die without adding anything except situational modifiers.

Fumbles and Criticals

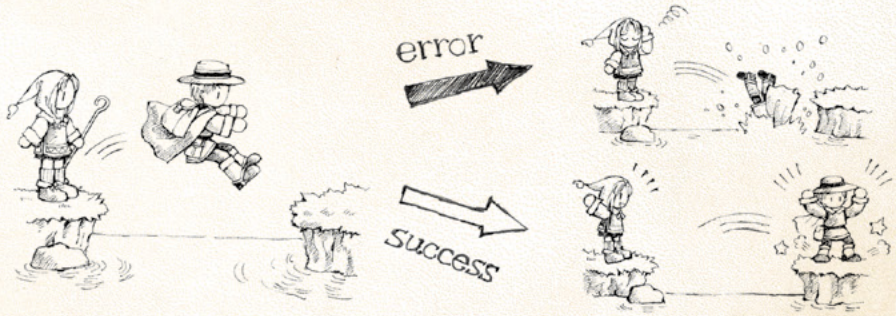
Fumbles

A Fumble occurs any time all dice rolled show a value of 1. A Fumble is a crushing failure. An item used for a bonus on the check will automatically have its durability reduced by one (if multiple items are being used, choose one item at random or at the GM's discretion).

The experience of failure, however, will leave an impression on the party. When a fumble is rolled, each party member receives a Fumble Point that will aid him or her later. Fumble Points are used for Concentration and carry between sessions.

Critical Success

A Critical Success (otherwise known as a 'critical,' or 'crit') happens anytime both dice rolled for a Check come up as either sixes or showing the maximum value for their dice size. This represents a great success! For example, if rolling a d6 and a d8, a roll of either 6+8 or 6+6 would result in a Critical Success. If rolling a d4 and a d8, only a roll of 4+8 would trigger a Critical Success.



Success Checks

Success Checks are used to see if a character is able to successfully complete a particular action. A Success Check is used only when the action is not a simple affair, and success is not guaranteed, such as when jumping over a large pit or searching for hidden items. The process for making Success Checks is:

A spellcaster may cast a spell that effects the roll before the dice are rolled.

1. The GM determines the stats to be used and the target number. The GM may decide to keep the target number a secret.
2. The Player rolls the dice and tells the GM the outcome of the roll. Various penalties and/or bonuses - called "modifiers" - may apply due to magic, items, or skills.
3. The results of the dice are compared to the Target Number (or "difficulty") and the action is determined to be a success, failure, critical success, or fumble by the GM.

Success: The total of the dice rolled + modifiers ≥ Target Number. Ties go to the character!

Failure: **The total of the dice rolled** + modifiers < Target Number

In some instances, the outcome of the Success Check is not a binary success/failure, but an indication of how well the feat was accomplished. For example, a check result of 4~5 may mean that a character managed to find a key in a dusty room after a long search, but a check result of 9~10 means that the character finds the key immediately.

TN	Difficulty
4	Easy
7	A little difficult
9	Difficult
12	Very difficult
16	Impossible for normal people
20	Probably requires a miracle

Result	Evaluation
1 – Fumble	Total failure
4	Even a kid could do better
7	Pretty good
9	As good as a pro!
12	You're probably famous in your town
16	Best in the land
20	Legendary
Critical	The best outcome possible

Contested Checks

Contested Checks are used to determine the result of a competition between two parties. For example, a 50-yard foot race in which the victor would be uncertain.

To determine the winner, both parties make rolls, any modifiers are added to the results, and the highest total is the winner. In the case of a tie, the results are ignored and the Check is repeated until a victor is determined. The process for making Contested Checks is:

1. The GM determines the appropriate statistics to be used.
2. Both parties roll two dice and report the results to the GM.
3. The GM compares the results and determines the winner.

Haruka tries to arm wrestle with Rick, the strongest guy in town.

1) The GM determines that the stats to be used are [STR] and [SPI].

2) Rick has [STR:8] and [SPI:4], while Haruka has [STR:6] and [SPI:8]. They both roll their dice and get their totals: Rick gets 9 while Haruka gets 8.

3) The check results are compared; Rick is the winner since he had the highest total.

Additional Check Information

General Check Examples

Here is a list of common situations and the corresponding stats to be used in skill checks. If a situation arises that is not covered by this chart, the GM should use their best judgement to determine the appropriate stats.

Check Name	Stats	Situation
Hard exercise	[STR + DEX]	Climbing trees or rocks, swimming in the sea or a river
Drinking	[STR + SPI]	Drinking lots of liquor; drinking competitions
Stealth	[DEX + DEX]	Hiding; keeping footsteps quiet
Perception	[DEX + INT]	Seeing hidden things
Dodge	[DEX + INT]	Dodging arrows or falling things
Delicate Work	[DEX + SPI]	Making intricate items; setting traps
Negotiation	[INT + SPI]	Getting information from enemies; increasing your business opportunities
Sense	[INT + SPI]	Sense nearby living things
Job Knowledge	[INT + INT]	Know the basics of your Class's craft

Situational Modifiers

Depending on the situation, the GM may decide that circumstances favor your character, giving you a +1 or +2 bonus to your check. However, the GM may also decide that your character is in an awkward position that calls for a penalty instead.

Retrying Checks

Generally, once a character has failed a check, they may not retry the action. However, the GM may decide to allow them to try again. In this case, the character recieves a -1 penalty to the second check.

A reminder to GMs: If the character absolutely needs to succeed on a task in order to progress in the scenario, it's probably not a good idea to force them to roll the dice. Just let the character succeed. Or, alternately, let the player make the roll, and if they fail, the character still succeeds at the action, but a future (or even immediate) setback is triggered that will affect the story.

Concentration

What is Concentration?

When faced with a difficult action or perilous situation, a character can concentrate, increasing their chance of success.

Concentration Timing

A character can "Concentrate" whenever attempting a check. Concentration must be declared before the dice are rolled.

Checks Where Concentrate Cannot Be Used

Condition Checks, Initiative Checks, Damage Checks

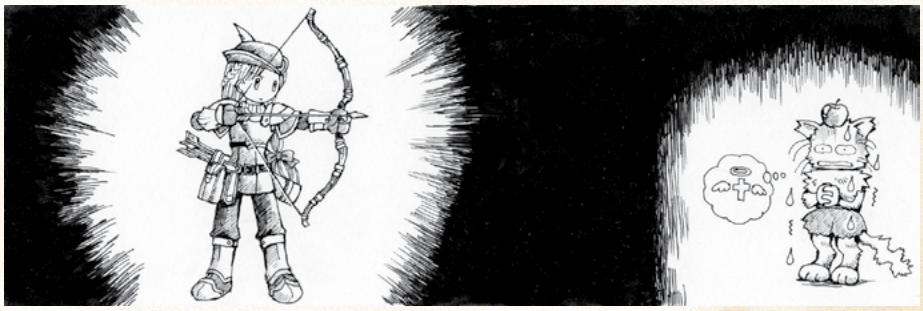
Concentration Cost

In order for a character to Concentrate, one of the following costs must be paid: Half of the character's current MP (rounded up), One Fumble Point

Concentration Effect

The character gains a +1 bonus to the Check result.

- If both Concentration costs are paid (Half MP and a Fumble Point), a character may gain a +2 bonus to the check instead. A normal character may never gain more than a +2 bonus due to Concentration. A Technical Type character can get a maximum +3 total bonus by utilizing both MP and a Fumble Point. No character can receive a +4 or higher bonus.
- If a character is at 1 MP and concentrates, they use half their MP rounded up: 1. This brings them to 0 MP, which normally would cause that character to faint (see combat). The concentrating character is still able to finish their action, but no matter the outcome they will end up fainting afterward. Better make it count!



Concentration can be used to gain advantage during checks. See page 96.

Condition

What is Condition?

Condition is an abstraction of a character's current status. When a character's Condition is high, the character is feeling full of energy and confidence. When a character's Condition is low, they are more likely to be ensnared by an enemy's magic or be affected by status effects. Having a low Condition can be a perilous situation to be in.

Condition Check

A character's Condition score is determined at the beginning of every day, by rolling a Condition Check using [STR + SPI].

Sleepless Penalty

If a character stays up all night to get to their destination as quickly as possible, or are in some sort of jam that prevents them from sleeping, the Condition Check does not occur. Instead, their current Condition score is halved, rounding down. If this results in the character's Condition dropping to 2 or less, they automatically Faint. A character whose Condition drops to 0 dies.

Tip-Top Shape

When a character's Condition is 10 or higher, the character is feeling so great that one of their stats is temporarily increased. The player may choose one of their character's four statistics and increase it by one die size for that day. A stat may not be raised above 12 in this manner.

Out of Shape

When a character's Condition is 2 (a Fumble roll), the character is feeling run down and out of sorts. The player must choose one of the following status effect to affect their character: [Injury: 4], [Poison: 4], [Exhaustion: 4], [Muddled: 4].

Die size up and down

When a character's stats are affected by magic spells, leveling up, or being in Tip-Top Shape, the order in which the die size progresses is as follows: 4 ➞ 6 ➞ 8 ➞ 10 ➞ 12. A stat may not be raised higher than 12 except with a certain spell.

When effects such as Injury or Poison reduce a character's stats, the order in which die size is reduced is as follows: 12 ➞ 10 ➞ 8 ➞ 6 ➞ 4. A stat may not be lower than 4.

Status Effects and Recovery

What are status effects?

There are times during a Journey when travelers will be afflicted by various types of injury or ill fortune. These ailments are called status effects. There are six different status effects, which are divided into two categories.

The number attached to a status effect indicates the strength of the status effect and represents how likely a character is succumb to it. A character with a Condition equal to or less than this number will suffer the effects of the status effect. For example, Poison: 6 will affect a character with a Condition of 6 or less.

A traveler who receives a status effect weaker than their current Condition still records the Status Effect, even though it does not affect him that day, since it may affect him the next.

A traveler afflicted with two status effects of the same type only records the one with the higher value. For example, if a character with Shock: 6 is later afflicted with Shock: 4 from another source, only the original instance of Shock: 6 is kept.

How to Recover from Status Effects

If any of the following occur, a character will recover from a status effect:

The next day's Condition is equal to or higher than the status effect's strength.

The character is treated with a healing herb or magic spell that affects status effects.

They receive aid at a facility in a town or city.

They are given First Aid by a Healer class character. However, this is only temporary and the status effect is only relieved for one hour.

Body-based status effects	
Injury [DEX] is reduced by one die size	
Poison [STR] is reduced by one die size	
Sickness All four stats reduced by one die size	
Mind-based Status Effects	
Exhaustion [SPI] is reduced by one die size	
Muddled [INT] is reduced by one die size	
Shock All four stats reduced by one die size	

Micka had a bad day. He slept poorly, waking up with a Condition of 5. During the day he was distracted by a rare butterfly and tumbled down a ravine. He thought he might have twisted his ankle [Injury:5] but he was able to walk it off… temporarily. Unfortunately, he walked right into a bottlesnake den. He was bitten before he realized what was going on [Poison:6], and had to be rescued by his friends. His Condition of 5 is less than the strength of the [Poison] but higher than the [Injury], so he records them both but only suffers the [STR] die size reduction. Luckily(?) for him, his [STR] is already at [STR:4], so it cannot be reduced any further.

In the morning, Micka is looking pale and rolls poorly: Condition 4! Now Micka's foot is swollen and aching due to his [Injury:5]! His [DEX:6] is reduced to [DEX:4] because of the status effect, increasing the chance that he will continue to roll poorly until he is cured.

Journey Rules

What are Journey Rules?

Travelers tend to spend more time outdoors than in human settlements: Hiking along mountain trails, scavenging for food to be cooked over a campfire, or finding suitable caves to take refuge in. Journey Checks exist to find out how smoothly each day in the wilderness goes for your characters. Once characters reach a settlement, only the Condition Check is required.

As long as characters are travelling in the wilderness, they make the three Journey Checks detailed below, each day, in order. The difficulty for these checks will change depending on the current terrain and weather. The rougher the terrain and the harsher the weather, the higher the target number will be.

If travelers are passing through familiar terrain, following clearly marked roads, or on very long Journeys, the GM may feel free to skip Direction or even Travel Checks if they feel unnecessary.

The target number for all Journey Checks is equal to: Terrain Difficulty + Weather Modifier.

Roughly	Movement distance
1 day's movement (~8 hours on foot)	About 30 km
2 hours on foot	About 7.5 km
1 square on the map sheet	About 30 km
Terrain	**Difficulty**
Level 1: grasslands, wasteland	6
Level 2: woods, highlands, rocky terrain	8
Level 3: deep forest, swamp, mountain	10
Level 4: desert, jungle	12
Level 5: alpine	14
Weather	**Modifier**
Clear skies/cloudy	None
Hot/cold/rain/strong wind/fog	+1
Hard rain/snow/night/deep fog	+3
hurricane/blizzard	+5
Traveling through Level 3 terrain - Move at 1/2 speed	
Traveling through Level 4 terrain - Move at 1/3 speed	
Traveling through Level 5 terrain - Move at 1/4 speed	

Terrain Descriptions

Grassland - Rolling plains of relatively peaceful, grassy land with shrubs and maybe small or stunted trees. There are usually few dangers in the grassland, but it can be easy to get lost due to the lack of landmarks

Wasteland - Craggy wastes, dried lakebeds, or rocky areas between mountains where life has yet to firmly take root - or has already died off. Danger is scarce, but so are animals and resources.

Woods - Gentle, forested areas of trees or bamboo, full of plant and animal life.

Highlands - Sloping hills and elevated plateaus, usually covered in pasture land and rich in plant life.

Rocky Terrain - Rough areas, tougher to traverse than wastelands, but not quite mountainous. These rocky areas tend to be steep, stony inclines, with little plant and animal life; or else flat and very dry, verging on being desert.

Deep Forest - Think the Black Forest of the Grimm tales: Ancient, dark, powerful forests that seem to swallow the sunlight. No amount of familiarity will allow you to feel truly at ease here, and it can be easy for unwary travelers to become lost.

Swamp - Wetlands or forested bogs, swamps tend to be rich ecologies with a wide variety of plants, animals and bugs. However, it is difficult to cross wetlands quickly, and it is all too easy for gear to be lost or ruined in the process.

Mountain - Huge, rocky protrusions that reach into the clouds and can stretch for miles. Mountains and mountain ranges are home to specialized flora and fauna that have adapted to steep slopes and frigid temperatures. They can be very dangerous to cross without a lot of preparation.

Desert - Barren, sandy land with little plant or animal life. Extremely hazardous to cross without preparation.

Jungle - A rich biome, rife with dangers both obvious and hidden. Jungles have great biodiversity, always surprising travelers with new sights, smells and experiences, but great care must be taken in dealing with the plants and animals found there.

Alpine - The highest, coldest reaches of the tallest mountains, alpine regions are almost entirely devoid of life. Travelers come here only if there is no other path, and can do nothing but hasten on their way. Extremely dangerous without proper gear and training. This terrain can also represent the tops of active volcanic mountains, which present their own challenges.

The Flow of Journey Checks

1 Condition Check [STR + SPI]

Who: Each party member

Determines everyone's Condition for that day.

2 Travel Check [STR + DEX] Target number: Terrain + Weather

Who: Each party member

Determines the ability of each traveler to traverse the terrain without incident.

Success: The character travels all day without harm.

Failure: Halve the character's current HP, rounding down.

Critical: +1 to Condition until the next day's Condition Check.

Fumble: Quarter the character's current HP, rounding down.

3 Direction Check [INT + INT] Target number: Terrain + Weather

Who: Only the Mapper (One other person may provide supp...

Determines the ability of the party to find their way.

Success: The party finds their way.

Failure: Movement is halved. If the party traverses the same terrain the next day, they receive a +1 to their next Direction Check.

Critical: The party finds their way, regardless of the terrain difficulty.

Fumble: The party ends up in the exact same spot at the end of the day.

4 Camping Check [DEX + INT] Target number: Terrain + Weather

Who: 1 person (One other person may provide support)

If the party doesn't have enough tents and sleeping gear, this Check receives a -1 penalty

Determines whether the party passes the night safely.

Success: At the start of the next day each character's current HP is doubled (up to their max). MP is fully restored.

Failure: At the start of the next day each character recovers only two HP and MP.

Critical: At the start of the next day each character recovers all their HP and MP, and gains a +1 bonus to the that day's Condition.

Fumble: No recovery occurs and the group suffers a -1 penalty to the next day's Condition.

At the end of each day, each traveler consumes one food and water ration.

More about Journey Checks

An Important Reminder about Journey Checks and Role-Playing

One of the most important things to remember about Journey Checks is that they should not feel like a series of simple, silent die rolls, to be made over and over again on the journey between points A and B. Every success should prompt an in-character reaction. Every failure should set up an interesting challenge or role-play scene in the game. The GM should embellish the description of what happens, or perhaps leave it to the players to tell the group how they managed to succeed, or what occurred when they failed.

While, yes, they are a series of static, rules-based die rolls, Journey Checks should immediately prompt role-playing and potentially create new twists in the story. Don't let them become a rote chore that silences the players and just produces numeric results. See the examples in the Replays for insight into simple narration of journey check results.

Support Rules

The characters attempting the Direction Check and the Camping Check may each receive assistance from one other character. If the supporting character makes the same check with a target number of 5, the main check gains a +1 bonus. The GM may decide to allow characters to support other checks as well. Condition checks, however, cannot be supported.

Return Route

Because travelers remember the roads they've tread, the return home from a journey is much easier.

If the characters travel through the same area of level 2 or lower terrain twice in less than a week, they only need to perform Condition and Camping Checks.

Penalties for Lack of Food and Water

If a character has run out of food or water, every check they perform receives a -1 penalty. If both food and water have run out, the penalty is -2. The penalty is cumulative, stacking each day that the situation is not remedied.

Food and water supply

Food can be restocked by shopping in town or by gathering materials from fallen monsters. Water is refilled automatically when entering a town.

A party can spend time while moving to find more food and water along the way. To do this, choose 1 character to perform a supportable [STR + INT] check with a target number of terrain + weather. A number of food and water rations are found equal to the difference between the target number and the number rolled on the dice. However, movement for that day is halved.

Random Events

Sometimes random events happen to travellers on the road. Included is a chart with a list of possibilities with appropriate status effects. The GM may feel free to include these as part of a scenario.

Event	Status Effect	Strength of Effect
Twisted ankle	Injury	4
Rock fall/avalanche	Injury	6
Fall from a great height	Injury	6
Touching a poisonous plant	Poison	4
Food poisoning	Poison	4
Poisonous snakebite	Poison	6
Catching a cold	Sickness	4
Heatstroke	Sickness	4
Contagious disease	Sickness	6
Insomnia	Exhaustion	4
Homesickness	Exhaustion	6
Walking High	Muddled	4
Drunkness	Muddled	6

Terrain Dragons

Innumerable breathtaking vistas populate the world of Ryuutama, from prairies that stretch across green horizons, to deserts cracked and ruined by heat and thirst. From rain that bestows blessings upon the earth to freezing blizzards that ravage mountainous paths, nature's power is on display wherever you may travel. Living in and among these natural phenomenon are the Terrain and Weather Dragons.

Just as the grassland explodes into bursts of green when populated by prairie dragons, a landscape will quickly become sandy and hot once a sand dragon makes a nest. Of course, this means that rainy skies follow wherever the rain dragons may go. In any case, it is said that the very breath of these dragons creates the various terrain and weather patterns that make up our world.

However, the exact nature of the Terrain and Weather Dragons is still unknown. Some sages say that dragons are little smarter than most other animals and live like beasts on the land. Other wise men suggest that dragons are actually spirits, with keen intellects that surpass even mankind.

In any case, it seems that they are both; both are true at the same time. Most dragons are similar to wild animals, but there are long-lived dragons that have been around for hundreds of years that are smarter and more powerful than we can even imagine.

It cannot be denied, however, that dragons are complicated creatures. The existence of many dragons is a boon to mankind, although some dragons, like the crag or sand dragons, tend to destroy any earth they settle. Occasionally, territorial disputes between dragons can lead to topographical shifts across wide areas. What are we supposed to do in such a situation?

As far as humankind is concerned, dragons are creatures worthy of respect and admiration, but certainly also fear and wariness.

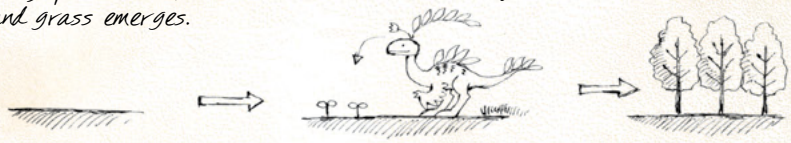
Prairie Dragon

Prairie dragons specialize in planting seeds in lands laid bare by fire.

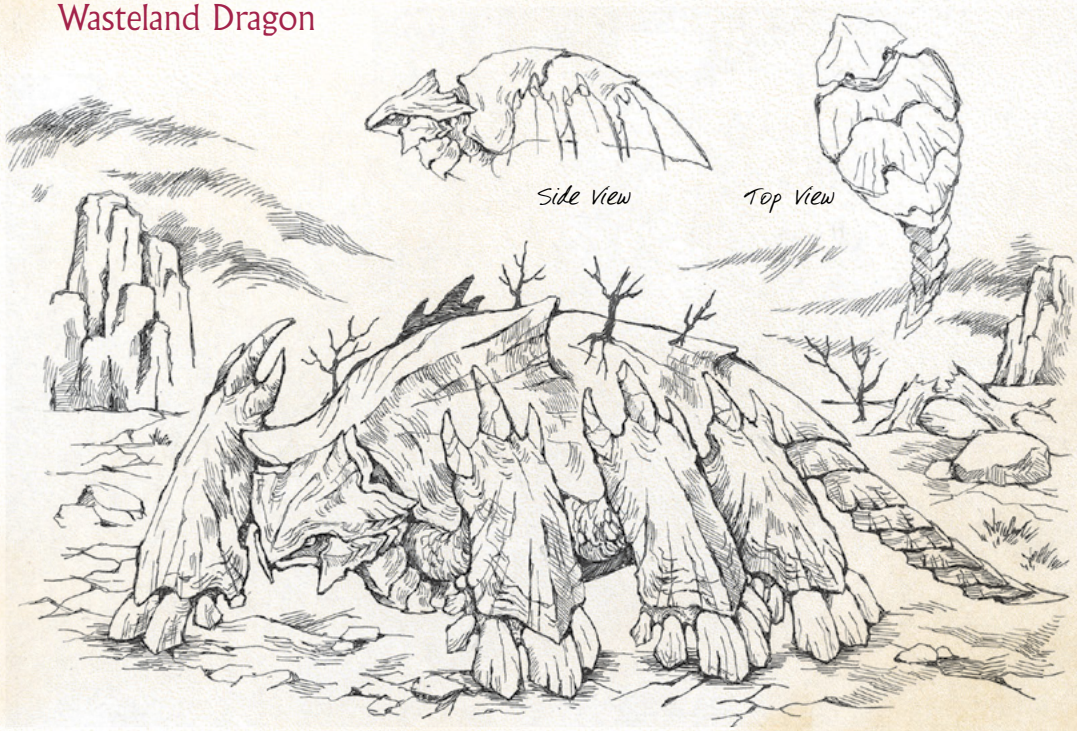
First, the prairie dragons emerge; they plant seeds, and grass emerges.

The land becomes a steppe. Over time, more plants emerge and it becomes a forest.

For farmers, this dragon is probably a nuisance.



Wasteland Dragon



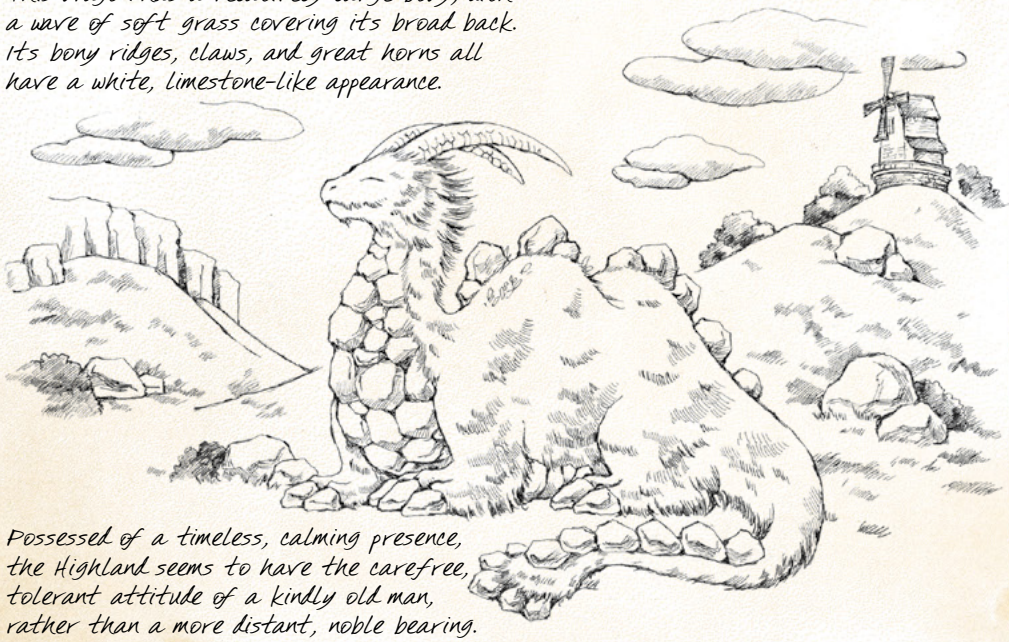
Woodland Dragon

Compared to the deep forest, the woods are easy for humans and dragons alike to live in.

On the antenna that springs from the head of the woodland dragon, there grow glowing pouches in the shape of flowers. When it is in a good mood, these "blossoms" emit a soft glow.

Highland Dragon

This dragon has a relatively large body, with a wave of soft grass covering its broad back. Its bony ridges, claws, and great horns all have a white, limestone-like appearance.



Possessed of a timeless, calming presence, the Highland seems to have the carefree, tolerant attitude of a kindly old man, rather than a more distant, noble bearing. It seems almost to invite one to curl up next to it for a nap.... though it could be that this dragon is a little...slow.

Stone Dragon

Its surface is covered in rocks, with crystals and clumps of quartz here and there. It almost looks as if it could curl into a ball and roll away like a stone.

Dark Dragon

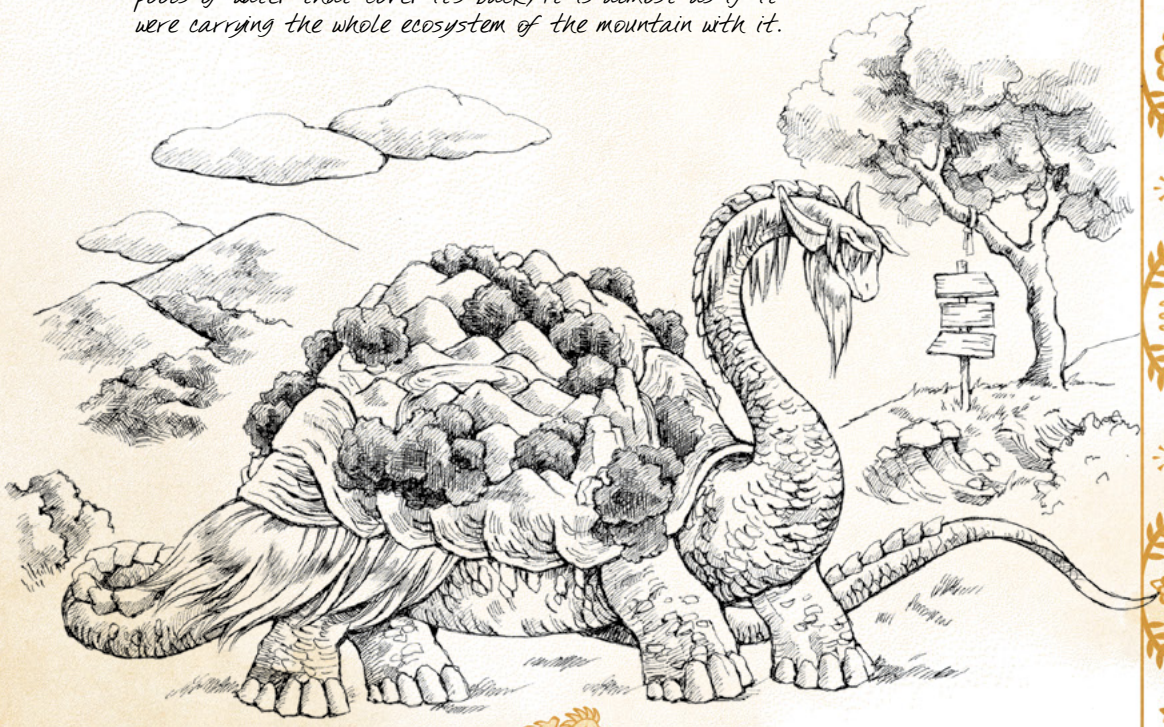
This dragon prefers deep, mysterious forests, like the Black Forest of Grimm tales, or the impenetrable forest surrounding Mount Fuji. Deep forests that seem to reject human incursions, creating an environment in which monsters can thrive. Many thorny tendrils unfurl from where the dark dragon's wings meet its body, and it sports a second pair of eyes on its collarbone.

Muck Dragon

This dragon has a frog-like tongue it uses to snatch marsh insects from the air, and a membraneous sac hangs from its throat, stretching taut and translucent when the muck dragon calls to its mate. Oddly, the mating call of the muck dragon can be quite enchanting. Covered in a thin layer of slime, this dragon is danger of dying if it dries out.

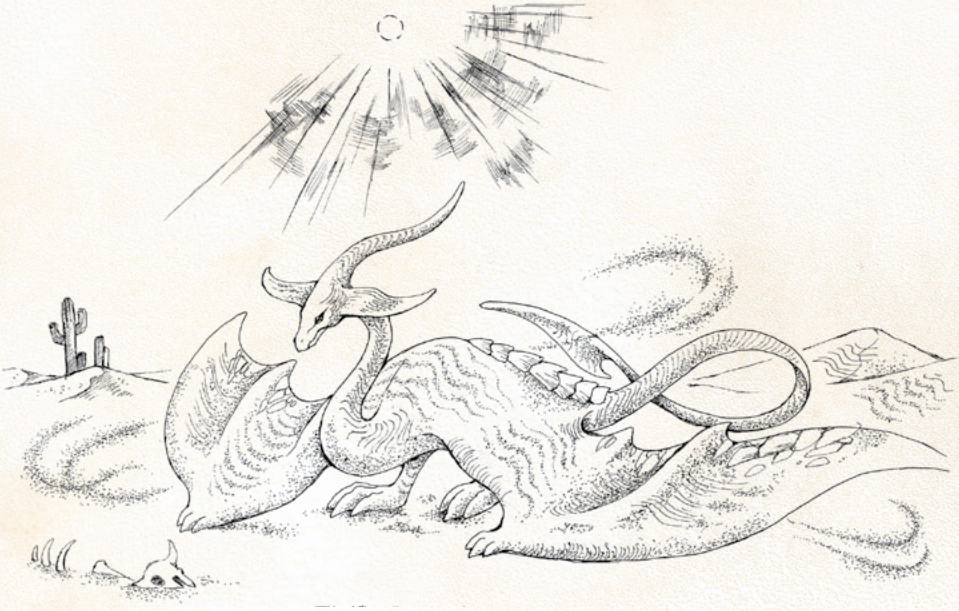
Cliff Dragon

On this dragon's shell grow many plants, thriving amidst the stones and small pools of water that cover its back; it is almost as if it were carrying the whole ecosystem of the mountain with it.



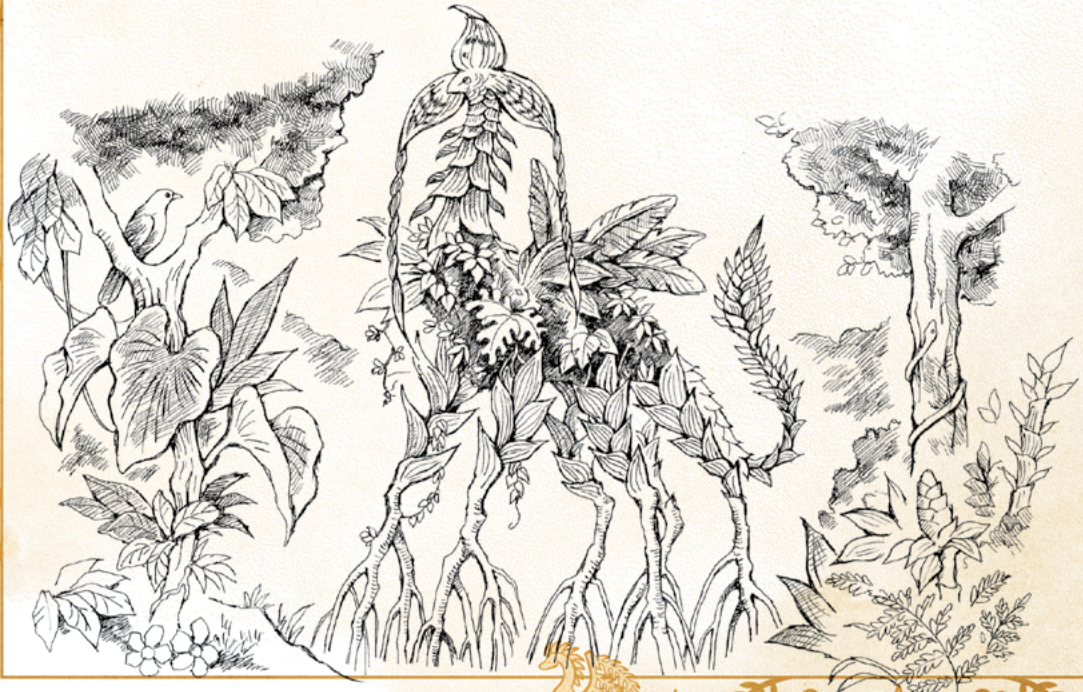
Sand Dragon

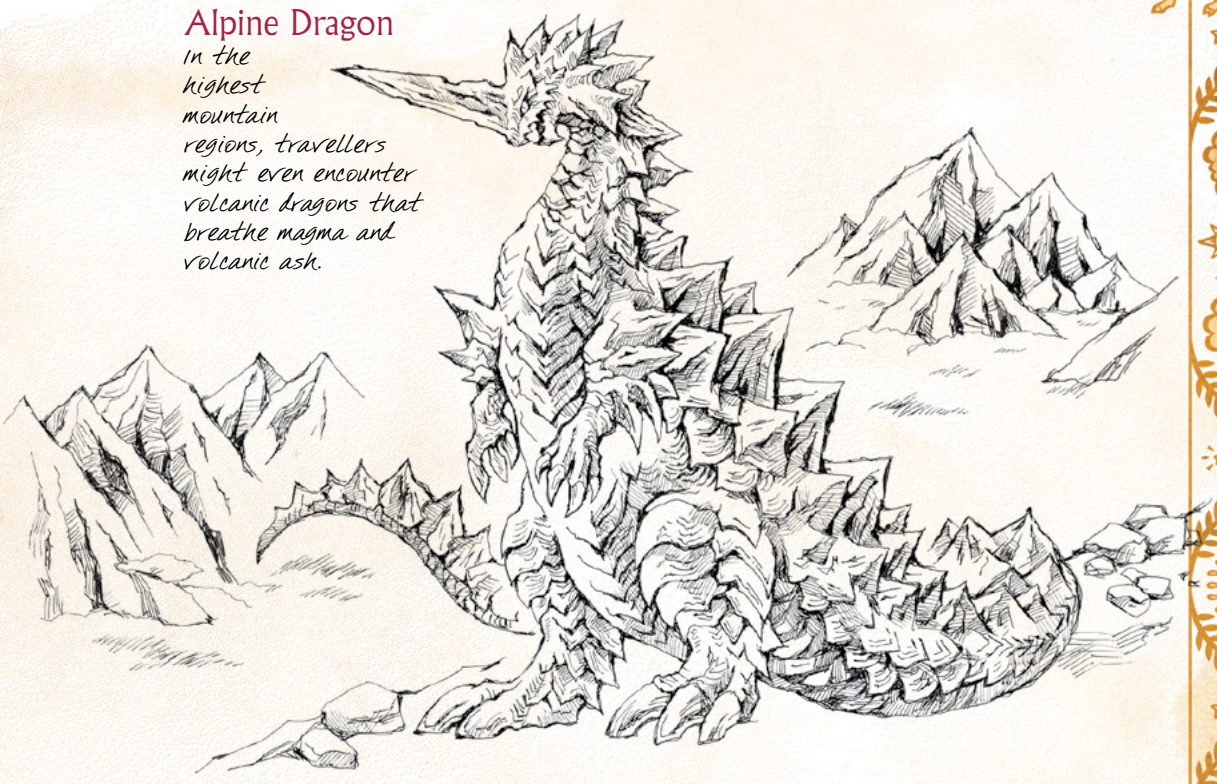
The sand dragon is always surrounded by sandstorms, and its breath forms mirages on the hot desert sand. While it has vast, billowing wings, they are ill-suited for flying, instead reaching out to overshadow the creature's surroundings, like a terrifying vision of the power of the desert.



Vine Dragon

Standing with its rootlike feet sunk into the earth, the vine dragon rarely moves, though when it does, the beasts of the jungle erupt into a frenzy. Its body is birdlike, but covered in living plants, giving it the appearance of being a mass of vegetation rather than a creature. Indeed, like a plant, it has no need to eat, and thus no mouth.





Alpine Dragon

In the highest mountain regions, travellers might even encounter volcanic dragons that breathe magma and volcanic ash.

Common Sights for Various Topologies

Lv 1:

- **Grassland**: Grassy Thickets, Sparse Trees, Fields of Flowers, Burrows/Dens, Small Rivers
- **Wasteland**: Animal Remains, Bones, Withered Trees, Withering Grass, Rocks, Sand, Boulders, An Abandoned Shack, Fallen Trees, Cliffs, Scree/Rubble

Lv 2

- **Wood**: Thickets, A Grove of Trees, Seeds/Acorns, Fallen Leaves, Fallen Trees, Sunlight Filtering through Trees, Flowers, Animal Trails
- **Highland**: Hills, Grassy Thickets, Fields of Flowers, Pastureland, Fences, Trees, Cow or Sheep Stables, Animal Droppings
- **Rocky Terrain**: Ledges, Rocky Paths, Falling Rocks, Boulders, Rocks, Bluffs, Gravel Banks, River Rapids, Chasms

Lv 3

- **Deep Forest**: Moss-Covered Rocks, Dense Trees, Seeds/Acorns, Thickets, Fallen Trees, Fallen Leaves, Mushrooms, Mist, Animal Trails
- **Swamp**: Bogs, Mud, Holes, Quagmires, Thickets, Driftwood, Lotus Petals, Frogs, Snakes, Bubbling Water, Small Paths, A Bridge
- **Mountain**: Valleys, Hills, Steep Slopes, Suspension Bridges, Animal Trails, Signposts, Groves of Trees, Geysers, Hot Springs, Poisonous Gasses, Waterfalls, Emergency Shelters

Lv 4

- **Desert**: Sand, Quicksand, Sand Dunes, Boulders, Rocks, Bones, Cactus, Sandstorms, Mirages, Heat Haze, Oasis Springs, Ruins Half-Buried in Sand, A Pyramid, Ancient Ruins
- **Jungle**: Coiling Vines, Tree Canopies, Brightly Colored Flowers, Giant Plants, Mist, Mud, Fallen Trees, Animal Cries, Bleached-White Bones, Mushrooms, Animal Trails, Giant Insects, Ancient Ruins, Mysterious Objects from Another Civilization

Lv 5

- **Alpine**: Snow, Ice, Alpine Plants, Boulders, Snow Drifts, Sheer Cliffs, Falling Rocks, Scree/Rubble, Volcanic Caldera, Vapor, Geysers, Ledges, Emergency Shelters

Things that Appear in All Topologies

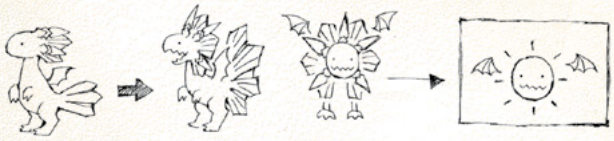
Animal Tracks, Wild Animals, Insects, Dragon Statues

Weather Dragons

Sun Dragon

Sun dragons have warm, sunny personalities. In fact, all weather dragons have personalities that reflect the weather they represent.

As they are attracted to "teru-teru bozu"--a type of simple, handcrafted charm--there is a tradition of hanging these trinkets about the house to invite warm weather. In fact, children are taught a simple song that goes, "Sun dragons love teruteru bozu, so if we hang them from our house, the sun dragons will come out and play".



warm weather symbol

On cloudy or rainy days, sun dragons unhappily tuck in their fins and tails, but when they are content they unfurl them. Front view

Weathzerds (Weather Wizards) use symbols representing the dragons when relaying the weather report for the day.

Cloud Dragon

Gentle, mild creatures... or at least, that's what folks tend to believe. In truth, they are simply slow and spacey. Cloud dragons are sleepyheads, and their reputation as the calmest variety of dragon is due to their being half-asleep.

Their favorite activity is sleeping, which is why when people can't fall asleep they count images of cloud dragons in their mind until they drift off.

Cloudy days in the world of Ryuutama are sometimes caused by groups of cloud dragons flocking together like sheep. When they jostle about in the air, clouds appear and the day becomes overcast.

cloudy weather symbol

Rain Dragon

Very different from sun dragons, rain dragons are introverted, a little timid, and delicate in personality.

They carry umbrella-shaped mushrooms--not that they are at all put out by being wet; They just like mushrooms. When they fly, they hold their mushrooms aloft. They are also timid, so when frightened, in an unfamiliar location, or confronted with something unexpected, they hide the upper half of their bodies beneath their mushrooms.

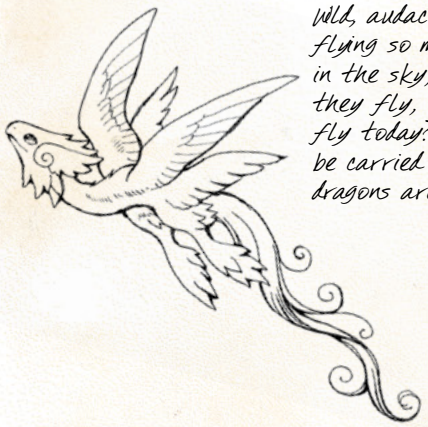
They watch and wait, like this. This has subsequently become the symbol of rainy weather.

Their bodies are semi-transparent, and covered in a kind of jelly-like slime.

If you look closely, you can easily see through their disguise; the fact that they maintain the ruse anyway is rather charming.

rainy weather symbol

Wind Dragon



Wild, audacious, and free-spirited, wind dragons love flying so much that they spend almost all their time in the sky, and are rarely seen on the ground. When they fly, their attitude is less "Where do I want to fly today?", but more like, "It's so much fun to just be carried along by the wind". Wind dragons and cloud dragons are unexpectedly friendly with each other.

The tail of a wind dragon is curly and twisting, trailing out loosely behind it; must have been these tails that inspired the weatherds when they came up with the symbol for windy weather.

windy weather symbol

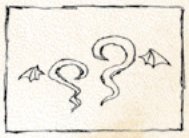
Mist Dragon

Mysterious and a little unsettling, mist dragons never make a sound, which makes them seem even more inscrutable.

Their bodies are completely white, and semitransparent, flapping like the pages of a book when they move, but possessed of a texture less like paper and more like...boiled wonton noodles.

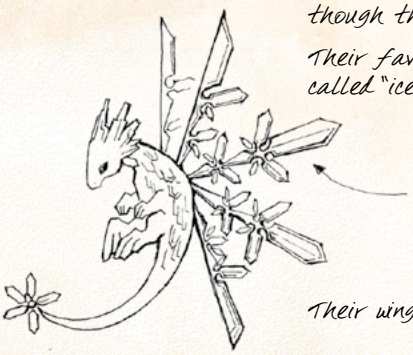
A thick, billowy fog always seems to surround the body of a mist dragon.

Mist dragon outstretched



foggy weather symbol

Snow Dragon

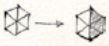


Snow dragons' personalities are cool, calm and aloof, though they are friendly with winter dragons.

Their favorite food is rock candy, also called "ice candy" by children.

Their bodies seem like they are made of spiky, jagged crystal, or artisan-cut glass.

The unusual shape of their wings varies from dragon to dragon. It is said, that no two snow dragons look completely alike.



Their wings are a pair of symmetrical, six-pointed crystals.

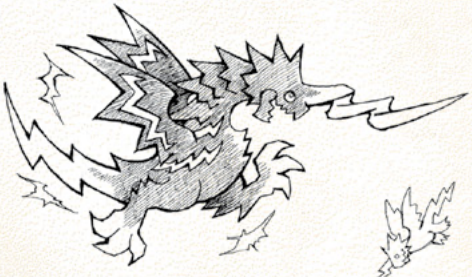
Their wings unfurl and retract like this.

When they are folded they look like this.

When both wings are unfurled, when viewed from behind it looks like they are carrying a crystal snowflake.

snowy weather symbol

Thunder Dragon



When a thunder dragon becomes excited, electricity will spark off its body like fireworks.

Thunder dragons are playful, reckless, troublesome, strong-willed, temperamental, and excitable.

Of all the weather dragons, they are the most destructive, but it's not that they're evil or hostile. The fact is that they are simply a little foolish, and don't think things through.

While they love making a racket, they also get tired and bored easily, which is why thunderstorms never last a long time.

On stormy days they frolic by pointing their horn towards the ground and dive-bombing the earth.

Like crows, thunder dragons are attracted to shiny materials, and will often appear where metal are visible from the sky.

thunderstorm weather symbol

Combat Rules

In the course of their journeys, travelers may be attacked by monsters, or need to resort to monster hunting due to a shortage of food or materials. The following combat rules have been prepared for just these types of situations.

The Flow of Combat

1. Decide on five "Objects" in the area
2. Determine Initiative. PCs roll an Initiative Check [DEX + INT] to determine activation order. This is done only at the start of the encounter unless a special action is performed during combat. Monsters' Initiative can be found in their stat block in the Monster section
3. The players place their characters in an area on the battlefield.
4. The PC or monster with the highest initiative acts first, followed by the next highest, etc.
5. Once all participants have performed an action, the round is over. Combat returns to step 4 and repeats.

1 round is about 10 seconds.

Conditions for the Start of Battle

Battle begins when Monsters engage a party, negotiations fail, a party ambushes monsters, or any other situation where violence becomes inevitable.

Conditions for the End of Battle

Battle ends when an entire side has left the battle by escaping, has been incapacitated by injury, or when an agreement is made between both sides to end hostilities

What is Initiative?

Initiative is an abstraction of both character turn order and a character's ability to dodge attacks. High Initiative numbers are better.

All characters participating in battle must make an Initiative Check by rolling [DEX + INT]. If two or more characters have the same Initiative, the character with the higher Condition score goes first. If both characters have the same Condition, those characters act at the same time. For monsters, the GM uses the Initiative score found in their stat block (See the Book of Winter).

The Battlefield and Objects

The Battlefield

The Battlefield Sheet is used to represent relative positions of characters in battle. At the start of battle, each player should decide whether to place their character in the Front Area or the Back Area. In normal situations, it is best for strong melee-weapon users to start in the Front Area, while bow-users and magic-users start in the Back Area.

Enemy Back Area

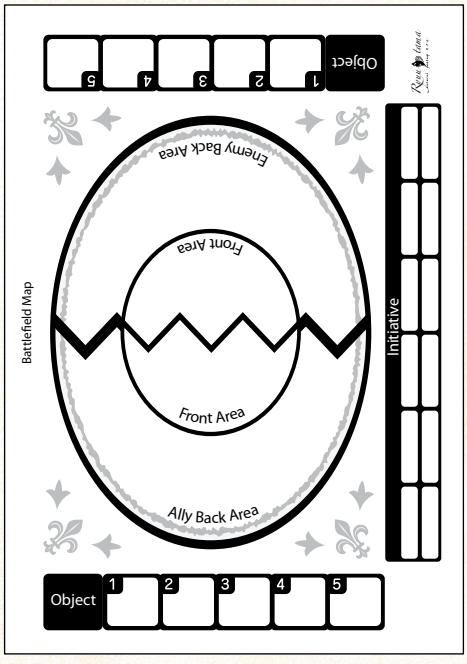
A character must be equipped with a bow or use long ranged magic in order to attack a Monster in the Enemy Back Area.

Front Area

In the Front Area, enemies and allies alike join in close combat. Using spears, blades and axes, you can attack monsters in the Front Area. Spells or effects that target an area will affect both enemies and allies in this area. Characters in the Front Area can be attacked by ranged or magic attacks from a Back area.

Back Areas (Enemy/Ally)

The Back Areas are separated from the Front Area, safe from close combat. If the Front Area is totally clear of enemies, all combantants in the Enemy Back Area will automatically be moved into the Front Area. Likewise, if no allies remain in the Front Area, all allies in the Ally Back Area are moved into the Front Area.



Objects

"Objects" are items strewn about the battlefield that may be used to great effect by characters during a battle. These objects must be things that suit the battlefield: For example, if the combat takes place in a town, suitable objects may be "carts," "fruit stands," "fountains," "stone walls" and other things found in a town. Travelers can use these items to gain an edge in combat. A player may use an item by explaining how they use it, like, "I hide behind the wall and shoot an arrow!"

When a character describes a way in which their character uses an Object during an attack, their Accuracy Check receives a +1 bonus. The Object that was used is then erased and can no longer be used.

Setting up Objects

At the beginning of a normal combat, the group should come up with five Objects, though boss battles should have ten Objects instead. The Players and the GM should come up with Objects are suitable for the combat at hand. A common system is to have each player contribute one object to the field, going clockwise around the table.

Combat Actions

During combat, each character may perform only one of the following actions during their turn.

Movement

A character may choose to move to a different area of the battle. A character may switch to the Front Area from the Back Area, or to Back from Front.

Magic

A character may use a magic spell with a casting time of "Normal." These spells include long ranged attacks and spells that heal companions. Please see the magic rules for more information.

Assess the Situation

By re-examining the situation around them, your character may change their stance. You may then roll a new Initiative Check to use from the start of the next round. If the new Initiative Check result is lower than the previous roll, take the higher of the two.

Defend

A character may choose to focus completely on defense; Until the character's next turn, whenever they take damage, the damage they receive is reduced by one. In addition, this character may decide to become the target of any attack aimed at an ally in the same area. If they decide to do so, the attack automatically hits.

Attack

A character may attack using a weapon or their bare hands. First, the character rolls a check to see if the attack hits. If successful, they then roll for the amount of damage dealt.

The weapons used determine the Accuracy Check and Damage Check dice. Please see the character creation section for more information about each weapon type.

1) Accuracy Check

When the character rolls the Accuracy Check, the target number is equal to the target's Initiative.

2) Damage Check

If the Accuracy Check is successful, the Damage Check is rolled. The result of the Damage Check is the amount of damage that the target takes.
-A character may not Concentrate on a damage check.

Critical Hit

If the Accuracy Check succeeds with a Critical, the number of dice rolled for the Damage Check is doubled, i.e. if the damage normally rolled is 1d6, 2d6 are rolled instead.

Defense Points

If a character has Defense Points as a result of wearing armor or other protection, they may reduce any damage from an attack by their Defense Points. This applies only to physical attacks, and does not reduce damage caused by magic attacks.

Shields

Shields have a Shield Dodge Value: Light Shield is 7, Heavy Shield is 9. When you roll initiative, if you roll less than the Shield Dodge Value, your defense value automatically becomes the Shield Dodge Value. You still make actions on your initiative value in combat, but you become harder to hit.

Use an Item

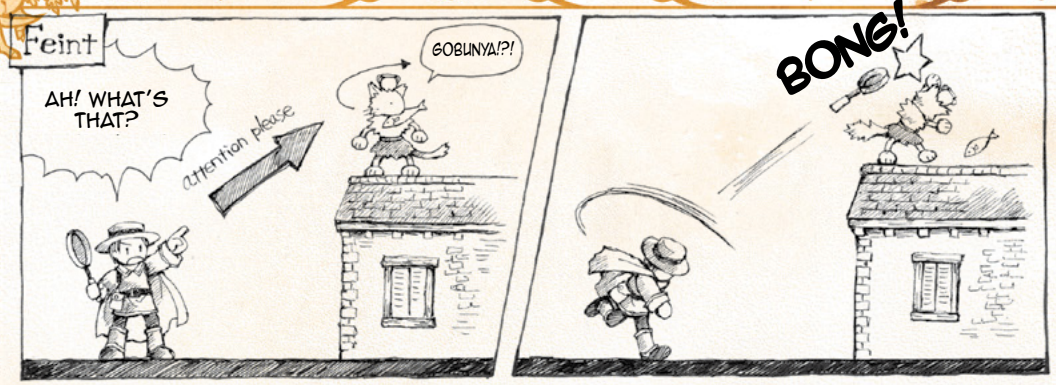
A character may use an item if the GM decides it is usable in ten seconds or less. A character may also switch weapons, or hand or trade items to another character in the same area.

Use a Skill

The Minstrel's Music skill and the Healer's Healing skill may both be used during combat. Other skills may also be used at the GM's discretion.

Other Actions

A character may perform an action that takes about 10 seconds. The GM should decide which actions are possible and which are not.



Feint

Once they have reached level 2, a character may attempt to fake out an enemy. The character makes an Accuracy Check. If the result meets or beats the monster's Condition, the monster receives a -1 penalty to its Initiative. This -1 is removed if the monster performs the "Assess the Situation" combat action. Feints from multiple characters stack.

Search

Once they have reached level 2, a character may search the battlefield to find useful Objects. Each time a character uses a Search action, a single Object is found. However, an item that has already appeared on the battlefield may not appear again.

Other Combat Related Rules

Wounds and Recovery

A PC's HP can be reduced by enemy attacks and failed Journey checks, among other things.

The ways that they may recover it are listed on the chart, below. Remember that no matter how much HP (or MP) is recovered, a character's total may not go above their maximum value.

Healer class Skill: Healing	Recover HP equal to the check result
Item use/Magic spell	Various
Staying at an inn	Current HP is doubled; MP fully recovered
Receiving care at a clinic	Gain 2d8 HP
Camping	Current HP is doubled; MP fully recovered

Fainting and Death

When a character's HP or MP reaches zero, they faint, losing consciousness. A character who has fainted is helpless and cannot perform any actions until they recover. As soon as their HP and MP are back above zero, they return to the action at their previous Initiative.

If a character's HP reaches a negative value equal to the character's current Condition, the character dies. For example, a character with a Condition of 7 dies when their HP reaches -7.

Characters who have fainted benefit from Camping Checks, but only gain one HP (and/or MP, if that is at zero) on a Success. All other results work normally. Fainted or dead characters can be carried and are treated as size 5 items. Obviously they do not need to roll Travel Checks!

Surprise Attack

There may be situations where one group catches another unawares and engages them in battle before they can react. This is a Surprise Attack.

The group that surprised the other gains a +1 bonus to Initiative. The group that was surprised all start in their Front Area.

Running Away

When fighting enemies that are too strong, enemies that you no longer wish to harm, or in other situations where your party wishes to disengage, the party may choose to run away. This is possible if, at the end of a round of combat, the sum of the party's Initiative is equal to or higher than the sum of the enemies' Initiative.

The GM may also decide that the party is fighting in an area that facilitates easy movement and allow the party to retreat at any time.

Speaking during combat

Characters may speak during combat to relay information and act in character, so long as the speech fits reasonably within the ten-seconds of their action. Players may discuss plans during combat, but each player should mind their manners and do their best not to take up their companion's ten seconds of speech. Optionally, GMs may feel free to allow as much table-talk as they feel comfortable with.

Width of an area

The GM is free to decide just how large each area of the battlefield is. If the GM has trouble deciding, feel free to use five meters as a default size for each area.

Fighting in various environments

Fighting in narrow spaces

Rope bridges, hallways, mountain roads, etc. In such an environment, the GM may decide to limit the Front Area to one or two characters.

Fighting in a cramped area

Around a campfire, in a crowded tavern, etc. In such an environment, the GM may decide that both sides may only fight in the Front Area.

Fighting in separated areas

Across a chasm, fighting on rooftops, etc. In such an environment, the GM may decide that both sides may only fight in their respective Back Areas.

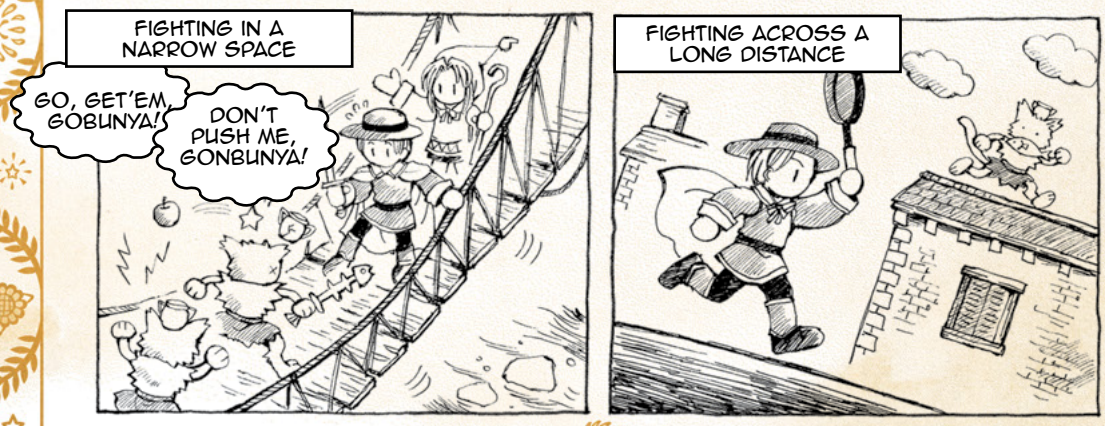
Nonlethal damage

A character may choose to deal nonlethal damage if they do not wish to kill their opponent. In order to do so, they must declare their intent before the Accuracy Check and accept a -2 penalty on the Check. If they succeed, the Damage Check occurs as normal, except that damage applied may not reduce the target to less than -2 HP.

Monster Knowledge

When they confront a monster for the first time, a character may attempt a Check to see how much they know about it. On their turn, the character rolls a Check using [INT + INT]. The target number is the sum of Terrain + Weather unless the GM chooses otherwise. This check does not take up an action.

On a successful Check, the GM will tell the player the Monster's level and give an idea of its main capabilities and ability scores (i.e. "Its Condition is pretty high, but it has a low Strength"). The "Open Dragonica" spell must be used In order to determine more detailed information, such as actual stat numbers.



Town Creation Rules

What are the Town Creation Rules?

Travelers spend most of their time journeying through the wilderness; while this offers many wonderful opportunities to enjoy the beauty of nature, it also leads to many dangerous encounters.

When on such a journey, a town is more than a place of rest and respite for weary travelers. A town might be the endpoint of a particular expedition, or it could serve as an oasis of safety in the middle of a long, dangerous journey. Indeed, most travelers will seize the opportunity to stop at any town along the way.

Towns are places to buy things, see new sights, experience new things, eat delicious local food, and meet and talk to new people.

In Ryuutama, the GM and players have the option of creating towns together through discussion. Together you can create a lively town, an exciting town, a strange town, a beautiful town, or a town you could imagine yourself living in. The fun of the town creation system is that everyone gets to contribute an element to the town, helping make it the kind of place they would like to visit.

By working together to add elements to the town, you and your friends can create a town that exceeds what the GM might have imagined on their own. And besides - the process of creating something together with your friends is a wonderful gaming experience.

How Do You Make Towns?

Make a copy of the Town Creation Sheet: you can copy the contents onto a sheet of paper, or download and print a copy of the sheet. On the Town Creation Sheet are eight fields that represent various qualities of the town. Everyone will fill in a piece of the sheet.

The GM will usually determine the town's name and population first, as that information is often important for the town to fit within the GM's scenario plans (though she may leave the name or even population to the players, if she wishes). From there, the GM and the players together discuss the other six spaces, and fill them in together.

A popular option is to go around the table and let each player choose one space to fill in: They supply the details of one of the town's qualities, and pass the paper to the next player. If there are spaces left, the paper can make another circle around the table, or the remaining items can be left to the GM, or even hashed out together by the group. The GM should decide which method of town generation will be used.

When Do You Create Towns?

At the end of the session

One option is making the next session's town at the end of the current session. This is ideal for game groups that are organized and meet regularly. When the players and GM create a town together at the end of one session, the GM will have an easier time fitting the town into the next game.

At the start of the session

The second option is to create the town together at the beginning of the session. The GM will need to fill out whatever details are necessary for the scenario they have planned - perhaps more than just the town's Name and Population. Once the GM has done their part, the players can decide the rest of the options together; This gives the GM less time to fit the town into the scenario, but can be fun and rewarding.

Before the players arrive at a town

This is a trickier option, and requires a lot of ad-lib skills and confidence on the part of the GM. It works essentially the same way as creating the town at the start of the session, with the GM determining the important data, but leaves the rest up to the players to decide as they approach the town. While this method is the most unpredictable, and can be more stressful for the GM, it can also lead to surprising and fun role-playing challenges for everyone.

Town Creation Sheet

Town Name

Select a name for the town.

Town Population

Choose: Village (50-500 people), Town (500-5,000 people), City (5,000-20,000 people), or Large City (more than 20,000 people).

Ruler or Representative

Choose a system of government. There are two basic systems of rule: Aristocracies, ruled by a king or ruling family, and Democracies, run by a ruling party or group of elders. Also, jot down the name and personality of the head of the ruling party. Of course, you're also free to select a more complicated government.

Environment

Note the terrain or environment where the town stands. For example, "a town deep in a wispy wood", "a city deep in a windy valley", etc.

Representative Building

Think up a building, and some features (colors, descriptions) that are representative of the town. For example, "a white castle atop a sharp cliff", "a giant windmill in the center of town", etc.

Specialty Goods

Consider what goods or specialty products the town produces or is known for. Products include things like sheep, bricks, ore, wood, or wheat, while 'specialties' might be things like wooden toys, mandarin oranges, or having an unusually large number of skilled chefs.

Town's Sight/Sound/Smell

Think about what sort of sensory impression a traveler might get from this town. For example, "White painted walls and orange roofs, the smell of bread baking, and the babble of the nearby stream"

Town's Threats

Lastly, come up with a problem that is currently threatening the town. Some examples might be a specific type of monsters, a bandit group, or a drought. If monsters, it might be fun to come up with some new ones that don't appear in the monster list.

World Creation Rules

The World of Ryuutama

The world of Ryuutama is a world of dragons and fantasy. It is a world of nature, of seasons, and of strange monsters. Human civilization exists, with a culture that evokes Western Europe during a highly idealized, pleasant Middle Ages or Renaissance period. However, it also has some of the feel of old Japanese towns and traditions.

Between villages and towns, fields stretch across the land, travelers walk the roads and merchants travel by horseback and carriage. In the towns, artisans and merchants live in quiet boroughs and sell their wares in bustling marketplaces. Inside the carefully constructed castles that dot the landscape reside decadent royal families, lovely princesses and princes, and honorable knights, bearers of ornate weapons.

What are the World Creation Rules?

The rules found in this book cover Journeys, travelers, Ryuujin, items, dragons, magic, terrain, weather, and monsters. The details of the setting and the world are left for you to decide.

Much like the town creation system, the details of the world will be created by the players and Game Master working together. In other words, the Ryuutama you play will be the Ryuutama that you created together, a unique game just for your group. Note that you can also play without using the world creation rules to define the setting, and just enjoy the game on its own.

How Do You Make the World?

You use the World Creation Sheet to create your world. Together, the players will discuss the details of the six world creation fields, and fill them in one at a time.

When Do You Create the World?

In the Middle of the Campaign

This is a good method to use if the players are not accustomed to the game yet. Play a few sessions using a vaguely defined fantasy world until everyone has a handle on the feel of the game. Once everyone is used to playing Ryuutama, set aside some time to create the world together. This lets you draw upon the experiences you've had in play to help shape the world. Since everyone has played a few sessions, it will be that much easier to create the world you have been exploring.

Before the Campaign Starts

This method is recommended for when everyone is familiar with the feel of Ryuutama. Before the campaign begins, everyone works together to build the world. Once that is done, the GM can create scenarios, and everyone can set off to explore the unique world they all helped create.

World Building Sheet

World Name

Think up a name for the world

Shape of the World

Decide the physical shape of the world. It's okay to leave it unclear or even "unknown".

Ex: A flat disk on the back of a turtle; a world shaped like a multi-level tower; a world of air and floating continents, where dragons carry people from one land to another; etc.

World History

Record in brief the major events that have occurred in this world.

Ex: One hundred years ago a demon king plunged the world into darkness, but the world was saved by a hero; several hundred years ago there was a great civilization based on magic, but it fell apart; etc.

Representative Countries

Think up a country or two that best represents this world and describe them briefly.

Ex: An empire that gets around using magical trains and air vehicles; a country full of knights that are constantly waging war on monsters; etc.

World Threats

Come up with something that is threatening the lives or the livelihoods of all living things in the world. It's okay to have no world threats or allow them to come up through play.

Ex: The dragons of the world have contracted an unknown illness; a demon lord has risen; a great Nothingness is spreading across the land; etc.

World Enigmas

Create a puzzling enigma or secret that the people of the world either have not yet discovered, or know about, but which they do not understand. However, leave the truth behind that enigma for the GM to reveal.

Ex: No one knows what lies on the other side of the great wall at the edge of the world; it is said that there are 88 secret treasures hidden in the world; etc.

Intro Replay 2

Leo: How far is it to the next town?

GM: Hmm, you'll probably arrive tomorrow.

Leo: Well now, since Haruka here's not a-feelin' too grand today I say we git a-campin' early tonight.

Haruka: Wow, Leo's such a nice guy~

Leo: That's fer "The Tale of Kindness!" (laughs) I'm a-rollin' my Dexterity and Intelligence for the Camping Check! (Roll~) That there's a 9! Success!

Haruka: And that is how Leo and I forged our bonds of friendship! (laughs)

GM: From somewhere the Ryuujin is watching over you with a lukewarm feeling… (laughs) That night no monsters approach, and you spend the night peacefully. The next morning, the rain lets up and a beautiful day dawns.

Leo and Haruka: (roll~) We both rolled 8 for our Condition!

GM: Okay. Well, as you travel along doing just fine, the two of you arrive at Ruby Leaf Town. As you enter the town, the smell of something sweet roasting wafts through the air.

Haruka: That smells so nice~

Leio: This here town's famous fer their Maple Mille-Feuille. Wait now, wasn't it you that done decided during Town Creation that this here town's a-known fer their sweets?

Haruka: Hehehe. Look, Custer is saying he wants to eat~! Oh, that Maple Feuille looks so gooooooood. It's got a crunchy maple-leaf shaped pie shell, but the inside is sweeeeeeet maple syrup~~~~~~!!!

GM: While you're talking, Haruka and Leo take Custer and approach a sweets shop where they're selling Maple Feuille. Please try rolling your Strength and Spirit dice.

Haruka: (roll~) I got a 7!

Leo: I done got me an 11.

GM: Well, as Haruka is gazing at the Maple Feuille, all of a sudden something runs right into you from the side!

Haruka: Huh?!? What is it?

GM: It's got a pot on its head, sharp fangs, cruel eyes and claws, and looks like a cat…

Leo and Haruka:
A Nekogoblin?!

GM: That's right! He says, "Outta the way, nyao!" but at the same time, behind him you hear voices yelling, "Stop! Thief~!"

Leo: Thief you say? I don't suffer no thieves!

GM: Ok then, this will become a combat with the Nekogoblin!

Leo and Haruka:
Okay!!!

GM: First, think up 5 objects that are likely to be found in the area, and write them down. For example, stone paving…

Haruka: Can I use my dog Custer?

GM: That's fine. Do you have anything Leo?

Leo: How about a banner… or flag for Maple Feuille? What do ya think?

GM: Sure, that sounds about right in this town~.

Haruka: Also, fallen leaves and potted plants!

GM: Understood~. That should be 5 objects. Next, we determine Initiative and place ourselves in the Area we want to be in.

Leo: We gonna be rollin' Dexterity and Intelligence for this here Initiative, right? (Roll~) I done got me an 8.

Haruka: I got 9. I'm going to start off in the Front Area.

Leo: I only got me a short sword, so I'm gonna be right there with ya in the Front Area.

GM: Well then, let's begin combat! Since the Nekogoblin's Initiative is 6, we'll start with Haruka. Go ahead.

Haruka: I'll start with using an object: "Custer barks at the Nekogoblin, scaring him!" Then I attack with my short sword! My Accuracy Check is Dexterity and Intelligence +1, and then I get another +1 for using an object… (roll~) 6!

GM: That hit. Please roll your damage.

Haruka: 6 -1… 5 in total.

GM: Owww, that hurt!

Leo: Well see here now, I'm following up! I also got me a short sword, and I'll use an object: "I roll a potted plant under the Nekogoblin's feet, knocking him off balance!" (roll~) That there's a 7, so I hit!

GM: You certainly did hit. Damage?

Leo: 4 points of damage! Have we gone and beat him?

GM: Yep, you beat him. The Nekogoblin cries, "Sorry, nyao!" and takes the thing he stole out of the pot on his head. He drops it and leaves.

Leo: Well now, wasn't that a humdinger!

Haruka: What was the thing that he dropped?

GM: A doll that's now totally muddy and what looks like a purse. The lady who had her purse stolen comes right up to you and thanks you, then leaves.

Haruka: Is the owner of the doll here?

GM: When Haruka picks up the doll and looks around, she sees a little girl crying on the corner of the street.

Haruka: Well, I'm going to pick up the doll and bring it over to the little girl~. I'll be like, here, this is yours, right? Are you ok?

THE BOOK OF AUTUMN

wherein lie the rules for the GM character, the Ryuujin

Game Master Character Creation

Choose a Type

First, pick one of the Ryuujin types. There are four types, each one differentiated by their color and appearance. The Journey is the purview of all Ryuujin, the focus of the story will be quite different depending on their type.

The GM (you) should pick the type of the Ryuujin appropriate to the kind of story you wish to create.

Midori-ryuu, the Green Dragon

Orthodox journeys involving adventure and exploration. This type is recommended for beginners and GMs new to Ryuutama.

Ao-ryuu, the Azure Dragon

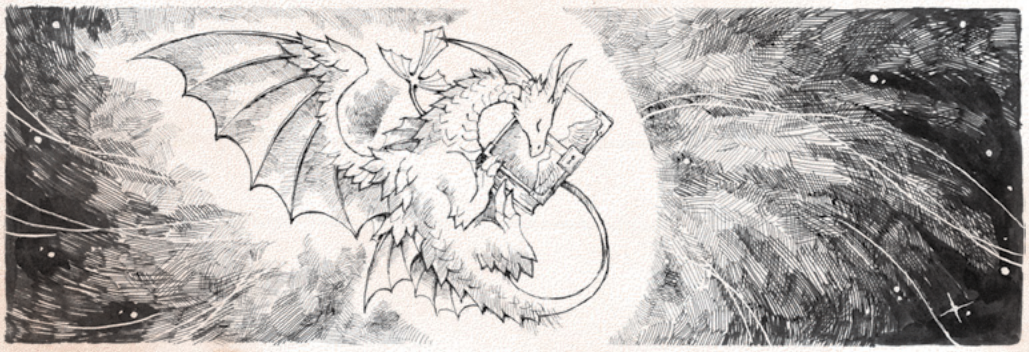
Love, friendship, and human drama. This type is for GMs who want to create stories about the characters' human relationships to each other.

Kurenai-ryuu, the Crimson Dragon

Battle and competition. This Ryuujin color is for GMs who want to focus on the combat system of the game.

Kuro-ryuu, the Black Dragon

Conspiracies, betrayals and tragedies. This is the Ryuujin for darker stories. It can be difficult to use well, so this Ryuujin is recommended for experienced GMs.



Choose Your Shapeshifted Appearance

All Ryuujin have three forms: A horned human, a great dragon, and one other form. This third shapechange form is a non-threatening one they can use to approach the travelers.

This third form has nothing to do with the color of the Ryuujin. One Ryuujin might take the shape of a white serpent, another might be an elderly human seer, and yet another might transform into a large, beautiful bird.

When creating a Ryuujin, pick a third form you can assume, and write this shapechange appearance on your sheet.

Record Your Level

Your level will start out at 1, and you can grow as high as 5. Higher level Ryuujin can cast more Bénédiction or assume a human form and travel with the travelers.

Record Your LP (Lifepoints)

Lifepoints, or LP, represent the Ryuujin's health and vigor. They allow the Ryuujin to use Bénédiction and Réveil. See those rules for details.
All starting Ryuujin begin with three LP.

> At the end of every journey (adventure), a Ryuujin's LP refresh to their maximum score.

If a Ryuujin's LP score drops to zero, the Ryuujin dies. Their fallen body glows then disappears. Once a Ryuujin dies, they are gone forever, never to return. This can happen when a Ryuujin spends their last remaining LP on an ability. If the Ryuujin dies in the middle of a journey (adventure), the journey must either end immediately or a new Ryuujin must be created to step in and guide the journey to its end.

Choose an Artefact

The Artefact is a tool which provides the Ryuujin with mysterious powers. It might be a great sword, a ring or a chalice, but whatever form it takes, manipulation of this artefact allows the Ryuujin to sway the natural order of the world.

Each type of Ryuujin has three artefacts they can choose from, but they may select only one.

At character creation, pick one of the three artefacts available to your Ryuujin type and write it down on the character sheet. If you wish, you can name this artefact to give it some flavor. Each artefact has an ongoing effect throughout the journey.

PERSONALIZE YOUR RYUUJIN

At the end of the journey, the Ryuujin may exchange their current artefact for another available to their type, but this change may not be made mid-journey, only at journey's end.

Choose a Name

Choose a name for your Ryuujin.

Choose an Appearance

Describe your Ryuujin's looks, forms, and what kind of aura it gives off. Ryuujin don't age, and may appear as any age they wish.

Choose a Personality

Each Ryuujin has a personality, and this greatly influences the journey. They are pretty powerful and important creatures. But they are also enigmatic creatures, so leaving their personality vague for now (or permanently) is fine, too.

Choose a Goal

Each Ryuujin has a purpose in mind as they guide the stories of the travellers. For example, "I want to write a tale involving beautiful scenes and delicious foods", "I want to create a tale of continuous laughter", "I will write a tale where the travelers follow their dreams". Something like that.

Choose a Home

Each Ryuujin makes their home in a mysterious place. Write down the size, appearance, and other details as you see fit. For example, "A palace at the top of a mountain", "A tower in the middle of a crystal clear lake", "A small retreat hidden behind a grand waterfall".

Note Your Travelers

These are the PCs who take part in the journey. Write down the names of all the characters in the journeys the Ryuujin watches over.

Note Your World

Write the name of the world or land in which the travels take place. If there are other lands that appear in other journeys with other travelers, write those down as well.

Travelogue History

Record the titles of the journeys, the days they were played, and the names of the participating characters. This is important, as these records become experience points for the Ryuujin.

Ryuutama
Natural Fantasy R.P.G.

GM Character Sheet

GM Name: M.N | Date:

Character Name	Aster		
Race	Blue	LV	2
Alt. Shape	white dog		
Artifact	Mascot		
Inscription	Kasta		

Max LP: 3 | Current LP: 2

Bénédiction | # of Slots:
The Tale of Kindness

Réveil
Guidance of the Dragon

Appearance, Personality
His Ryuujin form kind of looks like a little boy. He can transform into the form of a big white dog. He eats a little too much, but is nice with a calm personality.

Goal
Craft a tale all about foods of the seasons

Living Quarters
Stone castle surrounded by sakura trees

Protected Travelers
Flower-bird: Karuka Little Herbalist: Leo
Flying panther: Akurai Material collector: Jan

Protected Worlds
Catalina

History of Tales

Scenario name	Scenario Date	Scenario name	Scenario Date
First meeting with trouble	9/6	Around the autumntime of fluttering leaves	10/4
Traveler's names Haruka, Leo, Akurai, Jan		Traveler's names Haruka, Leo	
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	

Playing a Ryuujin

Playing a Ryuujin can be an extremely difficult thing. There is nothing like it in any other tabletop RPG, so it can be difficult to get used to, especially for experienced GMs who are not used to this kind of role.

Here are some tips to help you get used to playing the role of the Ryuujin.

At First, Simply Focus on Using Your Abilities

The Ryuujin doesn't have to appear in a journey. It is totally fine to hear the players say, "Huh, it doesn't look like the Ryuujin appeared this time". This keeps the focus away from the Ryuujin, and makes them more mysterious. Ryuujin usually operate from behind the scenes, so if they are seen or noticed too much, it means they aren't doing a good job.

After the first session, there are new powers available to the Ryuujin: Bénédiction and Réveil abilities. Use these powers to increase the drama of the journey. Use them to support the travelers, to give them the chance to shine. Bénédiction and Réveil are very important parts of the system. In fact, you may want to plan ahead and think of good opportunities to use them within the scenario.

Be mindful of the feel of the game when using Réveil. You should help and support the travelers when you think it best, but remember that the journey is about the travelers, and if they are constantly being rescued and assisted at every chance, their journey will be less meaningful. The travelers journey from place to place with light support from the Ryuujin. But it is by the tavelers' own feet, and by their own will, that they do the walking; not the Ryuujin. It is a delicate balance.

When You Get Used to It, Start Acting

Once you get used to using your Ryuujin's abilities, feel free to bring the character out into the open every now and then. There are many ways to play the role of the Ryuujin, but here are a few examples that may be of help to you.

Narrator

The Ryuujin might not appear, but the GM might narrate the beginning of the journey from the Ryuujin's perspective. This can really set the mood and feel of the game, and also make it easier for the players to understand the game and get into the action

Shapechanged Guide

Sometimes the travelers can get lost or not know what to do next. In these cases, the Ryuujin may appear (almost always in a shapechanged state) and perhaps give a hint. Be careful not to lead the characters around, and do not take too active a role in the journey.

There is a Azure Ryuujin ability that allows the Ryuujin to travel with the party. However, to ensure that the Ryuujin doesn't steal too much of the spotlight, it's probably best to appear subtly as a small animal.

Director

"There's something happening over there, so I want you to go and check it out", and the like. The travelers could end up doing work for the Ryuujin. Be careful though - this is very easy to get wrong: The relationship should not be businesslike, and you risk losing the sense of freedom in the journey. Use this method sparingly if at all.

Midori-Ryuu Green Dragon

Keywords

Traveling to faraway lands, Long Journeys, Adventures, Quests, Hope, Freedom, Balance

Artefacts

Encyclopedia

A reference book that contains basic information about the world.

You are running the game using the rules as written.
(this artefact is designed for beginners)

Sextant

This instrument helps you determine where you are, and guides you to your next quest.

This artefact indicates that the GM has created a few original rules and will be using them.

Torch

This brightens thepath ahead, and also guides the way towards growth.

At the end of each session, all of the experience gained by the PCs is doubled.

Bénédiction

The Tale of the Journey

Up to two PCs who roleplay ardently pursuing the goal of the journey can ignore all weather modifiers for the rest of the session.

The Tale of Nostalgia

If the PCs roleplay having nostalgia for home, they can ignore all negative effects of mind-based status effects for the rest of the session; this affects up to two PCs at once if they meet the conditions.

The Tale of the Traveler's Journal

At the end of the session, up to two PCs who write about their journey in a travel diary will receive their character level x 300 in gold.

Ao-Ryuu Azure Dragon

Keywords

The Human Heart, Love, Youth, Heartwarming tales, Healing, Communication, Human Drama, Friendship, Children, Boys and Girls, Family, Siblings, Teachers and Pupils, Animals

Artefacts

Crystal

A crystal which reveals the fate of the travelers.

All of the PCs can survive damage that reduces them as far as -20 HP. They will not die until their HP reaches -21.

Ring

A ring that guides the travelers, reveals their bonds, and ties their chains of fate.

This artefact determines in the setting that all of the PCs are relatives, students, or disciples (students/masters).

Mascot

A mascot that watches over the travelers.

The Ryuujin can accompany the travelers in their shapechanged form.

Bénédiction

The Tale of Kindness

PCs who help others expecting no gain or reward can raise their Spirit score by one level for the rest of the session (up to two PCs at once who meet this condition).

The Tale of Love

PCs who are in love gain 1 point of armor for the rest of the session (up to two PCs at once).

The Tale of the Heart

Hand out five chips to each player. If one of the players roleplays in a way that moves someone's heart, that person may give them one of their chips. Each chip thus received can be exchanged by the receiver at any
time for a Fumble Point. This Fumble Point can be used immediately.

Kurenai-Ryuu Crimson Dragon

Keywords

Fighting, Battle, War, Heroes, Competition, Struggle, Intense Training, Reversals of Fortune, Challenge, Growth, Worthy Rivals, Monster Hunting, Dungeon Exploration, Hack and Slash, Deathtraps

Artefacts

Greatsword

A sword that can cut through any enemy, any battle, any situation.

During the battle setup phase, you can include twice as many objects as normal.

Longspear

This spear rallies the travelers and leads them to the fray.

It determines in the setting that all the PCs are members of an army, and they are traveling in order to fulfill a mission for that army.

Longbow

Targets dance to get out of the way of its rain of arrows.

In battle scenes, the initiative statistic is not used for defence, only turn order: Instead, before each strike the
defender rolls Dexterity + Intelligence to attempt to dodge each attack.

Bénédiction

The Tale of the Hero

Allows a mortally wounded PC to cheat death. If this Bénédiction is used when a PC would have died, the HP of all party members is immediately restored to full. This can be done only once per session.

The Tale of the Challenge

Each PC who has a rival or adversary can raise their Strength by one step for the rest of the session (all PCs who meet this condition).

The Tale of Revival

A PC who ends up with negative HP but then heals above 0 can choose any ability score and raise it by one step for the rest of the session (all PCs who met this condition). This can only be done once per PC per session. When this Bénédiction is used, it remains in effect for the rest of the session.

Kuro-Ryuu Black Dragon

Keywords

Intrigue, Betrayal, Solving mysteries, Assassination, Tragedy, Madness, Decay, Aesthetics, Deduction, Suspense, Madness, Fear, Confusion, Depravity, The Criminal Underworld, Gambling

Artefacts

Chalice

This chalice contains the poison within the hearts of the travelers.

This artefact determines in the setting that all of the PCs have a dark past.

Dagger

It takes the lives of men, women, young and old.

Once per journey, an NPC can die. No roll required.

Mirror

This mirror reflects the terror in the hearts of the travelers.

Any time the PCs experience fear, they make a fear check by rolling [SPI + SPI] against a difficulty of 6. Failure grants the status of Shock: 4.

Bénédiction

The Tale of Revenge

A PC who acts with hatred for the purpose of revenge gains a +1 bonus to any action for the rest of the session (up to two PCs who meet this condition).

The Tale of Guidance

A PC who cooperates with another PC can add a +1 bonus on to their Condition for the rest of the session (up to two PCs).

The Tale of Slaughter

For the rest of the session, any PC who kills a creature or living thing larger than 1 meter tall/long regains 2 MP.

Bénédiction

What is a Bénédiction?

A Bénédiction (or by its common English spelling, "Benediction") is a spell or blessing of luck that the Ryuujin places upon the travelers or people related to the travelers.

These powers can change the flow of time or even alter peoples' destinies. They are almost like miracles.

Ryuujin can use Benediction to save the travelers, increase the excitement of the story, advance the story, or fix particularly problematic events that occur.

How to Use Benediction

Add Benediction to Slots

Once a Ryuujin progresses beyond first level, at each new level they are granted a single slot to contain a Benediction.

Before each new session gets underway, the GM assigns one single Benediction to each slot. The Benediction can be chosen from the Common Benediction list, below, or the Benediction list specific to the Ryuujin's color. Each Benediction can only be slotted once, no duplicates are allowed in the Benediction slots. The GM then tells the players the name and effects of the Benediction they have chosen.

Each Benediction can be activated once per session, at any time the GM wishes.

Spend LP and Cast a Benediction

Ryuujin can also cast Benediction that are not assigned to slots. By spending one LP, they can immediately activate any Benediction. This Benediction still has to be one that the Ryuujin could normally place in a slot (usually Common or Ryuujin color-specific). The Ryuujin can cast a single Benediction multiple times by spending LP.

Common Benediction

BENEDICTION WHICH CONTROL TIME

Note: These Benediction cannot be set into Benediction slots, and instead must be cast by spending 2 LP.

Past

You can rewind time.

Ex: In the middle of combat, one of the PCs fumbles a dice roll and dies. This event leads directly to the total defeat of the party. By using this Benediction, the GM can rewind time back to the beginning of the first round of combat.

Future

You can fast-forward time.

Ex: You're running out of time in your gaming session. You speed up time and jump past the planned scenario parts, straight to the climax. Or even jump straight to the ending.

Ex: Jumping straight to the travelers walking along the road home, after having just achieved the goal of the journey.

BENEDICTION WHICH CONTROL FATE

Note: You must declare the use of these Benediction before the dice are rolled.

Fortune

Declare a critical success (or the highest number possible on the dice) on a check.

Misfortune

Declare that the dice all come up as "1s" on a check.

BENEDICTION WHICH CONTROL NPCS

Elite Enemy

A monster's HP increases by (LV x 3), and it becomes impervious to all status effects.

If the monster already has status effects on it, they are immediately cured.

Murder Of Crows

A group of creatures of the same monster type mob together and are treated as one single enemy.

For every three monsters that join together to form the mob, its Attack and Damage checks increase by +1 each.

Surprise Attack

The opponent's side automatically succeeds at Surprising the PCs.

We Meet Again

A single NPC who is supposed to have died returns, no longer dead.

Run Away

A single NPC can run away from the PCs. This automatically succeeds, no check is made.

Reveil

What is a Réveil?

The Ryuujin has three forms, one of them being a dragon of over ten meters in length. When the Ryuujin emerges in their dragon form and saves the travelers, it is called a Réveil (or in common English spelling, "Reveil") or "Awakening". This is one of the Ryuujin's most powerful secrets.

The travelers that the Ryuujin attempts to protect can fall into all sorts of serious trouble on the journey: They can run out of food, succumb to fatigue, or even die. Sometimes, when the circumstances are dire, the dragon will appear and directly intervene to try to save the travelers.

However, this requires incredible effort, and is a terrible drain on the Ryuujin's life-force. If a Ryuujin uses Reveil too carelessly, her life will quickly drain away. Therefore Ryuujin should be very careful when activating Reveil.

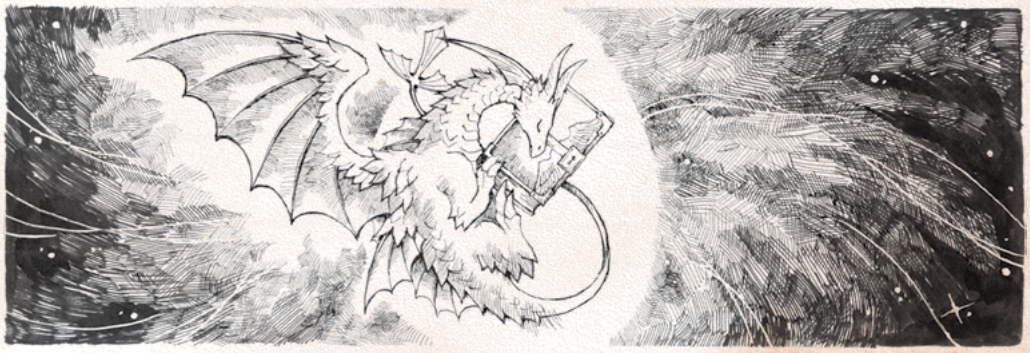
Picking Reveil

The Ryuujin begins with no Reveil. At level two, and every level thereafter, the Ryuujin gains a new Reveil. Choose any Reveil you like from the list, and write it on the Ryuujin character sheet.

Any Reveil written on the Ryuujin sheet can be activated any time the conditions in the description are met.

Spending LP

Each Reveil requires a certain amount of LP to be spent in order to activate it. The more powerful the Reveil, the more LP it costs.



TRAVEL REVEIL	
NAME	**LP COST**
GUIDANCE OF THE DRAGON	**2**
Usable when the travelers are lost. You can change a PC's failed Directional Check into a success.	
BERTH OF THE DRAGON	**2**
You can change a PC's failed Camping Check into a success.	
GIFT OF THE DRAGON	**2**
You give the party enough food and water to last them for three days of travel.	

COMBAT REVEIL	
NAME	**LP COST**
ROAR OF THE DRAGON	**1**
The dragon roars, lifting the spirits of the travelers.	
All objects in combat which have been expended through use become usable once more. This Reveil can be used any time in combat.	
PROTECTION OF THE DRAGON	**2**
The Ryuujin appears in dragon form and takes the blow meant for the travelers, but the scar from this wound will never disappear.	
When one or more PCs is about to take damage, the Ryuujin jumps in and takes the damage instead. The damage is nullified.	
FURY OF THE DRAGON	**3**
The Ryuujin appears in dragon form and launches a devastating attack.	
One enemy recieves d6 + d6 in damage whichcannot be avoided or reduced. However, the dragon will not finish the enemy off. If the damage would have caused the enemy to have 0 or fewer HP, they instead end up at 1HP. This Reveil can be used any time during combat.	

Levelling Up Ryuujin

The Ryuujin themselves grow as they feed the very Travelogues they gather from the PCs to the seasonal dragons in their care.

How do you Level Up?

The Ryuujin's level is based on the number of sessions the GM has run. After every session, it's important to record the PC data in the Journey Info box on the Ryuujin character sheet. Get the signatures of the players listed, too. This becomes proof of the number of sessions run. Even if the people who play the game are different each time, as long as the Ryuujin character is the same, the number of sessions count towards experience.

Keep track of the number of sessions. After a certain number of sessions have been completed, the Ryuujin will level up.

What Happens When You Level Up?

The following basic abilities increase when you level up:

1. Bénédiction slot increase

The Ryuujin gains more power to affect travelers and those they encounter. The number of slots available for Benediction increases by one.

2. Réveil increase

The Ryuujin gains new and mysterious powers that they can use in their true form to help travelers. Chose one Reveil ability at each level increase.

3. Additional abilities at each level as per the chart below.

Session Count	Level	New Ability
1 session	2	You gain your first Bénédiction slot, and your first Réveil
3 sessions	3	LP increases to 5, Diverse Benediction
7 sessions	4	Artefact Gift, Traveler Introduction
12 sessions	5	LP increases to 10, Seasonal Dragon Leaves the Nest

Increase Maximum LP

As the Ryuujin grows in experience, the Ryuujin's vitality grows in turn. As a Ryuujin's life force grows, so too does their ability to manifest Benedictions and perform Reveil. When a Ryuujin's LP increases, make sure to note the change on the character sheet.

Diverse Benediction

In conjunction with the varied, colorful journeys recorded by the travelers, the abilities of the Ryuujin become more diverse as well. They can borrow the Benediction of another Ryuujin type to set into one of their Benediction slots for the session. However, the abilities of only one other type of Ryuujin can be 'borrowed' in this way. The rest of the Benedictions must be from the Ryuujin's own type, or the common list.

Artefact Gift

The Artefact is the vessel via which the Ryuujin delivers Travelogues to the seasonal dragons, and is considered an honorable gift between Ryuujin.

The Ryuujin receives a second Artefact. Choose one Artefact from one of the other Ryuujin types. Record its effects on the character sheet. This is a one-time gift of one Artefact: Once the Artefact has been chosen, it cannot be exchanged or traded later for another type's Artefact.

Traveler Introduction

The Ryuujin gains a new shapechanging power.

The Ryuujin can change their form and actually take part in the travelers' journey. While the Ryuujin accompanies the travelers, their memories of their life as a Ryuujin become distant and hazy. They remain, however, able to spend LP and use Reveil.

There are two ways for a Ryuujin to become a traveler: The first is the "Traveler with Amnesia", the other is "Possess a Person Already Existing in the World". In the latter case, the person is split between times when they express their human personality, and times when they express their Ryuujin personality.

The Ryuujin makes up a new character on a new character sheet, and joins in the journey. Another player takes on the role of the GM and creates a Ryuujin for that journey. When the Ryuujin travels with others, their level as a traveler is one level less than the average level of the other members of the group. They do not gain experience as a Ryuujin when traveling.

Seasonal Dragon Leaves the Nest

The seasonal dragon you have been raising reaches maturity, becoming ready to leave the nest. The dragon departs, leaving the peaceful nest behind—along with a new seasonal dragon egg—and starts its own Journey across the land.

From this point onward, the Ryuujin is referred to as a Mére-Dragon. Even if the GM runs a Journey as another Ryuujin, the original Mére-Dragon can appear in that journey and use a single Benediction or Reveil per session. In addition, the Mére-Dragon gains the use of Ritual Benedictions.

Ritual Benedictions

Ritual of Sleep

If a player falls asleep in the middle of the session, their PC realizes that they lost their wallet. Their money decreases by their character level times d6 times 100G. If they lose more money than they had, for some reason they now have a toll, tax, or debt that must be paid off.

Ritual of Taboo

For the entirety of the session, the GM and players cannot use any modern words or expressions. If they quote a line that appears in media (movies, TV, etc) or use a clearly modern expression, phrase or word, they take one damage.

Ritual of the Power of Words

Once during the session, something that a player says actually happens in the game. If they jokingly say that their character says or does something strange, watch out: It just might happen.

Ritual of the Drifters

If the player rolls double ones, a tin pail/bucket falls from the sky and hits their character on the head. Impossible to block or dodge, this causes one point of damage. In combat, the pail counts as one object.

Ritual of Improvisation

The GM ad-libs the entire session from start to finish. The players should go with it and assist as much as possible.

Ritual of Fists

The next—or even the current—Journey's GM is determined by playing a round of rock-paper-scissors ("Jan-Ken").

Scenario Creation

Scenario Creation for New GMs

For Game Masters, participating in a session of an RPG entails much more work than the players. They need know and explain the rules, entertain the players, push the session along, and act the part of all the NPCs. It is a lot of work, and while fun, it's not to everyone's taste. Among the GM's various tasks, the most time-consuming is scenario creation. Starting from the seed of an idea, the GM must decide how the story will play out, and there is no avoiding the time that it takes to write it up. It can sometimes be confusing as to how to write a scenario, or even how much of a scenario to write. This guide will show a new GM how to craft a Ryuutama scenario.

Note: Once you become used to creating Ryuutama scenarios, you probably won't need to follow these guidelines or use the sample scenario creation sheets: A sheet of scrap paper for your notes might be all you need, once you have run a few sessions of the game. This section, and the scenario creation/preparation sheets, are aimed at new Game Masters, to help make their first few times running the game a little more organized and easier to get into. When you feel you have enough experience, feel free to leave them behind and use your own tools and methods to create Ryuutama scenarios!

Before making a Scenario

Read the Rulebook

The GM is in charge of knowing the rules. In order to facilitate smooth play, the GM should read through the entire rulebook, especially the rules that are expected to apply to the scenario. The GM should at least know where to find things within the rulebook, if they don't have everything memorized.

Gather Your Friends and Play the Sample Scenario

The Sample Scenario included in the rulebook is a great example of typical Ryuutama play. The sample scenario doesn't use too many rules and doesn't take too much time to complete. It is highly suggested that first time GMs at least read through it, if not play it.

Scenario Preparation

Gather Scenario "Seeds" You'd Like to Try

After reading through the rulebook and sample scenario, you will probably have a number of ideas in mind for exciting scenarios. You should feel free to take ideas from movies, anime or stories you like to use in your scenario. What sort of scenes would you like to recreate? This step should come first.

Write Down Situations You'd like to Try

It would be a great idea to sit down and think as a player, "What sort of scenario do I want to play? What sort of situations do I want to be in?" You should ask your players the same. If you, the GM, and your players are on the same page about what you want to play, you can't go wrong.

Creating the story from the seed

Now that you have the seed, the hardest part is making the story grow from it. In order to help cultivate your story, three types of sheets are available.

Scenario Objective Sheet

This sheet helps to identify the purpose of the PC's travels. What is the ultimate target of the travelers' sojourn? The three types of objective sheets are: "Traveling Scenario: Traveling from one place to another," "Gathering Scenario: Traveling to a spot to find and/or gather something (or someone)," and "Fight Scenario: Defeat a certain monster." First, identify the target, then fill in the appropriate sheet's blank spaces. Once you've filled out this sheet, you've established the most important part of the scenario.

Scenario Cultivation Sheet

This sheet helps you to plan out your entire story in the form of three acts. Just as in films or novels, the three-act structure is immensely popular, easy to use and understand, and helps ensure good pacing. When filling out this sheet, you don't need to complete each part in order, as long as you fill in all the blanks with scenes as you think of them. It may be a good idea to write the opening and the closing, then go back to fill out the rest.

Event Sheet

Each scenario is made up of lots of short vignettes called events. This sheet helps you to develop what will happen in each event. Writing these event sheets helps GMs to create scenarios that have a strong Ryuutama feel.

How to use the 3 sheets

Please see the Sample Scenario for more detailed examples on how to use these sheets. You don't need to fill out these sheets in order. You may want to set aside the Scenario Objective Sheet if you can't think of anything just yet, and work on the Cultivation and Event sheets first.

Game Balance

It is important to keep the difficulty of a scenario balanced with regard to monsters and topology. A balanced scenario isn't so simple that there's no adversity, and isn't so hard that there's no way the PCs can overcome the challenges. Please consult these charts for relatively balanced numbers for a 4-PC party.

Monster Chart	
Strength	**Monster Level**
Minion	Party average level or less
Weak	Party average level +1~2
Scenario Boss	Party average level +3~4
Super Hard	Party average level +5 or more

*In any encounter, between 1-6 enemies total should be ok

Weather/Terrain chart	
PC Level	**Highest Difficulty # in Scenario**
1	8 Grasslands + Rain, Hilly Terrain, etc.
2~4	10 Wasteland + Snow, Forest, etc.
5~7	13 Mountain + Fog, Desert + Strong Wind, etc.
8~10	19 Alpine + Blizzard, etc.

PC Gold Reward Chart	
PC Level	**Gold Reward for 1 person per scenario**
1	500~700
2~4	700~2000
5~7	2000~5000
8~	5000~

Sample Scenario Sheets

Over the next three pages are usage examples of the Scenario Objective Sheet for a travel scenario, the Scenario Cultivation Sheet, and the Event Sheet.

Scenario Objective Sheet

Travel Scenario

Goal Memo | Scenario Name | Creation Date

- **Name**
  The name of the land, town, building, or landmark that will be serving as the destination.

- **Scenery**
  What is the scenery like at the destination?
  How does it appear, and what kind of impression does it give?
  Consider the physical description of the destination and its surroundings.

- **Features**

  What's the history behind the place? What value does it have?
  What people are there?
  What is different about the place, and what makes it special?
  Think about the distinctive features of the destination.

- **Reason for wanting to go:**

  Try to consider the player characters' motivations or reasons for reaching the destination. What's the benefit in going there? Are there places or people the travelers are destined to meet?
  Did the players become involved in something that made them want to travel there?
  Think of the party's goals and motivation for travel.

- **Departing point and roads traveled:**

  This is where the player characters are at the start of the scenario. Also, list out the notable waypoints that will appear in the scenario, if any. From the starting point to the scenario destination, a duration of 2-3 days is recommended. If a journey takes more time than that, the Travel Checks happen over and over, and the journey becomes far more dangerous. This could also be used for a search scenario or raiding party scenario as well.

  Days of travel: days

- **Most difficult encounter:**

  On the path towards the destination, out of all the trials and dangers the party will face, this is the most difficult of them all.

  Most commonly this is a monster encounter, a natural disaster, or man-made obstacle.

1) Main Event

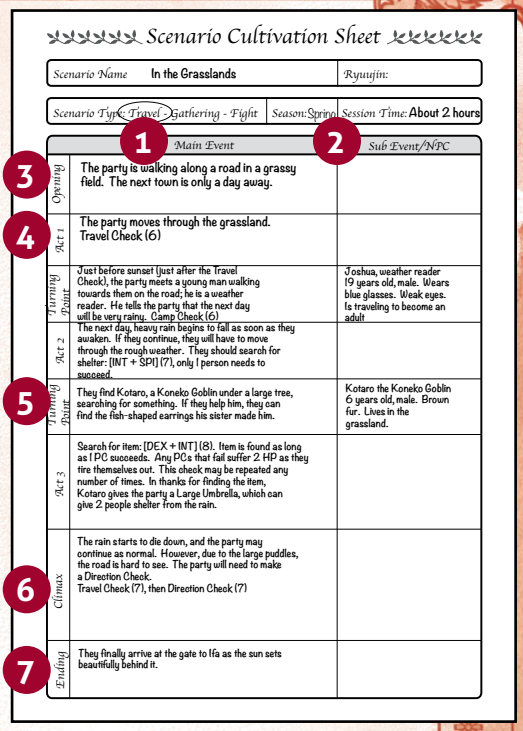
This is the main event that the PCs will encounter. By moving through these events in order the PCs will progress through the scenario.

2) Sub Event

Sub events are used to bolster or provide depth to the main event. Since sub events can complicate an event, it is suggested that you avoid these until you are comfortable as a Ryuutama GM. You can also use this space to record notes about NPCs.

3) Opening

Record the PC's starting location and circumstances. For example, are they traveling outdoors, or are they walking around town? Make sure to jot down what they're doing and other important notes.



Scenario Cultivation Sheet

Scenario Name: In the Grasslands | Ryuujin:

Scenario Type: Travel - Gathering - Fight | Season: Spring | Session Time: About 2 hours

	1 Main Event	2 Sub Event/NPC
3 Opening	The party is walking along a road in a grassy field. The next town is only a day away.	
4 Act 1	The party moves through the grassland. Travel Check (6)	
Turning Point	Just before sunset (just after the Travel Check), the party meets a young man walking towards them on the road; he is a weather reader. He tells the party that the next day will be very rainy. Camp Check (6)	Joshua, weather reader 19 years old, male. Wears blue glasses. Weak eyes. Is traveling to become an adult
Act 2	The next day, heavy rain begins to fall as soon as they awaken. If they continue, they will have to move through the rough weather. They should search for shelter: (INT + SPI) (7), only 1 person needs to succeed.	
5 Turning Point	They find Kotaro, a Koneko Goblin under a large tree, searching for something. If they help him, they can find the fish-shaped earrings his sister made him.	Kotaro the Koneko Goblin 6 years old, male. Brown fur. Lives in the grassland.
Act 3	Search for item: (DEX + INT) (8). Item is found as long as 1 PC succeeds. Any PCs that fail suffer 2 HP as they tire themselves out. This check may be repeated any number of times. In thanks for finding the item, Kotaro gives the party a Large Umbrella, which can give 2 people shelter from the rain.	
6 Climax	The rain starts to die down, and the party may continue as normal. However, due to the large puddles, the road is hard to see. The party will need to make a Direction Check. Travel Check (7), then Direction Check (7)	
7 Ending	They finally arrive at the gate to Ifa as the sun sets beautifully behind it.	

4) Act 1, Act 2, Act 3

These are the events that take up the majority of time spent during the scenario. The first act usually introduces the problem that the PCs will have to face or establishes a theme. The second act develops on these points, and details the specific steps as the PCs progress towards solving the problem. During the third act the PCs resolve or bypass the problem developed throughout the scenario.

5) Turning Point

An event occurs here that changes the situation and points the party in the direction of the next event. For example: Someone has a job request; the party gets caught up in or witness something; the party arrives somewhere; the party receives a hint on where to go next; they hit an obstacle.

6) Climax

This is the most difficult encounter in the scenario, one that endangers the party's lives or livelihood. Examples include: boss battles; the final round of a competition; climbing to a difficult location; persuading an important person; undergoing a series of disasters or traps.

7) Ending

Trigger an event that ends the tale. Ending scenes are best kept short, and happy endings are common in Ryuutama. The best way to end a "Ryuutama-esque" scenario is by having the party decide their next destination, and have the curtains close as the characters take the first steps of that journey.

Event Sheet

Scenario Name	Ryuujin:

No. Event Title ★ Time in the world of Ryuutama works the same as in our world. You can indicate a specific time (11am) or be more vague (evening)

Time	★	Weather	The weather at that time	Terrain/Stage	Where the PCs will be walking
● Scene Purpose	What the PCs or Players are after in this scene.			Weather/Terrain Difficulty	Refer to the Journey Rules

● The Five Senses

Write down what the PCs would be seeing, hearing, smelling, feeling and tasting while participating in this scene.
Utilizing all five senses is a great way to draw the players into the game.
You should do your best to fill up this space.
Try aiming for a fantastic environment that wouldn't otherwise be possible.

● Event

Record the incident that the PCs will encounter at this location.
If a skill check is involved, record the skills involved and the target number.
Events proceed in numerical order.
You should also record Journey Checks and other incidental skill checks in this area.

No. 1 Event Title Departing EXAMPLE!

Time	Morning	Weather	Clear	Terrain/Stage	Grassland
● Scene Purpose Get the players accustomed to Condition and Travel Checks				Weather/Terrain Difficulty	6

● The Five Senses

It is a bright and beautiful day as you walk through a wide green grassland. Here and there, thin trees dot the landscape. It is a great day to be traveling.

● Event

In the morning, have all players make Condition Checks.

The party moves towards their goal. Travel Check (6).

In the Grasslands

An Introductory Sample Scenario for Ryuutama

Objective Sheet

Scenery

A town in the middle of a large, sweeping grassland. It sits at a crossroads between four large cities. The streets are full of vendors and carts. In the center of the town is a lively market.

Specialty

Thanks to its location at the crossroads between several cities, a wide variety of goods from different countries can be found here. At this time, Cute items can be had cheaply.
(If there aren't any players that want Cute items, you may choose a different item description to sell instead.)

Reason for wanting to go:

-Cute items can be purchased at a low price
-They've been traveling for weeks and are looking forward to hitting a bath in a big town after seeing nothing but small towns
-Someone may have important information that a certain PC is looking for

Departure point and roads traveled:

(In media res) Entering Ifa from the gate on the edge of the Alphonbra Grasslands.

Days of travel:

2 days

Most difficult encounter:

2 days of heavy pouring rain.

For Level 1 Travelers. Rules used: Check Rules, Condition Rules, Status Effects, Journey Rules

Scenario Target Sheet

Travel Scenario

Goal Memo

Scenario Name **In the Grasslands** Creation Date

● *Name* The Town of Ifa

● *Scenery* A town in the middle of a large, sweeping grassland. It sits at a crossroads between four large cities. The streets are full of vendors and carts. In the center of the town is a lively market.

● *Specialty*

Thanks to its location at the crossroads between several cities, a wide variety of goods from different countries can be found here. At this time, Cute items can be had cheaply. (If there aren't any players that want Cute items, you may choose a different item description to sell instead.)

● *Reason for wanting to go:*

-Cute items can be purchased at a low price
-They've been traveling for weeks and are looking forward to hitting a bath in a big town after seeing nothing but small towns
-Someone may have important information that a certain PC is looking for

● *Departing point and roads traveled:*

(In media res) Leaving Alphon from the gate on the edge of the Alphonbra Grasslands.

● *Days of travel:* 2 *days*

● *Most difficult encounter:*

2 days of heavy pouring rain.

Scenario Cultivation Sheet

Scenario Name	In the Grasslands	Ryuujin:

Scenario Type: (Travel) - Gathering - Fight	Season: Spring	Session Time: About 2 hours

	Main Event	Sub Event/NPC
Opening	The party is walking along a road in a grassy field. The next town is only a day away.	
Act 1	The party moves through the grassland. Travel Check (6)	
Turning Point	Just before sunset (just after the Travel Check), the party meets a young man walking towards them on the road; he is a weather reader. He tells the party that the next day will be very rainy. Camp Check (6)	Joshua, weather reader 19 years old, male. Wears blue glasses. Weak eyes. Is traveling to become an adult
Act 2	The next day, heavy rain begins to fall as soon as they awaken. If they continue, they will have to move through the rough weather. They should search for shelter: [INT + SPI] (7), only 1 person needs to succeed.	
Turning Point	They find Kotaro, a Koneko Goblin under a large tree, searching for something. If they help him, they can find the fish-shaped earrings his sister made him.	Kotaro the Koneko Goblin 6 years old, male. Brown fur. Lives in the grassland.
Act 3	Search for item: [DEX + INT] (8). Item is found as long as 1 PC succeeds. Any PCs that fail suffer 2 HP as they tire themselves out. This check may be repeated any number of times. In thanks for finding the item, Kotaro gives the party a Large Umbrella, which can give 2 people shelter from the rain.	
Climax	The rain starts to die down, and the party may continue as normal. However, due to the large puddles, the road is hard to see. The party will need to make a Direction Check. Travel Check (7), then Direction Check (7)	
Ending	They finally arrive at the gate to Ifa as the sun sets beautifully behind it.	

Event Sheet

Scenario Name	In the Grasslands	Ryuujin:

No. 1 Event Title Departing

Time	Morning	Weather	Clear	Terrain/Stage	Grassland
● Scene Purpose Get the players accustomed to Condition and Travel Checks.				Weather/Terrain Difficulty	6

● The Five Senses

It is a bright and beautiful day as you walk along a wide green grassland. Here and there, thin trees dot the landscape. It is a great day to be traveling.

● Event

In the morning, have all players make Condition Checks.

The party moves towards their goal. Travel Check (6).

No. 2 Event Title A meeting on the road

Time	Before Sunset	Weather	Clear	Terrain/Stage	Grassland
● Scene Purpose Give the players a warning about the next day's weather.				Weather/Terrain Difficulty	6

● The Five Senses

After walking for an entire day, the scenery doesn't seem to change. Just as the sun is about to set, someone's shadow appears on the horizon. Eventually the small shadow grows until you can see who it is; a young man wearing a robe and blue glasses.

● Event

The party meets Joshua on the road. When they meet, Joshua warns them, "It looks like lots of rain tomorrow. Please be careful." If the players call out to him, he will stay and talk for a while. Because it's late, he may even ask if they can all camp together. However, he will be gone by the time the party wakes up. He is a weather-reader (Weazard) with bad eyes, and is traveling as part of his rite of passage. He constantly looks at the sky to read the weather, even when talking to people.
After the event, Camp Check (6).

Event Sheet

Scenario Name	In the Grasslands	Ryuujin:

No. 3 Event Title Pouring like buckets

Time	Early Morning	Weather	Heavy Rain	Terrain/Stage	Grassland
● Scene Purpose Have the party search for shelter				Weather/Terrain Difficulty	9

● The Five Senses

The party wakes up to the sound of heavy rain pouring against the tent flaps. Before you know it, the inside of the tent is starting to get soaked. At this rate, everyone will catch a cold.

● Event

In the morning, the Condition Check occurs. Heavy rain falls on the party. Walking like this is dangerous. The party should look for shelter from the rain. The party can find shelter among the sparse trees. If a PC passes a [INT + SPI] (5) check, the party can find shelter under a large tree.
If the PCs don't look for shelter, or don't find shelter, they will catch a cold. They will all suffer [Sickness:6] and go to Event 6.

No. 4 Event Title Gobunya!

Time	Morning	Weather	Heavy Rain	Terrain/Stage	Grassland Under a large tree
● Scene Purpose Meet a Koneko Goblin and listen to its pleas for help.				Weather/Terrain Difficulty	9

● The Five Senses

It's a large tree about 10 meters tall. With its abundance of broad green leaves, it seems like a suitable place to escape the rain. When the party arrives, they notice someone else there. They find a brown-furred humanoid the size of a child seeming to look for something.

● Event

When the party approaches the tree, they meet a Koneko Goblin. This creature, named Koutarou, is terribly surprised when he realizes that the PCs are there. He starts to run away, but he is trying to find something. If the party talks to him, he says, "I dropped an earring that my sister made for me gobunya," between tears. He asks the party, "Will you help me look for it gobunya?" If the party helps him, go to Event 5. If they refuse, he searches for himself. The rain will then stop; go to Event 6.

Event Sheet

Scenario Name	In the Grasslands	Ryuujin:

No. 5 Event Title A rustling

Time	Before Noon	Weather	Heavy Rain	Terrain/Stage	Grassland Under a large tree
● Scene Purpose Help Koutarou look for his lost item				Weather/Terrain Difficulty	9

● The Five Senses

After spending some time searching the soft grassy area to the sound of the rain, your arms feel a bit tired. Overhead, a multitude of birds that have, like the PCs, escaped the rain chirp excitedly.

● Event

Koutarou has lost an earring. In order to find it, 1 PC must succeed on a [DEX + INT] (8) check. Any PCs that fail the check take 2 HP in damage. If it is found, Koutarou gives a loud cheer. "Thank you gobunya! This means so much to me gobunya!" He gives the PCs 1 Katsuobushi (delicious rations) and a Large Umbrella. As Koutarou hands over the Large Umbrella, the rain begins to die down a little.

No. 6 Event Title Time to go

Time	Noon	Weather	Rain	Terrain/Stage	Grassland
● Scene Purpose Start heading to the goal again.				Weather/Terrain Difficulty	7

● The Five Senses

The sound of rain starts to slow, filling you with good cheer.
If you head out now, you should be able to make it by the end of the day.

● Event

The party once more starts walking toward their goal. Normally, there is no need for a Direction Check when following a road, but the road has been washed away because of the rain and many large puddles, so a Direction Check is required.
The party must roll a Travel Check (7) and a Direction Check (7). If they fail on the Direction Check, they lose their way and are stuck in the wild overnight and must make a Camp Check. Then, they must repeat from the Travel Check.

Event Sheet

Scenario Name	In the Grasslands	Ryuujin:

No. 5 Event Title Lanterns of the town

Time	Sunset	Weather	Clear	Terrain/Stage	Gate to the village
● Scene Purpose Get to the Ending				Weather/Terrain Difficulty	6
● The Five Senses A red color fills the grassland as the sun sets. The clouds have become sparse and are disappearing quickly. The Rain Dragon and the Cloud Dragon seem to have gone home now. In the dark, you can see dots of light from inside the town.					
● Event The party arrives at their destination.					

No. Event Title

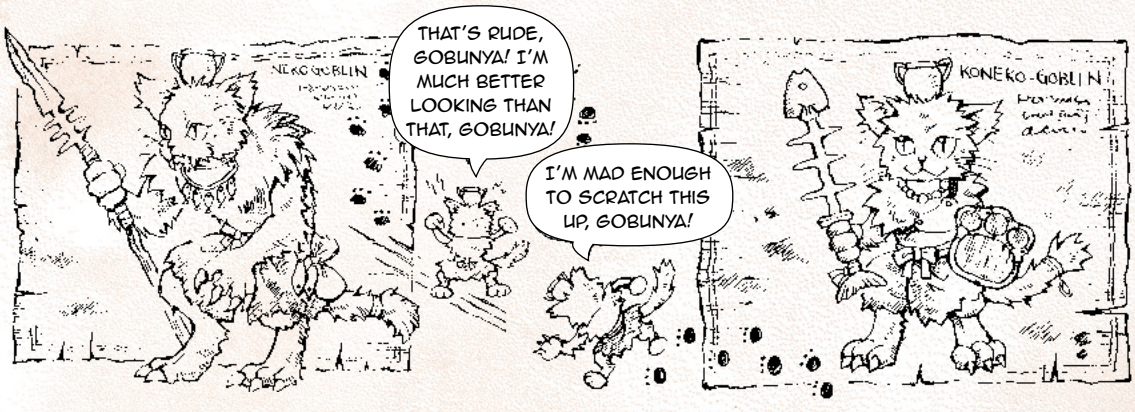
Time		Weather		Terrain/Stage	
● Scene Purpose				Weather/Terrain Difficulty	
● The Five Senses					
● Event					

Nekogoblins and Strife in the Town Market

A Scenario for Travelers of Level 1-2

Rules used

Town Creation rules, Check rules (success checks, contested checks), Condition rules, Journey Rules (only the movement check), Combat rules, Benediction rules



Scenario Cultivation Sheet

Scenario Name **Nekogoblins and Strife in the Town Market**	Ryuujin:

Scenario Type: Travel - Gathering - (Fight)	Season:	Session Time: **About 2 hours**

	Main Event	Sub Event/NPC
Opening	The party arrives at a town full of vendors and travelers.	
Act 1	The party checks in at an inn, wanders around and does some shopping. All "Cute" items in town are sold at normal price.	
Turning Point	In the middle of a bustling market, one of the PCs has some of their items and money stolen. The PC has a chance to notice the pickpocket with a successful [DEX+INT](6) check. The nekogoblin then slips away.	Nekogoblin Thief, Buchi
Act 2	The troubled innkeeper asks the PCs for help. He asks the PCs to get rid of the nekogoblin bandits and offers 700 gold per person if successful.	Innkeeper, Hassan Age: 48, Male
Turning Point	The next day, the PCs encounter the same nekogoblin as the day before in the market, but it creates a distraction to escape. After the PCs defeat the Magic Hand, the nekogoblin runs away.	Magic Hand x1
Act 3	The PCs chase after the nekogoblin thief, running all over town. Travel Check (8)	
Climax	The PCs find the Nekogoblin Bandit hideout and fight.	Nekogoblin Bandits: Hobnekogoblin x1 -eye patch over left eye, rough speech, impatient Nekogoblin x2
Ending	When the PCs turn the nekogoblins in to the innkeeper, he throws them a huge party. They are thanked profusely by the townspeople. Then the PCs can prepare for the next step in the journey and depart.	

Scenario Target Sheet

Fight Scenario

Target Monster Memo

Scenario Name: Nekogoblins and Strife in the Town Market

Creation Date

- *Name*

  Nekoboglin Bandits

- *Appearance*

  Bandit leader: Hobnekogoblin standing a head taller than the other bandits, has eyepatch over left eye (uncool, smelly, used goggles)

- *Special ability/How does it live in its environment*

  Steals things from the market, picks travelers' pockets

- *Location*

  Secret hideout in an empty warehouse on the edge of town.

- *PC's reason/duty to defeat target monster*

  PC's Personal Item and money is stolen.
  Townspeople ask the PCs to take care of the bandit problem.

- *Point of departure and encounter location*

  The Market Town, Ifa

- *Hardest encounter other than defeating target monster*

  Chasing a nekogoblin through town, running through shops and over goods, or coming across the hideout by walking about town.
  The hobnekogoblin is a large and powerful enemy.

Town Creation Sheet

Town Name	Ifa the Market Town
Town Population	Town: population 500
Ruler or Representative	A monarch that guides the town
Environment	Right in the middle of the grasslands. Roads stretch out in all directions.
Representative Buildings	A feudal castle in the middle of town
Specialty Goods	"Cute" goods
Sights Sounds Scents	Sound of the wind blowing across the grasslands, vendors yelling across the market
Town's Threats	Nekogoblin bandits

Event Sheet

Scenario Name Neko Goblins and Strife in the Town Market	*Ryuujin:*

No. 1 Event Title Arrival

Time	Evening	*Weather*	Clear	*Terrain/Stage*	Ifa, Market Town
● *Scene Purpose* Explain the Town Creation and Combat rules				*Weather/Terrain Difficulty*	-

● *The Five Senses*

The town sits comfortably in the middle of rolling, green meadows. As you draw near, you can see the town streets meandering through grassy fields.
A wide street leads to a large market in town, full of people conversing and trading excitedly.

● *Event*

The morning Condition check will occur.
At the town gate, a guard will tell the players,
"Please be careful, there has been a rash of thefts in the town lately."

No. 2 Event Title A Look Around Town

Time	Evening	*Weather*	Clear	*Terrain/Stage*	Ifa Market
● *Scene Purpose* Give the players a taste of the town's environment.				*Weather/Terrain Difficulty*	6

● *The Five Senses*

The air is crisp; the spring air blows from the meadows and through the town.
Along a wide street is a market with stands lining both sides of the road.
The market pulses with activity, and the voices of vendors hawking their goods can be heard all around.
Cute goods are lined up for sale in front of many of the stands.

● *Event*

The PCs can prepare for their upcoming journey now and must pass through the town to find an inn to stay at. Cute goods are popular in this town and can be bought cheaply.
Cute goods are sold at 1x the price instead of the usual 2x.
Normal items are sold at their normal price.
If the party finishes buying their goods or if they go straight to the inn, skip to Event No. 4.

Event Sheet

Scenario Name Neko Goblins and Strife in the Town Market	Ryuujin:

No. 3 Event Title Pick-pocketed Traveler

Time	Evening	Weather	Clear	Terrain/Stage	Ifa Market
● Scene Purpose Show that a Nekogoblin thief is in town.				Weather/Terrain Difficulty	-

● The Five Senses

As people begin filling the market, the players will have to wade through the crowd.
Sounds of laughter, bits of conversations and even arguments can be heard.
As the PCs move through the crowd, one of them feels a hand on their back.
If they look behind them, they see a hooded, human-sized cat-like figure staring at them.

● Event

As the party wades through the crowded marketplace, a single person in the party will be the victim of a theft. The victim must make a contested DEX+INT check against a nekogoblin. If they lose the roll, their Personal Item is taken. If they win, they are able to tell that the nekogoblin is acting unnaturally towards them. Whether or not they fail the roll, the pickpocket ducks through the crowd and runs away. If the party is somehow able to catch up to it, use the RUN AWAY Benediction. If he is caught now, the rest of the thieves won't be found. If they bring the theft to the attention of the guards, the characters will be able to tell that the guards won't be of much help, perhaps saying something like, "It is currently under investigation. Please don't worry, we will recover your lost items right away. We will have them returned to you shortly."

No. 4 Event Title The Inn-keeper's Plea

Time	Evening	Weather	Clear	Terrain/Stage	Ifa Inn
● Scene Purpose Have the inn-keeper ask a favor.				Weather/Terrain Difficulty	6

● The Five Senses

In the first-story tavern, a beautiful waitress is busy serving food and drinks to a crowded house. The room is filled with the raucous laughter, banter, and songs of drunken townsfolk amidst an atmosphere of fun.

● Event

The sign for an inn catches the party's eye right next to the market: The Meadow Inn. It is a 2 story building—the first story is a tavern with rooms for rent upstairs. The tavern is full of townspeople drinking and eating. The chef's specialty is roast rabbit with strawberry sauce. The party can also eat here; if they do, the inn-keeper, a man named Hassan, speaks to them. You should paraphrase, "I'd like someone to catch that nekogoblin thief." As the guards have their hands full managing the townspeople and have no understanding of nekogoblins, Hassan has no choice but to offer the job to travelers who have experience with or knowledge of nekogoblins. He'd like the job completed the next day, and offers 700g apiece as payment.
If the party does not accept the job, skip to Event No. 8.

Event Sheet

Scenario Name Neko Goblins and Strife in the Town Market	*Ryuujin:*

No. 5 Event Title Market Battle

Time	Morning	*Weather*	Clear	*Terrain/Stage*	Ifa Market
● *Scene Purpose* Defeat the berserk Magic Hand, chase the nekogoblin.				*Weather/Terrain Difficulty*	-

● *The Five Senses*

People can be heard screaming and crying as they hastily flee from the market.
Things are being knocked over, people can be seen running through the streets.
A man-sized floating hand is moving around the market.

● *Event*

The Condition check occurs in the morning. As the party eats breakfast in the first-story tavern, something happens in the market. If they look outside, they will see people running away in panic. The guards won't arrive for a while as they are busy dealing with the large amount of people running away. If the party goes to the area where the noise is coming from, they see destroyed carts and goods with a giant hand crushing various stands. A giant bloodshot eye is in the palm of the hand; speaking to the hand has no effect. Battle begins with1x Magic Hand (monster).
(Front: Magic Hand x1; Objects: broken cart, vendor's stand, scattered goods, torn banner, 1 other)
A nekogoblin is hidden behind a broken stand.
Next to the nekogoblin is a bunch of keys, it seems that he has released the Magic Hand from a box.
If the Magic Hand is defeated, the nekogoblin runs away. If the PCs chase the nekogoblin, go to Event No. 6.

No. 6 Event Title Chase the Neko Goblin!

Time	Noon	*Weather*	Clear	*Terrain/Stage*	Ifa Town
● *Scene Purpose* Find the Neko Goblin hideout.				*Weather/Terrain Difficulty*	8

● *The Five Senses*

The chase brings the PCs through the town of Ifa.
The nekogoblin is running with all its might, but if the PCs ask the people in the street, it should be easy enough to follow.
The nekogoblin runs along roofs, through narrow alleys and even into strangers' houses, just like a real cat.

● *Event*

They chase the nekogoblin. Maybe the nekogoblin is in a panic, but it is leaving paw prints or otherwise making himself easy to track. However, the path it takes—along roofs and over stands, through narrow alleys and along thin walls—is difficult for the PCs to follow.
They must pass a Travel Check with a difficulty of 8.
After the nekogoblin has run through the town for a while, he flees into an abandoned house.
The building has been abandoned for several years;
the windows are boarded up and holes dot the walls here and there.
The area around the house is covered in trash, making it impossible to approach the building quietly.

Event Sheet

Scenario Name Neko Goblins and Strife in the Town Market	Ryuujin:

No. 7 Event Title Battle with the Neko Goblin Thieves Guild

Time	Afternoon	Weather	Clear	Terrain/Stage	Ifa, Abandoned Building
● Scene Purpose Challenge the neko goblins				Weather/Terrain Difficulty	-

● The Five Senses

The setting sun filters through the holes that dot the walls of this abandoned house.
From the surrounding neighborhood you can hear the laughter of children and the scolding voices of mothers, as the scent of dinner wafts through the air.

● Event

As the party enters the abandoned house, there are 3 neko goblins in addition to the one they were chasing.
Among them is one is larger than the rest, with an eye patch over his left eye. As they notice the party, the large one grunts, "Ah, we've been made! After we beat you punks we'll have to high-tail it out of here, hobunya!" Battle begins.
(Front: Neko goblin x3 Back: Hobneko goblin x1
Objects: potted plant, skewers, trash, mouse, a stolen Cute sword, children's toy, laundry, plus 3 more.)
If the situation becomes dire for the PCs, feel free to use the MISFORTUNE benediction to save the party.
If the boss is defeated, the neko goblins give up.

No. 8 Event Title With the Dawn, a New Beginning

Time	Evening	Weather	Clear	Terrain/Stage	Ifa Gate
● Scene Purpose Close the scenario				Weather/Terrain Difficulty	6

● The Five Senses

The misty morning air blankets the town, slowy warmed by the newly-risen sun.
Merchants begin setting up their shops as the market wakes and sales begin.
Today will be another lively day.

● Event

If the PCs bring the nekogoblin thieves to the guards, Hassan the inn-keeper thanks the party over and over, handing 700g to each party member.
Once the party has gathered their belongings and prepared for the next trip, they begin their journey to the next town.
It might be a good idea to ask local merchants and travelers questions about the next town...

Intro Replay 3

GM: The little girl mumbles through her tears, "(sniff sniff) My doll…" It also looks like that Nekogoblin knocked her over and hurt her legs, and now she can't move.

Leo: That there's a livin' shame. What're y'all fixin' to do?

Haruka: I'll try to calm her down by using my "Emine Nonno" magic. The Incantation Check… (roll~) is a success.

GM: As Haruka places her hand on the ground and chants the magic words, a yellow flower pops out of the ground, blooming. …The little girl stops crying.

Haruka: Oh, good. Well, next I'm going to have to treat her wounds, I suppose. Oh, Mr. Leo, do you have any Healing Herbs on you?

Leo: My apologies, I'm plum out. Don't y'all have that restoration magic, Cure Touch?

Haruka: Ahhh… actually, I don't have it… (T.T)

Leo: Then I suppose there ain't nothing to be done 'bout it. By the way GM, ain't there a herb shop 'round here?

GM: Hmm. You don't see a herbalist, but there's probably a town doctor.

Leo: It's settled then. Come now, let's take her with us, we're a-gettin' to the town doctor!

GM: A few hundred meters away, there's a sign for a clinic, but for some reason there's no patients inside at all.

Haruka: Hello?! I'll try going in. Is there anyone inside?

GM: A white haired, obstinate sort of old man appears from the back. He says, "We only treat royalty here. Out with you now, out."

Leo: I don't much care for the likes of this. Alright, I'll try using my Merchant skill, Well-Spoken. Maybe we can negotiate her treatment.

GM: Well, the azure Ryuujin Benediction, "The Tale of Kindness", is invoked! Leo is trying to help the little girl without concern for personal gain, and raises his Spirit by one die size! Ok then, let's have you roll a Negotiation Check using Intelligence and Spirit…

Leo: Oh, well now! (Roll~) I rolled a 6 and a 7, and adding the +1 for Well Spoken, I done got a 14!

GM: Ok, then Custer, who was sitting at Haruka's side, wanders up to the doctor and pouts, Kyuuuuun! The doctor says, "What a cute dog you got there~. Why, I remember how I used to love big dogs. You know what, this dog brings back memories, so I'll treat the girl for you." And helps the little girl to some medical attention.

Haruka: Yeah, we got lucky!

Leo: Wait, I wonder if Custer's true form is…

GM: Hmm, I wonder..!

Haruka: How is the little girl?

GM: "It's just a superficial wound, it won't do any lasting damage," he says, and gives you some medicine. "Apply that and take it easy, and it'll heal with some time."

Leo: Well now, ain't that somethin'! Now let's git this little one back home.

GM: Ok, as you enter a narrow alley, you see the sign for a general goods store. This is the girl's home.

Haruka: Excuse me! I brought your daughter home. Yadda-yadda etc etc.

GM: Ok, her parents come out and bow to Leo and Haruka a bunch of times and say, "Thank you so much for helping our daughter out. If you would like, please, take your pick of one of the goods in our store as a token of appreciation."

Leo: Alright! Without a doubt… I might' could use this here herb bottle!

Haruka: Aww, and you just earned "The Tale of Kindness," too. (laughs)

Leo: I say now, I say! I will be a-paying' my 100G!

Haruka: Wow, Mr. Leo, you really are a good person, aren't you! (laughs) Ok, I'll take a Maple Feuille Stuffed Doll!

Leo: A stuffed… Maple Feuille doll?? (laughs)

Haruka: So if I apply the "Cute" modifier to a small 100G Stuffed Animal, I'll pay 200G… and then give it right to the little girl~. Isn't that a lovely idea?

Leo: That's such a bewilderin' choice is all. (laughs)

GM: Well, the little girl's mother and father say to Leo and Haruka, "Here, please take this with you, to eat while you enjoy the view of the autumn leaves." They hand you a bag of Maple Feuille.

Haruka: Wow, this smells so delicious~!! Thank you!

Leo: Well now, let's get a headin' out to this town's most famous autumn-leaf a-viewin' spot, shall we?

Haruka: Ok~!

GM: Well, Leo and Haruka sit at a beautiful spot to enjoy the autumn leaves, and do so while drinking tea and eating the Maple Feuille. And that's where we'll end today's session.

Leo and Haruka:

Great job, thank you!

The End

THE BOOK OF WINTER

wherein lies the data about the living creatures of ryuutama, monsters and creatures

Monsters

In the world of Ryuutama, humans and animals aren't the only creatures that roam the wilderness. There exist mysterious, magical beings called "monsters," which possess incredible strength or fantastic magic. These beings are more-or-less divided into seven categories: Phantom Beasts, Phantom Plants, Demonstones, Undead, Demons, Magical Creatures, and Intelligent Races.

How to read Monster data

Name: The commonly known name for the monster's species or type.

Level: The monster's level is an easy indicator of its strength.

Habitat: The terrain where the species is commonly found. A monster may sometimes wander from its usual habitat or be drawn out by humans.

Season: The time of year during which the monster is most active. If the monster is encountered during its favored season, it gains a +1 bonus to both Initiative and Condition. In addition, any food gained by collecting materials from defeated monsters durimg their active season is "delicious".

Materials: The spoils gained by a Hunter or Artisan class character succeeding on a Trapping skill check. It lists the materials as well as the average price that they can be sold in a town. All materials have a size of 3. Some Monsters also provide food when defeated.

Dragonica No.: The monster's entry number in the magical monster encyclopedia, the Encyclopaedia Dragonica. Most monsters of the world have been intently studied by scholars, and have been assigned numbers in the process. Some monsters, however, have not yet received much scrutinity and thus lack numbers.

HP, MP: The monster's Max HP/MP.

Initiative, Condition: Unline PCs, Monsters use static numbers for Initiative and Condition.

[STR/DEX/INT/SPI]: These are the monster's main stats. If a stat has a listed value of 2, any rolls are determined by a roll of d6: 1-3 is a 1, 4-6 is a 2.

Accuracy/Damage: These are the dice the Monster uses to roll for Accuracy and Damage Checks. Most monsters use [DEX + STR] for Accuracy and [STR] for damage, though [INT + SPI] accuracy and [SPI] damage monsters also exist.

Armor: The Defense Points granted to a monster by fur, scales or other material. Any damage sustained by the monster is reduced by this value.

Description: A short blurb about a monster's appearance and habits.

Special Ability: A monster's special ability. Monsters are not affected by the special abilities of their own species. Not all Monsters possess a Special Ability.

Eggs

These monsters are eggs that seem to have sprouted arms and legs. They are prized for their delicious insides. However, nobody seems to know what laid these eggs, or what (if anything) will hatch from them.

Walking Egg — Level 1

Habitat	All		
Season	Spring		
Materials	Shell (1000G); Food x 4		
Dragonica Number	002		
HP	4	**Abilities**	2 8 2 2
MP	4	**Accuracy**	d8 d8
Initiative	9	**Damage**	d6
Condition	6	**Armor**	

Description: A mysterious thirty-centimeter tall egg with human-like arms and legs that can be seen walking around the world. Many people have tried to solve the mystery of where they came from and what they're going to become, but so far none have.

Special Ability: Travelers' Blessing It is said that if a Walking Egg is defeated by reducing its HP to exactly 0, a blessing occurs. All members of a party so blessed will receive 100 XP.

Running Egg — Level 3

Habitat	Wasteland, rocky terrain, woods		
Season	Winter		
Materials	Shell (2000G); Food x 4		
Dragonica Number	003		
HP	4	**Abilities**	2 10 2 4
MP	8	**Accuracy**	d10 d10
Initiative	10	**Damage**	d6
Condition	7	**Armor**	

Description: A mysterious fifty-centimeter tall egg with human-like arms and muscular legs that can be seen running around the world. Running eggs can move with such speed that it is said that none can catch them. Defeating a Running Egg will bring even more luck than a Walking Egg.

Special Ability: Travelers' Blessing It is said that if a Running Egg is defeated by reducing its HP to exactly 0, a blessing occurs. All members of a party so blessed will receive 200 XP.

Riding Egg — Level 5

Habitat	Grassland, desert		
Season	Fall		
Materials	Shell (3000G); Food x 4		
Dragonica Number	006		
HP	8	**Abilities**	4 12 4 4
MP	8	**Accuracy**	d12 d12
Initiative	12	**Damage**	d6
Condition	8	**Armor**	

Description: A mysterious seventy-centimeter tall egg with human-like arms and legs that can be seen riding around the world. The arms and legs of the Riding Egg are pale and slender and allow the Riding Egg to ride various swift-footed animals such as black swans or even unicorns.

Special Ability: Travelers' Blessing It is said that if a Riding Egg is defeated by reducing its HP to exactly 0, a blessing occurs. All members of a party so blessed will receive 300 XP.

Phantom Beasts

A class of creature called "Phantom Beast" because they appear like natural animals, only warped and twisted: They are very physical, and not "ghostly" as the word "Phantom" usually implies. Compared to the normal beasts and bugs of the wild, these are incredible creatures, possessed of special abilities, high intelligence, or other unknown attributes. They have extremely high physical statistics.

Mob Beast — Level 1

Habitat	Grassland, wasteland, deep forest		
Season	Spring		
Materials	Fang (50G)		
Dragonica Number	011		
HP	9	**Abilities**	4 4 2 2
MP	4	**Accuracy**	d4 d4
Initiative	5	**Damage**	d4
Condition	3	**Armor**	0

Description: Beasts the size and shape of a small jackal. They are fair ly weak alone, but are almost always encountered in large groups. It is said that hordes of tens of thousands of mob beasts have reduced cities to rubble.

Giant Ant — Level 2

Habitat	Grassland, wasteland, rocky terrain		
Season	Spring		
Materials	Carapace (75G)		
Dragonica Number	045		
HP	14	**Abilities**	6 6 2 2
MP	4	**Accuracy**	d6 d6
Initiative	6	**Damage**	d6
Condition	4	**Armor**	1

Description: These ants are usually found near their hive and can range in size from half a meter to a full three meters in length. Their pincers are typically the length of half their body and are incredibly powerful, able to slice a man in half.

Cockatrice — Level 2

Habitat	Grassland, woods, deep forest		
Season	Fall		
Materials	Food x 2		
Dragonica Number	068		
HP	14	**Abilities**	6 4 2 4
MP	8	**Accuracy**	d6 d4
Initiative	5	**Damage**	d6
Condition	5	**Armor**	0

Description: These beasts look like wild chickens, but have beaks with the power to turn things to stone. They can only eat the henluda plant, so keep your guard up when you come across it in the wild.

Special Ability: Petrifying Beak When a character is hit by a cockatrice's attack, they suffer [Injury: 6] as a part of their body is turned to stone.

Kamaitachi (Sickle Weasel)

Level 2

Habitat	Grassland, wasteland, rocky terrain		
Season	Winter		
Materials	Sickle (uncool sword)		
Dragonica Number	018		
HP	10	**Abilities**	4 6 2 4
MP	8	**Accuracy**	d4 d6
Initiative	6	**Damage**	d4
Condition	4	**Armor**	0

Description: It is said that a kamaitachi is actually 3 weasles with sickle-like claws that have joined together to harass travelers. In this form, they look like a single giant weasel with huge claws. Kamaitachi are known to be wily pranksters. They chase, cut, and heal those they come across, leaving bewildered but unharmed hikers in their wake. If they are angered, however, the three weasels will simply attack.

Special Ability: Kamaitachi Kamaitachi can attack the Back Area from the Front Area.

High Roadrunner

Level 3

Habitat	Grassland, wasteland, desert		
Season	Spring		
Materials	Feather (150G); Food x 2		
Dragonica Number	029		
HP	15	**Abilities**	6 8 2 4
MP	8	**Accuracy**	d6 d8
Initiative	7	**Damage**	d6
Condition	5	**Armor**	0

Description: At two meters tall, this is the fastest running bird in the world. It has the ability to run at 60 km/hour for more than an hour at a time. Their population explodes during the Spring months.

Speckled Bee

Level 3

Habitat	Wasteland, woods, deep forest		
Season	Summer		
Materials	Stinger (tough stick)		
Dragonica Number	069		
HP	15	**Abilities**	6 8 2 2
MP	4	**Accuracy**	d6 d8
Initiative	7	**Damage**	d6
Condition	4	**Armor**	0

Description: These bees can grow to be as large as a human and live in hives dug into rocky ground. Their honey is so highly prized that some hunters specialize in procuring it. It is incredibly dangerous to do so, but a single harvest of their honey is worth enough for an entire family to live off of for an entire year.

Special Ability: Poison Stinger When a character is damaged by a Speckled Bee attack, they take an additional d6 damage that is not mitigated by Defense Points.

Pegasus

Level 3

Habitat	Grassland, highlands, woods, mountain		
Season	Spring		
Materials	Wings (1500G)		
Dragonica Number	028		
HP	15	**Abilities**	6 8 2 4
MP	8	**Accuracy**	d6 d8
Initiative	7	**Damage**	d6
Condition	5	**Armor**	0

Description: A horse with bid-like wings that allow it to fly freely through the skies. Pegasi shares the same temperament as a normal horse and grow to the same size. They are picky eaters, preferring fresh grass and herds will travel long distances to find it. When pegasi migrate during the fall and winter months, they look like nothing more than shooting stars as thousands dart across the skies gracefully.

False Egg

Level 3

Habitat	Grassland, desert, wasteland, woods		
Season	Fall		
Materials	Cute light shield		
Dragonica Number	038		
HP	23	**Abilities**	10 4 2 2
MP	4	**Accuracy**	d4 d10
Initiative	5	**Damage**	d10
Condition	6	**Armor**	0

Description: A crab that can disguise itself as a large egg. It tends to stay still for long perioods of time, but hunts its prey by putting its large claws together over its body, creating a smooth egg-like shape. If you find an unattended egg, you should approach with extreme caution.

Special Ability: Egg-like If you aren't careful, a false egg will catch you unawares with its attack. At the beginning of combat, characters must roll a [INT + INT] check. Any character that fails receives a -2 penalty to Initiative.

Anaconda

Level 3

Habitat	Grassland, swamp, deep forest, woods, pond		
Season	Summer		
Materials	Snake Skin (300G); Food x 3		
Dragonica Number	052		
HP	19	**Abilities**	8 8 2 2
MP	4	**Accuracy**	d8 d8
Initiative	7	**Damage**	d8
Condition	5	**Armor**	0

Description: A huge snake ranging from two to ten meters in length. It likes to attack at night, so care must be taken when camping in anaconda territory.

Special Ability: Coil When an anaconda succeeds on an attack on a character, it automatically coils around the character's body. On that character's next turn, they must beat the anaconda at a contested [STR + STR] check or lose their action. Every turn that an anaconda starts coiled around a character, the anaconda automatically deals d6 damage.

Unicorn — Level 3

Habitat	Deep forest, jungle, mountain		
Season	Spring		
Materials	Horn (8000G)		
Dragonica Number	015		
HP	15	**Abilities**	6 6 4 4
MP	8	**Accuracy**	d6 d6
Initiative	7	**Damage**	d6
Condition	5	**Armor**	0

Special Ability: Healing Horn It is said that a unicorn's horn has the ability to cure any illness. However, a unicorn must expend an incredible amount of energy to do so, and using this ability too much places the unicorn's life in danger.

Griffon — Level 4

Habitat	Grassland, wasteland, mountain		
Season	Spring		
Materials	Wing (300G); Food x 2		
Dragonica Number	024		
HP	20	**Abilities**	8 10 2 2
MP	4	**Accuracy**	d8 d10
Initiative	8	**Damage**	d8
Condition	5	**Armor**	0

Description: A beast with the head and wings of a hawk and the body of a lion.

Special Ability: Double Attack This monster can attack two times in one turn.

Loyal Dog — Level 4

Habitat	All		
Season	Spring		
Materials	Fur (250G)		
Dragonica Number	040		
HP	12	**Abilities**	4 6 6 6
MP	12	**Accuracy**	d4 d6
Initiative	8	**Damage**	d4
Condition	5	**Armor**	0

Description: One in ten thousand dogs is born with a special gift. Though they look like any other dog, these dogs are incredibly smart. It is said that these dogs understand and may even speak human languages. Their loyalty drives them to keep their owners from danger. Are you sure your faithful companion there isn't one of these Loyal Dogs?

Special Ability: Bond When the Loyal Dog's master takes damage, the Loyal Dog can reduce the damage taken to 0, once per combat.

Hungry Mole

Level 4

Habitat	Grassland, highlands, swamp		
Season	Winter		
Materials	Fur (300G)		
Dragonica Number	066		
HP	20	**Abilities**	8 8 2 4
MP	8	**Accuracy**	d8 d8
Initiative	7	**Damage**	d8
Condition	6	**Armor**	0

Description: A large mole (up to 4 meters long) that lives underground. This black and silver creature must eat its weight in food everyday, and will die if it goes half a day without food.

Special Ability: Burrow When a Hungry Mole attacks from underground, its target receives -1 to Initiative.

Zordfish

Level 4

Habitat	River, swamp		
Season	Fall		
Materials	Smelly gross sword; Food x 2		
Dragonica Number	030		
HP	24	**Abilities**	10 8 2 2
MP	4	**Accuracy**	d8 d10
Initiative	7	**Damage**	d10
Condition	6	**Armor**	1

Description: A large fish in the shape of a sword. They grow larger the longer they live, up to eight meters long.

Special Ability: Cut in 2 Attacks made by Zordfish ignore Defense Points and always do full damage.

Hellhound

Level 5

Habitat	Wasteland, woods, mountain		
Season	Winter		
Materials	Fur (600G)		
Dragonica Number	021		
HP	25	**Abilities**	10 10 2 4
MP	8	**Accuracy**	d10 d10
Initiative	8	**Damage**	d10
Condition	7	**Armor**	1

Description: A huge black dog, weighing about 500 kg, with glowing red eyes and razor sharp claws. They are violently territorial and mark their territories with a sulfuric smell that permeates the area. The stench of rotten eggs is nearly unbearable as far away as ten kilometers.

Special Ability: Double Attack This monster can attack two times in one turn.

Demoncat

Level 5

Habitat	Woods, deep forest, jungle, mountain		
Season	Winter		
Materials	Food x 1		
Dragonica Number	014		
HP	21	Abilities	8 12 2 4
MP	8	Accuracy	d8 d10
Initiative	9	Damage	d8
Condition	6	Armor	3

Description: A large grey cat (up to three meters long) with two tails and posessed of a burning hatred for humans; it is said that long ago, they were placed by a god to guard a certain artifact, but when a man stole it, they turned against humans forever.

Special Ability: Boisterous dance Due to their multitude of tails, fangs and claws, Demoncats roll damage on successful attacks two times, taking the best result. Also, they may use two objects at once.

Maximillion Kabuto

Level 5

Habitat	Deep forest, woods, mountain		
Season	Summer		
Materials	Carapace (2000G)		
Dragonica Number	050		
HP	29	Abilities	12 6 2 6
MP	12	Accuracy	d6 d12
Initiative	6	Damage	d12
Condition	9	Armor	3

Description: A huge horned beetle with a thick shell. Kabuto beetle shells are prized for their beauty and command a steep price.

Tumbling Nest

Level 5

Habitat	Grassland, Wasteland, highlands		
Season	Fall		
Materials	Food x 6		
Dragonica Number	037		
HP	25	Abilities	10 8 2 6
MP	12	Accuracy	d8 d10
Initiative	7	Damage	d10
Condition	8	Armor	1

Description: Though it appears as a large rolling ball of bits of plant matter, these several-meter-large spheres are actually created by and filled with a large number of small rats. Because the rats can't see from within the ball, they will attack the source of any loud noises.

Special Ability: Rolling attack When attacking, the Tumbling Nest randomly attacks one character in the Front Area and one character in the Back Area.

Chimaera

Level 6

Habitat	Wasteland, deep forest, mountain, jungle		
Season	Summer		
Materials	Horn (900G)		
Dragonica Number	043		
HP	22	**Abilities**	8 6 6 8
MP	16	**Accuracy**	d6 d8
Initiative	8	**Damage**	d8
Condition	8	**Armor**	1

Description: A curious beast with the heads of a lion, ram and a snake. They are cruel, and will hunt and kill prey even when not hungry. It was initially thought that they were created by sorcery, but modern studies indicate that they are, in fact, just another species of animal.

Special Ability: Fire Breath The lion head breathes a blue-hot flame, with Accuracy [d10+d10] and Damage [d10], targeting an entire area.

Milk Maid

Level 6

Habitat	Sea		
Season	Spring		
Materials	Milk		
Dragonica Number	055		
HP	18	**Abilities**	6 6 8 8
MP	16	**Accuracy**	d6 d6
Initiative	9	**Damage**	d6
Condition	7	**Armor**	0

Description: A cow that lives at the shallows of the sea. As no males of their species exist, sometimes a Milk Maid will take human form to visit human villages, thinking to leave a child in town. Their milk is said to be highly valuable for treating various illnesses.

Special Ability: Wishcow A Milk Maid can take the form of a human female, but must bathe in sea water at least once per day.

Basilisk

Level 7

Habitat	Desert, wasteland, mountains, rocky terrain		
Season	Fall		
Materials	Eye (1200G)		
Dragonica Number	035		
HP	31	**Abilities**	12 8 4 8
MP	16	**Accuracy**	d8 d12
Initiative	8	**Damage**	d12
Condition	10	**Armor**	1

Description: A humongous lizard that can grow up to twenty meters in length, basilisks are covered in brown scales wth scattered dark green spots. Though they are slow and plodding predators, they possess the ability to turn living things to stone with their gaze alone. Hunters that make their living off harvesting basilisk eyes are called "basiliterns" and use veils and robes to avoid the basilisk's stare.

Special Ability: Petrifying Glance Characters with a Condition of less than 7 who are not wearing veils or other protection, are turned to stone.

Garden Tortoise — Level 10

Habitat	Deep forest, jungle, mountain, alpine		
Season	Summer		
Materials	Compost (8000G)		
Dragonica Number	059		
HP	50	**Abilities**	20 6 4 10
MP	20	**Accuracy**	d6 d20
Initiative	7	**Damage**	d20
Condition	15	**Armor**	5

Description: A gigantic tortoise that prefers warm areas that can grow twenty meters large. This beast spends its time in sunny areas, nourishing the numerous plants that grow atop its shell. As the tortoise ages, its shell grows along with the number of plants and eventually becomes large enough to suport its own ecosystem.

Special Ability: Herb Treasure TroveOne each of each type of Healing Herb grows atop the Garden Tortoise's shell.

Ghost Beast — Level 12

Habitat	Alpine, desert, sea, other high level terrain		
Season	Spring		
Materials	Bones (18000G)		
Dragonica Number	013		
HP	52	**Abilities**	20 20 4 4
MP	8	**Accuracy**	d20 d20
Initiative	14	**Damage**	d20
Condition	12	**Armor**	3

Description: The largest carnivorous animal in the world, the Ghost Beast measures tens of meters in length (though its exact dimensions are unknown). Its exact form and details have never been confirmed. Due to its size, it does not hunt humans, but it is extremely sensitive to imbalances in the natural order. It has been known to appear near advanced human civilizations, and when it appears... humans can only flee.

Special Ability: Angry Riot Attacks from this beast are so strong that even the mountains crack and dragons run. Anytime this creature attacks, it attacks all areas. Also, any Fumbles it rolls automatically become criticals.

Phantom Plants

In the world of plants, there are some unclassifiable, seemingly warped, plant-like creatures with unusual abilities and unusual intelligence. Known as "Phantom Plants," they move slowly, but are intelligent, ruthless and dangerous.

Napalm Palm — Level 2

Habitat	Desert, wasteland, mountains		
Season	Winter		
Materials	Napalmfruit (100G)		
Dragonica Number	082		
HP	16	**Abilities**	6 4 2 4
MP	10	**Accuracy**	d6 d4
Initiative	3	**Damage**	d6
Condition	7	**Armor**	0

Description: A large palm tree that primarily grows in arid areas. Its leaves and fronds are used to make many household goods, but it has a powerful defensive mechanism in the form of a number of egg-sized seeds that explode if touched.

Special Ability: Seed Shooter This monster can attack either the Front Area or the Back Area with Accuracy [d6+d6] and damage [d6].

Myconid

Level 2

Habitat	Woods, deep forest, jungle		
Season	Fall		
Materials	Grossly beautiful makeup		
Dragonica Number	095		
HP	12	**Abilities**	4 2 6 4
MP	10	**Accuracy**	d4 d6
Initiative	4	**Damage**	d4
Condition	6	**Armor**	0

Description: A type of sapient mushroom that is able to move around on its own. It looks like a giant mushroom with an umbrella-like cap that can grow a meter wide. Myconid live in humid climes, in and around trees. They communicate telepathically and sometimes trade with travelers.

Tyrant Rose

Level 3

Habitat	Woods, deep forest, highlands, grassland, wasteland		
Season	Spring		
Materials	Beautiful perfume		
Dragonica Number	073		
HP	22	**Abilities**	8 6 2 4
MP	11	**Accuracy**	d8 d6
Initiative	4	**Damage**	d8
Condition	8	**Armor**	0

Description: A type of rose. In order to bloom, it requires the blood of animals, which it takes by wrapping its victims in its thorny brambles. It is said that if a Tyrant Rose manages to suck the blood of one hundred animals, the world's most beautiful rose will blossom.

Special Ability: Vampirism Each time this monster successfully attacks a character, it gains 3 HP.

Parasite Eggplant

Level 3

Habitat	Woods, deep forest, jungle		
Season	Spring		
Materials	Food x 1		
Dragonica Number	088		
HP	14	**Abilities**	4 4 4 8
MP	19	**Accuracy**	d4 d10
Initiative	4	**Damage**	d10
Condition	8	**Armor**	0

Description: A parasitic eggplant that draws nutrients from its host animal. The host, in turn, benefits from a boost in their abilities, causing some people to go out of their way to become infested. The plant's seed is exceedingly rare, so many soldiers go out of their way to hunt it down.

Special Ability: Parasite The being that is hosting the parasite eggplant gains Max HP and MP +10, as well as a +1 bonus to Initiative, Condition, and Defense Points for as long as the eggplant is attached.

Charming Rafflesia

Level 4

Habitat	Grassland, wasteland, woods		
Season	Spring		
Materials	Smelly rations x 4		
Dragonica Number	081		
HP	28	**Abilities**	10 4 2 6
MP	16	**Accuracy**	d10 d4
Initiative	3	**Damage**	d10
Condition	10	**Armor**	0

Description: A large plant with huge flowers that thrives in hot, humid areas. It secretes an intoxicating scent that draws prey into its flower, which then closes on its prey, trapping it. The Charming Rafflesia digests its victim slowly, drawing nutrients from its flesh, but cannot digest metallic objects, which it instead spits out after the rest of the victim is digested.

Special Ability: Charming Aroma At the beginning of battle, everybody involved in the battle except the Charming Rafflesia must succeed on a [SPI+SPI] with a target number of 7, or suffer [high:6].

Death Grass

Level 5

Habitat	Grassland, swamp		
Season	Spring		
Materials	Leaf (300G)		
Dragonica Number	075		
HP	34	**Abilities**	12 4 2 6
MP	17	**Accuracy**	d12 d4
Initiative	3	**Damage**	d12
Condition	11	**Armor**	0

Description: The most dangerous plant in the grasslands, Death Grass looks like normal grass, but all the stalks in a ten meter radius around its central bud are all part of the same organism. When an animal enters this area, the Death Grass uses its blade-like leaves to kill the target, nourishing itself with the corpse. The only way to destroy this treacherous plant is by destroying the central bud.

Special Ability: Blade trap Death Grass attacks anything in range (all characters in the Front Area in battle). This attack deals d6 damage, is impossible to dodge and needs no Accuracy Check.

Plantimal

Level 5

Habitat	All		
Season	Fall		
Materials	Root (400G)		
Dragonica Number	086		
HP	30	**Abilities**	10 8 4 4
MP	13	**Accuracy**	d10 d8
Initiative	6	**Damage**	d10
Condition	9	**Armor**	1

Description: A strange plant that is able to move about using tentacle-like roots. It continues to grow throughout its lifespan, with some growing up to ten meters in diameter. It reacts to fluctuations of moisture in the air to entangle victims and drink their fluids. Scholars believe this creature is something between a plant and an animal.

Earth Tiger

Level 5

Habitat	Desert, wasteland, mountains		
Season	Winter		
Materials			
Dragonica Number	091		
HP	25	**Abilities**	10 10 2 4
MP	8	**Accuracy**	d10 d10
Initiative	8	**Damage**	d10
Condition	7	**Armor**	0

Description: A type of mold that lives in very arid terrain. It reacts violently to moisture, and seems to grow exponentially on contact with water. When it dries out, it lays dormant until exposed to water again. If the dessicated remains of a traveler are found, chances are that an Earth Tiger is sleeping nearby.

Special Ability: Water Vampirism Any characters that are successfully hit by an Earth Tiger attack lose d6 rations of water from water skins or barrels in the area.

PseudoParasol

Level 6

Habitat	Deep forest, jungle, mountain		
Season	Summer		
Materials	Gross tough umbrella		
Dragonica Number	072		
HP	36	**Abilities**	12 4 4 8
MP	22	**Accuracy**	d12 d4
Initiative	4	**Damage**	d12
Condition	12	**Armor**	2

Description: A type of giant pitcher plant. Unlike other pitcher plants, most of the plant is underground. It keeps itself closed until it rains, then opens itself up for prey to enter in search of protection from the rain. Once within the pitcher, the prey is rapidly dissolved by the plant's potent digestive fluid. However, there is a type of insect that secretes a special substances that neutralizes the fluid, allowing the insect to live within the plant. It is said that certain tribes have learned to use this substance to live inside of PseudoParasols.

Special Ability: Inner Prison Any character hit by a PseudoParasol attack is sucked inside of its body. Once inside the body, they can't be targeted by magic.

Lightstalk

Level 7

Habitat	Low and alpines, deep forest		
Season	Fall		
Materials	Shining orichalcum torch		
Dragonica Number	099		
HP	34	**Abilities**	10 4 6 12
MP	31	**Accuracy**	d6 d12
Initiative	5	**Damage**	d12
Condition	13	**Armor**	2

Description: A type of tree that can grow up to sixty meters tall. It stores enough light in its leaves to shine like a beacon through cloudy weather. It is able to concentrate the light it emanates, shooting laser-like beams to protect itself. It is said that a city called Zeperion once harnessed their energy to protect the town from powerful monsters, but was destroyed by the power these plants possess.

Special Ability: Laser beam This monster may attack using its laser beam with Accuracy [d10+d10] and damage [d12], ignoring Defense Points.

Brave Bamboo			Level 9
Habitat	Deep forest, jungle, low and alpines		
Season	Summer		
Materials	Uncool spear plus 1		
Dragonica Number	077		
HP	42	Abilities	12 12 4 8
MP	25	Accuracy	d12 d12
Initiative	8	Damage	d12
Condition	12	Armor	3

Description: In large bamboo deep forests, one in several tens of thousands of bamboo develop into a Brave Bamboo. These mysterious bamboo trees become mobile and move around bamboo groves on their own. It is said that Brave Bamboo have different items inside them, depending on who defeats them. Due to this legend, there is no end to those who would hunt Brave Bamboo. It is said that a barren couple that wanted a child very badly found a treasure inside one--a baby who went on to be a legend.

Special Ability: Bamboo of Anger The Brave Bamboo may, in addition to its normal attacks, also cast the magic spell Kaguya Leylance (from the Spring magic list) twice per combat.

Nekogoblins

Nekogoblins (sometimes colloquially called "Catgoblins") are tribes of intelligent creatures with a cat-like appearance, but which can talk and walk upright. There are many breeds of nekogoblins, and depending on the region their fur, body size, or other features differ. In general, Manx Nekogoblins, Calico Nekogoblins, and Spotted Nekogoblins are the most common kinds seen. There is also a rumor that there was once another breed of creature simply called "goblins," and that the Nekogoblins exterminated them long ago…

Koneko-goblins			Level 2
Habitat	All		
Season	Spring		
Materials	Cute pot		
Dragonica Number			
HP	8	Abilities	4 4 4 4
MP	8	Accuracy	d4 d4
Initiative	5	Damage	d4
Condition	6	Armor	0

Description: Koneko-goblins are used as underlings by Neko-goblins. They look much the same as Neko-goblins, but are smaller and weaker, and are thus often bullied by the larger species. They usually grow to a height of about one meter. They are often much more docile then their larger cousins and sometimes live in and around human settlements. They always keep a small pot on their heads to carry items, called a top-pot. They have an annoying habit of ending their sentences with "Gobunya~!"

Special Ability: Cat People They are born hunters, with eyes that can see at night and noses that never forget a scent. They can use and equip items, too.

Neko-goblins

Level 3

Habitat	All		
Season	Spring		
Materials	Pot		
Dragonica Number			
HP	8	**Abilities**	4 6 4 4
MP	8	**Accuracy**	d4 d6
Initiative	6	**Damage**	d4
Condition	6	**Armor**	1

Description: Though Neko-goblins (or Nekogoblins) have the word goblin in their name, they have nothing to do with the goblins of other universes. They resemble upright-walking cats, and have personalities to match. They grow to a height of one-hundred thirty centimeters. They keep a top-pot on their head at all times and fill it with important items as they travel the world. They sometimes meddle with and/or trade with humans. Depending on the region, they may wear things on their heads other than pots. They often cry "Gobunya!"

Special Ability: Cat People They are born hunters, with eyes that can see at night and noses that never forget a scent. They can use and equip items, too.

Hobneko-goblins

Level 5

Habitat	All		
Season	Spring		
Materials	Pot		
Dragonica Number			
HP	16	**Abilities**	8 8 4 4
MP	8	**Accuracy**	d8 d8+1
Initiative	8	**Damage**	d8+1
Condition	8	**Armor**	2

Description: Hobneko-goblins are said to be a close cousin to the Neko-goblins. Though they are generally larger than Neko Goblins, they share the same easy-going attitude. However, they are said surpass humans at hunting and so are often used by warring nations as mercenaries. Their top-pots are larger than their smaller cousins and are often filled with weapons. They are often heard crying, "Hobunya!"

Special Ability: Cat People They are born hunters, with eyes that can see at night and noses that never forget a scent. They can use and equip items, too.

Demonstones

Demonstones are bizarre, inorganic creatures, seemingly made up of earth, stone and gems, which somehow, the course of their long existence, have developed consciousness and movement. Their bodies often contain valuable minerals and gems, and as such, they are often hunted by humans. Demonstone creatures are immune to all body-type status effects.

Meteoric Iron — Level 3

Habitat	All		
Season			
Materials	Iron (8000G)		
Dragonica Number	120		
HP	7	**Abilities**	2 2 8 8
MP	16	**Accuracy**	d8 d8
Initiative	6	**Damage**	d8
Condition	7	**Armor**	2

Description: A sliver of rock that fell from a place beyond the moon and stars. At first it looks just like a normal hunk of iron, but actually it has a powerful intellect and can communicate with humans via telepathy. Used to make incredible weapons and armor, the weapons used by famous heroes are invariably made of meteoric iron.

Special Ability: Star's Blessing Meteoric Iron always receives a +1 bonus to both Initiative and Condition (included in its stats); any item made of this iron receives the same. Any armor made from this becomes a "plus 1" armor.

Symphonic Crystal — Level 3

Habitat	All		
Season			
Materials	Crystal (750G)		
Dragonica Number	116		
HP	19	**Abilities**	8 2 4 6
MP	12	**Accuracy**	d4 d6
Initiative	4	**Damage**	d6
Condition	9	**Armor**	2

Description: A crystal found deep in the back of caves that can be tens of meters high. Once every number of years, the entire crystal vibrates, producing an incredibly beautiful melody. It is said that this sound is the accumulation of all the sounds from things above ground over a long period of time. Those that hear the sound feel it resonate within, and swear that they themselves are becoming one with the world.

Special Ability: Music of the Earth All that hear the melody created by the Symphonic Crystal gain a permanent +1 to Condition.

Rock Eater

Level 4

Habitat	Wasteland, rocky terrain, mountain, desert		
Season			
Materials	Tough rations x 2		
Dragonica Number	123		
HP	24	**Abilities**	10 6 2 4
MP	8	**Accuracy**	d10 d6
Initiative	5	**Damage**	d10
Condition	9	**Armor**	2

Description: A large, rock-eating giant. Because it does not eat flesh, it poses no direct threat to humans, but travelers may be put at risk by the violence of their movements while feeding.

Moai

Level 5

Habitat	All		
Season			
Materials	Tough, gross heavy shield		
Dragonica Number	114		
HP	12	**Abilities**	6 4 6 8
MP	16	**Accuracy**	d6 d8
Initiative	5	**Damage**	d6
Condition	9	**Armor**	3

Description: A human face that seems to appear out of sand or rock. Due to their cowardice, they almost never show themselves before humans, but they are known to help travelers in need by moving rocks or sand. They are also known to fight people that destroy rocks. Some towns with many stone buildings revere them as guardian gods.

Special Ability: Stoneheart With their ability to control stones in its vicinity, Moai can make 3 new objects, but they must be made of sand or stone.

Frozen Statue

Level 6

Habitat	Mountains, alpine		
Season	Winter		
Materials			
Dragonica Number	117		
HP	26	**Abilities**	10 6 4 8
MP	16	**Accuracy**	d10 d8
Initiative	6	**Damage**	d10
Condition	11	**Armor**	3

Description: Sometimes a living being may be frozen to death by a magical frost, creating a Frozen Statue, which looks like a sleeping creature encased in ice. Although they retain the intelligence and abilities of the original being, they are incapable of reason, making them incredibly dangerous.

Special Ability: Magical Ice Storm Any characters killed by this attack are encased in ice. This attack targets all areas with Accuracy [d8+d8] damage [d8].

Petrified Fossil — Level 7

Habitat	Wasteland, rocky terrain, mountains, desert, alpine		
Season			
Materials	Fossil (3000G)		
Dragonica Number	111		
HP	24	**Abilities**	12 8 2 8
MP	16	**Accuracy**	d12 d8
Initiative	6	**Damage**	d12
Condition	11	**Armor**	2

Description: An ancient being that was magically petrified rather than fossilized, preserving their form as if they were still alive. Though their appearance hasn't changed since their "death," there may be some Petrified Fossils that represent beings that no longer exist. These creatures are tougher than they seem.

Special Ability: Double Attack This monster may attack two times per turn.

Leemee Alone — Level 8

Habitat	Mountain, desert, alpine		
Season			
Materials	Gold (20000G)		
Dragonica Number	128		
HP	24	**Abilities**	12 6 6 10
MP	20	**Accuracy**	d12 d6
Initiative	7	**Damage**	d12
Condition	12	**Armor**	5

Description: A giant made completely of gold. The giant is said to be warm-hearted and willing to help troubled travelers in need, but over the years treasure-hungry adventurers have hunted it down for its gold. The giant now yearns for a solitary life.

Undead

Undead creatures are born out of great resentment and hatred in the hearts of humans and animals. It is said that at the moment of death, these powerful emotions can bring the vessel back to a state of un-life, controlling its form like a puppet.

Undead are immune to all status effects. Weapons made from mythril and orichalcum bypass undead Armor Points.

Zombie — Level 1

Habitat	All		
Season	Summer		
Materials			
Dragonica Number	134		
HP	8	**Abilities**	6 4 2 2
MP	2	**Accuracy**	d6 d4
Initiative	4	**Damage**	d6
Condition	5	**Armor**	0

Description: The animated corpse of an otherwise dead creature, given unlife by a curse, black magic, or some other necromantic energy. Shambling corpses with most of their flesh intact are known as "zombies", while corpses that have been stripped to the bone are called "skeletons". Zombies are much clumsier than skeletons, but their ability to ignore pain and damage makes them a threat.

Calacassa

Level 2

Habitat	All		
Season	Summer		
Materials	Grossly-cute Umbrella		
Dragonica Number	137		
HP	4	Abilities	4 4 2 6
MP	10	Accuracy	d4 d4
Initiative	4	Damage	d4
Condition	6	Armor	2

Description: When someone throws away an item that has been used for a long time, the item may awaken with a mind of its own. One of the more common of these undead creatures is the Calacassa, an awakened umbrella. It is said that there are 919 gods that inhabit items that have been carelessly and disrespectfully discarded.

Skeleton

Level 3

Habitat	All		
Season	Fall		
Materials			
Dragonica Number	133		
HP	8	Abilities	6 6 2 4
MP	6	Accuracy	d6 d6
Initiative	5	Damage	d6
Condition	6	Armor	1

Description: The animated corpse of an otherwise dead creature, given unlife by a curse, black magic, or some other necromantic energy. Shambling corpses with most of their flesh intact are known as "zombies", while corpses that have been stripped to the bone are called "skeletons". Skeletons are much more nimble than zombies and are able to use swords and shields. Their intellect, though dim, makes them a fearsome opponent.

Foxphorus

Level 4

Habitat	All		
Season	Spring		
Materials	Fur (600G)		
Dragonica Number	143		
HP	8	Abilities	4 6 6 6
MP	12	Accuracy	d6 d6
Initiative	7	Damage	d6
Condition	6	Armor	0

Description: A creature that had a heart full of envy in its dying moment may become a Foxphorous, a type of undead that resembles a huge purple flame in the shape of a fox. It is weak to water, but its flames will instantly explode back to full strength even after being doused with water. The only way to extinguish it is with rain or the water from a river.

Special Ability: Flames of Envy When a character is hit by a Foxphorus's attack, if the character is in close combat, the character must make a [SPI+SPI] check with target number of 7. If the character fails, they must spend their next turn attacking a companion in the same area. This effect lasts until the character has attacked a companion.

Mummy

Level 5

Habitat	All		
Season	Summer		
Materials	Mummy (800G)		
Dragonica Number	142		
HP	35	**Abilities**	10 4 4 6
MP	27	**Accuracy**	d10 d4
Initiative	6	**Damage**	d10
Condition	11	**Armor**	2

Description: A type of man-made undead that is often found buried near ancient ruins. The corpse of the mummy has been treated with forgotten mix of herbs and potions, creating a type of eternal life but at the cost of eternal subservience to its creator. Unlike zombies and skeletons, mummies keep most of their inteligence. In ancient times, they were used as slaves and guards, but the rites used in their creation have long been forgotten.

Special Ability: Cursed Palm When a character is hit by a Mummy's attack, any damage is applied to both HP and MP.

Thousandbones

Level 6

Habitat	All		
Season	Summer		
Materials			
Dragonica Number	149		
HP	36	**Abilities**	10 8 2 8
MP	32	**Accuracy**	d10 d8
Initiative	7	**Damage**	d10
Condition	12	**Armor**	2

Description: These monsters are born on scenes of great carnage or misery, battlefields where countless bodies have been buried. They are composed of thousands of bones that come together to form a 4-legged beast. It is said that hundreds of suffering souls animate and bind the bones to some evil purpose, destroying anything in its path.

Special Ability: Double Attack This monster can attack two times in one turn.

Vampire

Level 7

Habitat	All		
Season	Summer		
Materials			
Dragonica Number	131		
HP	33	**Abilities**	8 8 8 8
MP	33	**Accuracy**	d8 d8
Initiative	10	**Damage**	d8
Condition	11	**Armor**	3

Description: A dead human that has been reanimated using foul, eldritch magic. Vampires keep the same form and intelligence as in life but are imbued with strength and a thirst for the blood of the living. Vampires fear the light of the sun, cannot cross running water, and waste away within days if they do not drink the blood of the living. They also have no reflection, making life among humans so difficult that many vampires choose to live in the form of a wolf. However, many tales speak of vampires that continue to live secretly in the same town they in which they dwelt in life.

Special Ability: Undead Aristocracy When a vampire successfully attacks a character, the vampire is healed an amount equal to the amount of damage dealt. When a vampire kills a human, the victim rises during the next night as a vampire, loyal to the vampire that killed them.

Lady Saucer

Level 9

Habitat	All		
Season	Fall		
Materials	Beautiful broken utensils		
Dragonica Number	138		
HP	25	**Abilities**	8 10 10 10
MP	20	**Accuracy**	d12 d20
Initiative	12	**Damage**	d12
Condition	9	**Armor**	3

Description: A monster that is said to be an amalgamation of souls of falsely accused innocents put to death. They look like pale, female ghosts with long black hair. Nine saucers seem to hover in the air around them, under their complete control. These are not real saucers, but are a spiritual manifestation with a sort of intelligence that allows them to throw themselves at their enemies.

Special Ability: 9 saucers The Lady Saucer can attack nine times at once. However, those attacks become Accuracy [d6+d6] and damage [d6]. If a character is hit by one of these attacks, they suffer a -1 cumulative penalty to their Condition.

Dulahan

Level 9

Habitat	All		
Season	Summer		
Materials	Cursed Heavy Armor		
Dragonica Number	147		
HP	29	**Abilities**	10 10 6 10
MP	20	**Accuracy**	d10 d10
Initiative	9	**Damage**	d10
Condition	11	**Armor**	5

Description: Armor-clad wandering souls of ancient warriors. Most Dulahans are headless, having lost them in battle. It is said that Dulahans do not realize that they have already died, and thus they continue their fight, forever...though it seems that this is not always true.

Special Ability: Blade of Magic A Dulahan can attack 3 opponents at once with a single accuracy roll. Also, anyone hit by a Dulahan suffers [Sick:8]. This effect can't be cured until the Dulahan is defeated.

Halloween March

Level 10

Habitat	All		
Season	Fall		
Materials	Cursed instrument		
Dragonica Number	150		
HP	50	**Abilities**	20 8 4 8
MP	16	**Accuracy**	d20 d8
Initiative	7	**Damage**	d20
Condition	15	**Armor**	2

Description: Though treated as a single monster, the Halloween March is actually a large number of zombies, skeletons, and other undead monsters moving together to upbeat music. It is said that anyone who sees this parade of the undead in the pale moonlight is drawn to join them. The march continues until it reaches a place the undead have strong memories of. It is known and feared in the East, known as the "Night of 100 demons."

Special Ability: Night of 100 Demons The Halloween March may, once per round, use 1 special ability of any other undead monster.

Lich			Level 11
Habitat	All		
Season	Summer		
Materials	Jewels (10000G)		
Dragonica Number	139		
HP	23	Abilities	6 6 20 12
MP	24	Accuracy	d20 d12
Initiative	14	Damage	d12
Condition	11	Armor	3

Description: A sorcerer who presumed to seek immortality in undeath. Stories say that the ritual used to return the soul to the spellcaster's body does so imperfectly, damaging the soul in the process. A lich loses most of his living personality and becomes greedy and egotistical. Legends claim that the lich "Seleb" is the king of the undead.

Special Ability: Magician of Hades A lich has access to all Summer spells.

Gobroaches

Gobroaches are a tribe of intelligent insects that seek to make the world as dirty as possible. They are hated by humans, who often call them "darkgoblins", "darklings" or "hellbugs" because of the their frightful appearance. However, there are lands and towns where using such language towards gobroaches is frowned upon or even forbidden.

Gobroach			Level 4
Habitat	All		
Season	Summer		
Materials			
Dragonica Number			
HP	20	Abilities	8 6 4 4
MP	8	Accuracy	d6 d8 1
Initiative	7	Damage	d8+1
Condition	8	Armor	1

Description: The only thing that gobroaches enjoy is filth, so they are consumed with corrupting the world. They usually live underground but may venture above ground to attack a human settlement, in order to dirty it up. Though they look like disgusting black-carapaced insects, powerful gobroaches are said to have the power to change into human form, so that they can enter and pollute human cities.

Special Ability: Double Attack This monster can attack two times in 1 round.

Sky Gobroach

Level 5

Habitat	All		
Season	Summer		
Materials			
Dragonica Number			
HP	17	Abilities	6 8 6 8
MP	16	Accuracy	d6 d8 1
Initiative	9	Damage	d6+1
Condition	9	Armor	1

Description: A certain percentage of gobroaches grow large enough to grow wings that sprout from their carapace. The filth that spreads when they flap thair wings gets into the eyes of those around them, forcing their opponents to freeze in their tracks. Like normal gobroaches, they are determined to make the world a dirty place, but they are more willing to use underhanded techniques.

Special Ability: Wing Beat During battle, if a Sky Gobroach flaps his wings, any character that doesn't have eye protection must make a [SPI+SPI] check at difficulty 8. Those that fail may only Defend on their next action.

Radioactive Gobroach

Level 8

Habitat	All		
Season	Summer		
Materials			
Dragonica Number			
HP	28	Abilities	10 10 6 8
MP	24	Accuracy	d10 d10 2
Initiative	11	Damage	d10+2
Condition	12	Armor	3

Description: The most powerful of all gobroaches. These gobroaches love filth so much that they exposed themselves to contaminated materials, causing a sudden change in their bodies and granting them immense power. These radioactive gobroaches have concealed the source of their contaminated power, allowing them to rule over all of gobroach kind.

Special Ability: Nuclear Summer Radioactive Gobroaches are able magicians and have access to all Summer magic.

Demons

Demons are a class of horrible monsters that spread poison or disease among other living creatures. It is because of this that they are enemies of humanity, and they are deeply hated and feared.

Evil Soul

Level 1

Habitat	All		
Season	Spring		
Materials			
Dragonica Number	170		
HP	5	Abilities	2 2 4 4
MP	8	Accuracy	d4 d4
Initiative	4	Damage	d4
Condition	6	Armor	0

Description: The weakest demon in the entire world. They look like tiny people with strings holding them up - so tiny, in fact, that they can be blown into cities by heavy winds. While they aren't very dangerous directly, the tricks they play can have a negative long-term effect on people.

Special Ability: Evil Whispers Anyone that is hit by an Evil Soul's attack suffers [Exhaustion: 6]

Poison Toad — Level 2

Habitat	All		
Season	Summer		
Materials			
Dragonica Number	159		
HP	10	**Abilities**	4 4 4 4
MP	8	**Accuracy**	d4 d4
Initiative	5	**Damage**	d4
Condition	7	**Armor**	0

Description: A demon in the shape of a small black frog. They are usually about 20cm long, but they can double in size during the summer. Though they don't have much in the way of attack power, they can turn things - such as food - into poison. Anyone that eats food tainted by the Poison Toad gets food poisoning. It is said that these demons are spawned from a giant toad called the King Poison Toad.

Special Ability: Change to poison If a character eats or holds something poisoned by the Poison Toad, they suffer [Poison: 6]. This also occurs if a character is hit by a Poison Toad.

Decayter — Level 3

Habitat	All		
Season	Summer		
Materials			
Dragonica Number	153		
HP	8	**Abilities**	4 8 4 4
MP	8	**Accuracy**	d4 d8
Initiative	7	**Damage**	d4
Condition	5	**Armor**	0

Description: A low-level demon that looks like a ball of green hair about 20cm across. Its name means "One who causes decay," and it is aptly named, for its very touch causes decay in living things. When possible, decayters seek to live in cities, or other places where they can cause a great deal of decay - a trait that causes them to be especially hated by restaurateurs. As a result, people will often band together during the summer months to hunt these demons.

Special Ability: Rotting Decayters are able to cause decay in any living thing that they touch. Any character hit by a Decater's attack suffers [Injury: 6].

Meta Gnoll — Level 4

Habitat	All		
Season	Summer		
Materials			
Dragonica Number	158		
HP	12	**Abilities**	8 8 2 4
MP	6	**Accuracy**	d8 d8
Initiative	6	**Damage**	d8
Condition	7	**Armor**	0

Description: A demon that looks like a meter-tall hyena that somehow has the appearance of cloudy alcohol. It is said that this demon contaminates all alcohol that it touches, causing it to become unusually addictive. Even worse, anyone who drinks this tainted liquor will go wild and destroy things. Meta Gnolls prefer to lurk in taverns, in order to turn the entire town into mean alcoholics.

Special Ability: Demon Liquor Anyone that drinks alcohol tainted by a Meta Gnoll suffers [High: 10]. Also, the Meta Gnoll gives off an intoxicating aura, causing 1 MP damage to all areas every round.

Dragon Madder

Level 5

Habitat	All		
Season			
Materials			
Dragonica Number	161		
HP	8	**Abilities**	4 6 8 8
MP	16	**Accuracy**	d8 d8
Initiative	11	**Damage**	d8
Condition	10	**Armor**	1

Description: A parasitic high-level demon that makes its home in a dragon's maw. They are usually about fifty centimeters tall and look like clowns with deeply unsettling leers. The dragon madder targets dragons that are weak or in pain, and slowly drives them insane with ever increasing agony until the dragon goes berserk. The only way to destroy these demons is to enter the dragon's mouth and attack it directly.

Special Ability: Mid-magic This monster can use all mid-level spells, including incantation spells and up

Black Death Skull

Level 8

Habitat	All		
Season			
Materials			
Dragonica Number	154		
HP	16	**Abilities**	8 6 10 10
MP	20	**Accuracy**	d10 d10
Initiative	12	**Damage**	d10
Condition	13	**Armor**	1

Description: One of the strongest demons known to man. It looks like a giant black skull, and has the power to control rats that are infected with the plague, driving them to multiply and spread the disease until huge numbers of people are infected. Anyone infected with this plague is afflicted with boils and dies within a week. It is said that the only cure is to defeat this monster, though there may be a certain high level healer or magician who can cure it...

Special Ability: Bringer of Death As plague rats infest the battle area, everyone in battle with this monster suffers [Sick: 13].

Red Demon

Level 11

Habitat	All		
Season			
Materials	Underworld Souvenir (15000G)		
Dragonica Number	166		
HP	24	**Abilities**	12 10 8 12
MP	24	**Accuracy**	d12 d10
Initiative	13	**Damage**	d12
Condition	16	**Armor**	2

Description: A high-level demon with blood-red skin. It looks like a four-meter tall humanoid with large red wings and huge claws. It hates all life, and has the power to infect others with its emotion, inciting hatred and negative feelings in its vicinity. The area in which a Red Demon appears often erupts in war and violence; its goal is to set the entire world alight with war.

Special Ability: Berserk Spirit When characters encounter a Red Demon, they suffer [Shock: 10].

Magical Creatures

Magical creatures are brought forth by magic and magical experimentation.Many of them possess no consciousness, and simply follow the commands of those who summoned them. However, there are some magical creatures that have minds of their own, and have their own wills and desires.

Magical creatures are immune to all mind-based status effects.

Toy Soldier — Level 1

Habitat	All		
Season			
Materials	Broken Sword		
Dragonica Number	171		
HP	9	**Abilities**	4 6 2 2
MP	4	**Accuracy**	d4 d6
Initiative	5	**Damage**	d4
Condition	6	**Armor**	1

Description: A magical creature in the shape of a fifty-centimeter tall tin soldier. Toy soldiers have no intelligence of their own but follow their owner's orders completely. They are often used as guards or bodyguards for children and are deceptively tough for their size.

Slime — Level 3

Habitat	All		
Season	Summer		
Materials	Hime Ringo		
Dragonica Number	175		
HP	23	**Abilities**	10 4 2 2
MP	4	**Accuracy**	d4 d10
Initiative	4	**Damage**	d10
Condition	9	**Armor**	0

Description: Slimes are magical creatures that resemble slime molds. Though most have oozing, jelly-like bodies, there are some with a cuter, rounded shape. Most slimes are blue or green and live in the shade, beneath rocks or otherwise out of direct sunlight. The largest slime on record was larger than 10 meters in size. Care must be taken when fighting slimes, as any slime that remains after the battle will eventually grow back into a full slime.

Special Ability: Slimy body If a character is hit by a slime's attack, their armor's durability is lowered by 1.

Magic Hand

Level 3

Habitat	All		
Season			
Materials	Glove (200G)		
Dragonica Number	179		
HP	15	Abilities	6 4 6 4
MP	8	Accuracy	d4 d6
Initiative	6	Damage	d6
Condition	8	Armor	0

Description: A magical hand made by some mad magician. It appears as a large hand wearing a white glove. They seem to display the same intelligence as a human and can communicate through sign language. Records exist of other giant body parts, such as magic eyes and feet, so it is thought that magic hands are a part of some ancient giant. It is thought that if someone were to gather up the parts of this giant, it would be resurrected, but so far nobody has attempted this.

Coppelia

Level 5

Habitat	All		
Season			
Materials	Gear (2000G)		
Dragonica Number	172		
HP	17	Abilities	6 6 6 6
MP	12	Accuracy	d6 d6
Initiative	7	Damage	d6
Condition	8	Armor	1

Description: These are created with a fusion of magic and technical skill, producing a magical creature that looks almost human. Indeed, it is said that some Coppelia are indistinguishable from humans, from their breathing down to their body heat. While they usually follow the commands of their creators, it is also said that some Coppelia have minds of their own.

Special Ability: Man-iken When meeting a Coppelia, a character must pass a [INT+SPI] check (difficulty 13) or believe that it is actually human.

Haniwa Golem

Level 5

Habitat	All		
Season			
Materials	Pottery (1200G)		
Dragonica Number	182		
HP	21	Abilities	8 8 2 8
MP	16	Accuracy	d8 d8
Initiative	6	Damage	d8
Condition	11	Armor	1

Description: These magical beings are created from kiln-fired clay in various humanoid shapes. Though they are not very durable and will often fall apart when struck with weapons, they are very easy to repair. They are not really made for combat; their main use is everyday chores though in some regions they are used as decor.

Special Ability: Double Attack This monster can attack two times in 1 round.

Mimic Hut — Level 6

Habitat	All		
Season			
Materials	Hut		
Dragonica Number	183		
HP	30	**Abilities**	12 8 2 6
MP	12	**Accuracy**	d8 d12
Initiative	6	**Damage**	d12
Condition	12	**Armor**	2

Description: These huts are said to be made by the cruelest of magicians. A mimic hut appears to be nothing more than a small hut with a single door, waiting on the side of the road, but is actually a large and fierce magical creature. The instant anyone so much as sets foot inside the hut, a sticky fluid entraps them, keeping them in place to be devoured. Only death awaits those unfortunate enough to be caught by the mimic hut. Though normally subtle, if it senses prey lingering in the area without going inside, it may resort to direct attacks.

Special Ability: Thoughtless Humans If a character enters a Mimic Hut without realizing, or is hit by its attack, they must pass a [INT+INT] check (difficulty 10) or lose their next action.

Factory — Level 9

Habitat	All		
Season			
Materials	5 meter tall Castle		
Dragonica Number	188		
HP	33	**Abilities**	12 6 8 10
MP	20	**Accuracy**	d6 d12
Initiative	8	**Damage**	d12
Condition	14	**Armor**	2

Description: These are magical constructs in the shape of small castles. They are said to have been made by the most powerful sorcerers, long ago, since today's magic lacks the power to create them. They don't have very powerful fighting skills, but they have the ability to consume weapons and spit out the magical animals that it produces within itself. Sometimes they make deals with towns in need of protection.

Special Ability: Magical Factory On its turn, this factory may spend 5 HP to create any magical animal in addition to its action. It may use this ability 3 times in one day.

NPC

The various people that inhabit the world of Ryuutama, including those that would stand against the travelers as enemies.

Hoodlum — Level 3

HP	12	**Abilities**	6 4 4 6
MP	12	**Accuracy**	d6 d4
Initiative	5	**Damage**	d6
Condition	7	**Armor**	0

Description: These rogues stay just outside of city limits and harass travelers.

Low-level Bandit

Level 5

HP	12	Abilities	6 8 4 6
MP	12	Accuracy	d6 d8
Initiative	8	Damage	d6
Condition	7	Armor	1

Description: These mugs lurk in grasslands, wastelands, and other easy to traverse terrain, preying on caravans and doing other unsavory things. They are usually lazy, dimwitted and uncouth. Those bandits that live in the wasteland are called "brigands", while those that live among hills are called "highlanders".

High-level Bandit

Level 7

HP	20	Abilities	8 10 6 6
MP	12	Accuracy	d8 d10 1
Initiative	11	Damage	d8+1
Condition	8	Armor	1

Description: These guys are the bosses of the low-level bandits, or are bandits that live in deep forests, deserts, or other tough terrain. These bandits are well equipped to handle long journeys and target high-end goods--they may even target whole towns! Compared to weaker bandits, they possess a sharp wit, and are known for stealing hearts as well as gold. Those that live in the jungle are called "junglers", while those that reside in the desert are known as "desert vikings".

Militia

Level 4

HP	16	Abilities	8 6 4 4
MP	8	Accuracy	d8 d6
Initiative	6	Damage	d8
Condition	7	Armor	1

Description: These guys patrol and keep the peace in town.

Knight

Level 7

HP	28	Abilities	10 8 6 6
MP	12	Accuracy	d10 d8 2
Initiative	9	Damage	d10+2
Condition	9	Armor	2

Description: These are the elite troops of a nation, trained in the art of war. They have experience with long journeys and can be thought of as a type of Traveler.

Mid-level magician

Level 5

HP	8	Abilities	4 6 8 8
MP	20	Accuracy	d8 d8
Initiative	8	Damage	d8
Condition	7	Armor	0

Description: These mages know mid-level magic: up to mid-level spells of 1 season, 6 low-level and 4 mid-level invocation spells. These wizards are powerful enough to act as tutors or teachers of young magic users. Many mid-level wizards embark on long journeys to understand the differences between the seasons.

High-level magician			Level 7
HP	12	Abilities	6 6 8 10
MP	28	Accuracy	d8 d10
Initiative	8	Damage	d10
Condition	9	Armor	0

Description: High-level magicians know all spells of 2 different seasons as well as all low-level, 5 mid-level and 4 high-level incantation spells. These magicians are the top of their class and are comfortable using any type of magic. Without extensive knowledge of nature, it would have beeen impossible for them to get this far in their magical studies.

Animals

Normal animals that are found in the wilderness. Even though they are not, strictly speaking, monsters, they may, on rare occasion, hunt down and attack unwary travelers.

Level 2			Level 2
HP	14	Abilities	6 6 2 2
MP	4	Accuracy	d6 d6
Initiative	6	Damage	d6
Condition	8	Armor	1

Description: mid-sized dog, young wolf, etc.

Level 3			Level 3
HP	15	Abilities	6 8 2 2
MP	4	Accuracy	d6 d8
Initiative	7	Damage	d6
Condition	8	Armor	1

Description: large dog, adult wolf, large hawk, etc.

Level 4			Level 4
HP	20	Abilities	8 8 2 4
MP	8	Accuracy	d8 d8
Initiative	7	Damage	d8
Condition	10	Armor	1

Description: alpha wolf, small bear, etc.

Level 5			Level 5
HP	21	Abilities	8 10 2 4
MP	8	Accuracy	d8 d10
Initiative	8	Damage	d8
Condition	10	Armor	1

Description: lion, large bear, etc.

Wild Dragons

Wild Dragons are dragons which have lost their natural habitat or home, and so are forced to wander the world aimlessly.

They are ferocious creatures, and no other living creature will go anywhere near them.

In great cities where civilization has greatly advanced, human beings were able to turn back the encroaching powers of nature by going into the nearby mountains and deep forests and killing or driving off the dragons found there. But what happens to those dragons that are driven from their homelands?

Those dragons become "Wild Dragons" or "Nora-Ryuu", and wander the earth in search of a new home. However, most wild dragons are extremely resentful and angry at the loss of their homelands, and as such, people view these wild dragons as a very dangerous threat. Also, because the very land they controlled and called home was torn from their grasp, these once-beautiful and noble dragons have become corrupted and twisted.

Low-level dragon			Level 4
Habitat	All		
Season	Spring		
Materials			
Dragonica Number			
HP	40	Abilities	8 4 4 6
MP	12	Accuracy	d8 d4
Initiative	5	Damage	d8
Condition	11	Armor	3

Special Ability: Mother Nature's Rampage These dragons may deal their level in damage to characters in all areas, once per combat. This ignores Defense Points and is in addition to its normal attack.

Mid-level dragon			Level 7
Habitat	All		
Season	Spring		
Materials			
Dragonica Number			
HP	47	Abilities	10 8 6 6
MP	12	Accuracy	d10 d8
Initiative	8	Damage	d10
Condition	12	Armor	4

Special Ability: Mother Nature's Rampage These dragons may deal their level in damage to characters in all areas, twice per combat. This ignores Defense Points and is in addition to its normal attack.

High-level dragon			Level 9
Habitat	All		
Season	Spring		
Materials			
Dragonica Number			
HP	54	Abilities	12 10 8 10
MP	20	Accuracy	d12 d10
Initiative	10	Damage	d12
Condition	15	Armor	5

Special Ability: Mother Nature's Rampage These dragons may deal their level in damage to characters in all areas, thrice per combat. This ignores Defense Points and is in addition to its normal attack.

Q&A

About Artisans and Cooking

Q: Can an Artisan be a chef, and take Food as their crafting category?

A: Indeed they can. The rules work slightly differently. Consider this an optional "Trail Cooking" skill, which is only available to Artisans who take the Food category of crafting:

Trail Cooking Skill

This skill is only available to characters who have chosen the "Food" category for their Crafting Skill. You are able to utilize the ingredients you find in the wild and turn them into your next meal. The higher the check result is, the more delicious and bountiful your cooking is.

Skill Effect: Upgrade the taste of the rations of a number of party members equal to (Check Result - Target Number). The taste improves in order from: Gross Rations → Rations → Delicious Rations. Critical: All party members participating in the meal gain a reroll on the next day's Condition Check. Fumble: All party members participating in the meal that roll less than 6 on the next day's Condition Check suffer the condition [Tired 6].

Usable Circumstance	Stat Used	TN
Just before eating rations in the wild. Before the Skill Check is rolled, a number of rations equal to the number of people eating is consumed.	[STR + DEX]	Topography

About the Worldview

Q: Would it be okay to defeat a dragon?

A: While dragons are revered and admired by mankind, they are also fearsome, sometimes a threat to human progress and expansion. For the most part, humans consider dragons important. However, in places where civilization has thrived, river, forest, or other dragons may have been killed or driven away to make way for progress.

Q: Aren't there rivers, lakes, or seas in this world?

A: Of course, and river and sea dragons exist as well. However, since there are special vehicles and skills that are required to travel in these areas, there aren't many chances for travelers to improve their capacity for such travel. Since there are no Movement Checks in such areas, a traveler may not choose one of these areas as their specialized topography. NOTE: Travel over water is covered in depth in the first supplement!

About Items

Q: When combining the cost of item modifiers, when do you add the cost of magical effects?

A: Please add the cost of magical effects at the very end after all other calculations have been done. For example, a Gross-Cute-Walking wooden box (10G) would cost 10 G x 0.8 x 2 +5000 = 5016 G.

Q: How many animals can you have?

A: Normally you can only keep one animal for free, but Merchants and Farmers can keep up to three animals because of their Animal Owner skill. You can keep more animals, but you have to remember to subtract their food and water consumption from the group's share.

Q: What does "carrying capacity" mean?

A: "Carrying capacity" refers to the amount of things that a PC can take with them on a journey. If a character is carrying a backpack on her back, it doesn't mean that their carrying capacity has suddenly increased, but instead it means that they've found a way to carry things more efficiently.

If that character is carrying a backpack (Size: 3 Capacity: 5), that means that they can carry items of a total combined size of up to 5 in that size 3 space. If there are items of a total size equal to 4 in the backpack, the backpack size of 3 does not change.

Q: Can I put a container inside of another container?

A: If a container placed inside of another container ever has items in it (putting food inside of a backpack, then putting that backpack into a large backpack), the original container will break.

Q: If an item has the item modifier "Broken" and is made from "Orichalcum," which takes priority?

A: The item will be treated as an item made from Orichalcum that is unable to be repaired, and it is broken forever.

Q: What does the +1 mean in the Equipment list?

A: The topography or weather indicated in the Equipment chart for each item means that anytime a check is rolled while in that particular topography or weather, you gain that bonus. The bonus is cumulative, meaning that bonuses from different types of equipment will add their bonuses together. Shoes and a cape each giving a +1 bonus add up to 2, but equipping 2 capes will still only confer a +1 bonus.

Q: When do you get Healing Herbs?

A: The Herb Gathering check to determine whether or not you gather herbs that day is rolled immediately following the Condition Check. Even if you are in a town, you can still roll the check since you can just forage just outside of the town.

About Combat

Q: What time span does a single round represent?

A: Each round is 10 seconds of time in the game world.

Q: Do you die as soon as you hit 0 HP?

A: If on a particular day a PC's Condition is 5, they pass out at 0 HP and die at -5 HP. In other words, PCs die when their HP reaches the negative value of their current Condition. The "crystal ball" blue Ryuujin artifact is the exception, where PCs die only once their HP drops below -20.

Q: What happens to a character after they die?

A: It is possible to bring a character back to life by using the red Ryuujin Benediction "Tale of the Hero," the time-reversing Benediction called "Past," or by casting the high-level Spring seasonal magic "Resurrection Kiss." Otherwise, that character stays dead and can no longer participate in the game. However, a new PC can be created and may take part from any point thereafter.

Q: When writing down Objects, would it be ok if we only write 1 or 2?

A: Normal fights should have 5 Objects, and boss battles should have 10, but there's no problem with having less than that. However, since a PC gains a +1 bonus to their Accuracy Check each time an Object is used, it might be more handy to have more Objects.

Q: Is it possible to willingly lower my Initiative to make my character act later in the combat round?

A: Yes, you can. You can willingly change your Initiative to a lower number in order to act later in the round. However, once you do so, your Initiative stays at the lower number from the beginning of the next round, so your defense will suffer.

Other

Q: A journey from one town to the next will take two weeks. Do I have the players roll Journey Checks every single day?

A: In the original scope of the game (steeped in Japanese stories of travel and journeys), one town or landmark was only separated from the next by one or two days, or sometimes three. Four days or more would be a rare "extreme journey". Try to keep that in mind as you build your world. If you create a world where towns are normally farther than three days from each other, please consolidate several days' worth of travel into one roll. For example, if you have a game set in the "Wild West", with towns and landmarks several days or weeks apart, perhaps make one "day's worth" of Journey Checks to represent a full week of travel.

Q: Our Ryuutama sessions seem to be us rolling a lot of Journey Checks, and that's it.

A: Make sure that for every Journey Check you aren't just rolling the dice and noting the results: Make sure you describe the successes (what did you do to make sure you succeeded?), describe the failures (what happened to you? Why were you unprepared? What unexpected thing happened that made you lose half or more of your resolve that day?), and role-play these out with the others at the table. The GM should feel free to add more side-events based on the results of the rolls. The dice rolls are just a tool to create scenes of role-playing with your friends.

Q: I don't get the timing of checks like the Condition Checks and whatnot.

A: There's no need to try to force it into each scenario. At the beginning of each day, you can just ask each player to roll the dice. If it makes sense for a particular scenario, scene or event to not roll a Condition Check or Journey Check, then skip it that time.

Q: When our characters are in a town, do we make Camping checks?

A: Not unless the characters are staying in a tent in/outside of town, or in a barn. If they're staying at an inn or guest lodgings of some kind, there's no "journey" happening at that point, and thus camping is just an automatic success. Condition rolls the next morning happen as normal, though.

Q: What's the point of MP for non-Magic type PCs?

A: MP doesn't stand for "Magic Points" in Ryuutama, but "Mental Points." Non-magic-using characters can consume MP to boost their rolls by Concentrating.

Q: Do I have to take detailed notes on the Travel Diary and Ration Sheet?

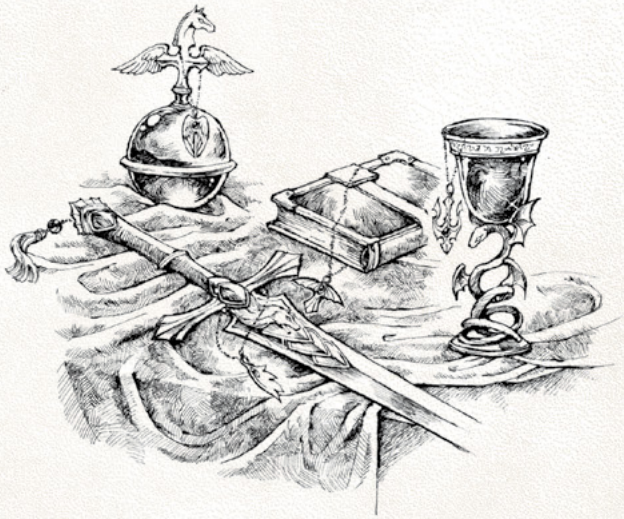
A: Until you get used to it, you don't need to make use of these sheets; you should use the picnic rules instead. Using the Travel Diary to write session reports after each game can be very useful, and of course create an entertaining record of events for when the game is over.

Q: What is the "Topography/Weather Specialization" space on the character sheet for?

A: When a character reaches level 3, they can choose from among the 11 topographies and 11 weather types to be their specialization. When rolling against their specialized topography or weather, they gain a +2 bonus.

Q: Is there any way to take precautionary measures (i.e. vaccines, etc.) against status effects?

A: In general, there are no precautionary measures that you can take. Since the "Injury" and "Poison" status effects can refer to a large variety of ailments, it is extremely difficult to guard against them all.



RYUUTAMA:
A NATURAL FANTASY RPG

ENGLISH EDITION

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Andy: All my love to Oririn, who has kept me sane on this journey. And yet more thanks to Atsuhiro: We met as business partners, and quickly became friends. Thanks to everyone who trusted and believed in us, you have our love and thanks!

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AFTERWORD

ORIGINAL RYUUTAMA STAFF, 2007

Atsuhiro Okada

I'm the designer or Ryuutama, Atsuhiro Okada. Nice to meet you! Thank you very much for picking up this copy of Ryuutama.

To start off this Afterword I need to thank the 5 people who were really the core of the making of Ryuutama. Nagamori-san, Kobayashi-san, Nekozuki-san, Matsugawa-san, Nakashiro-san, thank you so much! There were a lot of rough patches as we started working on the rule book, but everyone put so much work and feeling into their portions, day after day. The "cute and sweet" atmosphere of the book in particular is all thanks to the Wonderful 3 Female Designers (nickname: The 3 Ryuutama Sisters). When I look back a year ago when we began working on Ryuutama, the first goal was to put together the best team possible. I think, with this book as proof, that that goal was clearly attained. Again, thank you all so much. Of course, to all those people who helped with proofreading, play-testing, and helping with design, thank you!

Well now, I think I should introduce myself to people who are just picking this up. I call myself a designer, but I also run a company and write for magazines. However, my real job is being a GM (Game Master). I can hear the gamers asking, "GMing is a job? How can you make that work?" Yes, you can. There is a spot in Tokyo called Tabletalk Cafe Daydream where we have a staff that provides GMing service to customers who come in to play RPGs. I have been working there for 5 years, working as a GM with the support of my wonderful customers.

Actually the thing that got me thinking up Ryuutama in the first place was some distress I was feeling while at work. "How can I make GMing more fun? How can I make scenarios easier to write? How can I make a world where the GM and players can both participate in the fun? How about a rulebook that's easy to read? If I screwed up a scenario, how can I fix it? How can I get more people to experience the fun of being a GM?" With those questions in mind the Ryuujin was born, the theme of dragons and seasons came into being, the idea of a world that centered around creation was hatched from the egg of Ryuutama.

With the Ryuutama origin in mind, I hope that many new players will want to GM and many more will try and fall in love with RPGs. Well everyone, I hope that you all have spectacular adventures with the dragons.

There's one more thing I want to say: I love dragons.

11/2007

Ayako Nagamori

My name is Ayako Nagamori, I was in charge of illustrations. Since I've been interested in RPGs for a long time, it was a lot of fun to get to work on a project that lined up with my interests. However, Ryuutama isn't complete. The world of Ryuutama isn't complete until the Travelers and Ryuujin—the GMs and Players—live in it. I'm so happy that people have taken an interest in Ryuutama. Happy travels, everyone!

Mariko Kobayashi

Nice to meet you. I am Mariko Kobayashi, I was in charge of the logo and book design. Dragons, nature, and lots of green scenery; I love the world of Ryuutama. There is a sense of humor and affection throughout, isn't there?

Oh yeah, there's a single 4-leafed clover, so try to find it! ^__^ The person who finds it might just be hit by the Spring Spell Luck Luck Luck..!

Mia Nekozuki

I am Mia Nekozuki, I helped with PR, writing and design. I only have a year and a half of RPG history, but I had a lot of fun working on this. As a player, I had an Artisan (eggplant chef)/ Hunter (to find eggplant in various terrain) of Magic Type (Fall). I'm going to be trying to GM for the first time, so I am thinking that I'll use Parasite Eggplant… haha!

Ryutaro Matsukawa

Nice to meet you, I am Ryutaro Matsukawa. I was mostly in charge of the monster data. I tried to make some creatures you hope to come across in your travels as well as monsters you hope to never fight. I would be most happy if the players of Ryuutama think, "Wow, this monster's so interesting!"

Well, happy travels everyone.

Takuya Nakashiro

I am Takuya Nakashiro, observer and coach for the leadership. Though my job was to provide motivation for the project leader, I'm a beginner at RPGs so I made sure to make this book easy to read for beginners. I was involved with Ryuutama from before the planning stages, so I am touched to see the book take form.

I hope that you will play and have fun in this world. m(___)m

AFTERWORD:
ENGLISH EDITION STAFF, 2015

Matt

Hi, I'm Matt Sanchez, one of the translators for the English version of Ryuutama. For the past few years it has been my pleasure to work on this game with Andy and Atsuhiro and be a part of this game's expanding history. It's been such a great adventure, from the day I received the books as a gift, to meeting Atsuhiro in Tokyo, now seeing new translations popping up all over the world.

When I first started this project, I was unemployed and living in my parent's house in Southern California. I was on a roll, translating games to play with my friends in-between interviews and after shifts at my temp job at a local warehouse. I was super excited to think that even if things weren't working out at the time, I was doing something to bring something beautiful to other people, to be a bridge that others can experience something so unique. Since then, so much has changed and yet I'm no less excited to share this game with you, the way it was shared with me.

Thank you to everyone who pitched in support for my first rough translation, thank you to all of our backers, thank you to everyone who has sat through one of my sessions and listened to my rattling on about this game that changed the way I saw gaming. All of you made this happen!

Andy

Hey everyone, Andy Kitkowski here. I'm the co-translator of the game, working closely with the unimaginably productive Matt and the always-kind Atsuhiro to bring this game to you.

When I first heard of the release of this game, I was living and working in North Carolina: I showed a splash info-page to my friends (none of which who could read Japanese), and together we proclaimed "I HAVE to get my hands on this!" A few days later, thanks to Amazon Japan, we had our copies, and were making sense of the rules behind such wonderfully cute and heartwarming illustrations.

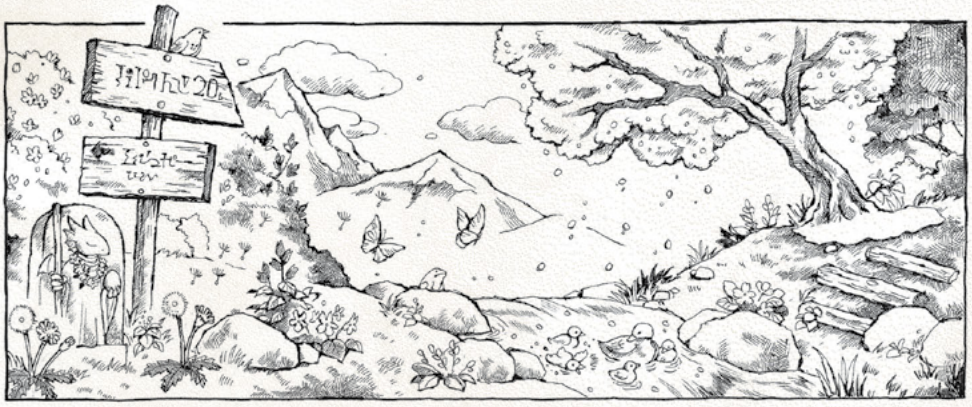
Once I met up with Matt, and finished a rough version of the translation, Ryuutama quickly became one of my favorite RPGs in any language: While deceptively simple and relying a lot on die rolls to tell the story, it was up to the players and GM to determine "exactly what happened" when the journey rolls succeeded and failed. While some sessions took a little longer to start up, I've never had a game of Ryuutama fail to provide a fun experience for all involved.

Ryuutama is a game of simple journeys, people, and societies. Before you know it, a few simple stories shared with your friends about these everyday people and their travels will add up to a an epic tale of wonder and nostalgia. That's the real magic of Ryuutama.

Atsuhiro

Hello, English-speaking players of tabletop RPGs: I'm the designer of Ryuutama, Atsuhiro Okada. While the game may appear to be one set firmly in the fantasy of middle ages Europe, the magic and creatures of Ryuutama were strongly influenced directly by Japanese culture and even Japanese jokes. Please give this game a try!

So… What kind of traveler will you become, what kinds of towns will you visit, and throughout what kind of world will you journey? I am looking forward to seeing what kind of Ryuutama stories you and your friends create. So long, and I hope to meet you again with my next RPG!



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The Travelers Outside of Town

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John Stavropoulos, Josh T Jordan, N. Phillip Cole, Zach Donovan, T. Amber Bezpalko, Scott MoonHunter Fitzpatrick, Kyle Simons, SecretsCon.com, Matthew Isom, John Donahue, Jacob "Gnome" Randolph, Oscar Ulloa, Matthew Broome, Juergen Mayer, Richard Kugler, Alba Rezak, Chris Czerniak, Marty Brown, Kai Salmon, Jason and Sonja Hancock, AceDevs, Inc., Ralf Wagner, Daniel Anderson, Sheena Mensinger, J Backer, Ben Robbins, Aaron Friesen, Eric S., Jeff Sweeney, Cameron Youngs, Jams Mastodon, Adam C, Kiats Laci, Entelecheia, Euan Smith, Stuart Lloyd, Nathaniel Rosenberg, Matthew Carlin, fealoro, Staale "Roborogue" Tevik, Tyler Caldas, burningcrow, Chaki, Kate Lock, Vojtech Pribyl, Michael Harrel, Peter Larson, David E. White, Robert Stehwien, Daigoro Oshita, J. Ryan Pas, Mikkel Hobbosnorken Keilhau, Alex Lieberman, Filthy Monkey, Jesus Diez Garcia, Fraser Hotchkiss, Pamela Collins, Nathan Olmstead, Ruduen, Hadas Noam, Nigel Pyne, Benjamin Dennison, Tim Oliver, Erik Bernhardt, T. T. Zheng, Davena Embery, Christopher McDonough, M. Blankier, Ryan J Lollis, Gordon Bliss, Mark Mohrfield, Benoit Devost, Professor Ficus, Lumentus, Keith Setliff, Khalifa K, Colin Fahrion, Alpha Ascalon, Barry Luo, KC Smithsen, Harriet C, Michael Brewer, Yakunin Denis, D. A. Calderone, Michael Woodcock, Auden Reiter, Marco Hansen, Matthew Hartwell, Dan Scale, Alejandro Quiroz M, Dan Lamphear, Ira, Jon Fox, Jeremy Pickard, David Carrus, David Nadj, Alex Schroeder, Ian Evans, Matt Hoffman, Jorel Pryce, NurM, Tory Republic, Frederick Ernst, Jean-Simon Lavertu, Drew (Andrew) South, Blake Cross, Ben Overmyer, Larry Lade, Thomas Hornemann, Pierre Toulouze, Jim Stutz, Peter Caine, Bryan Jordan, Benjamin Reinhart, Alexander Newman, Per-Erik Rundqvist, "filkertom" Tom Smith, Tom Wilkinson, S Chikahiro Takara, Robert Tichacek, David Bumstead, Kevin Yancey, Jim Burdo, Brandon Frisch, Stryder Lindsey, Howard S Ivey III, Virgil Clemens, Blake Bagwell, N. S. Mazerolle, Ciara Evangelista

The Travelers Seeking Shelter in Rough Weather

Julio Escajedo, Raymond Webster, Some Guy, Vivian Abraham, Rob Ferguson, Davin Valkri, David Chart, Sean Curtin, Barac Wiley, Nicholas Cadigan, Graham Hanna, Phil Wong, Richard J. Rogers, Aaron Smith, Andrew Shields, Jeb Boyt, Jason Blalock, Toivo Voll, Adam Rajski, Will Corbett, Kaja Hanson, Bob Hanks, CrystalDave Ross, Joe Greathead, Ryusui, DocChronos, Felicia DesJardins, Bryan Chavez, Joe Thibodeau, Ben Bonds, Liam Eyers, Tim Hodge, George Austin, John C Barstow, Don Kosak, Beth Mitchell, Samuel Hart, Carey Evans, Max Working, Jason Berry, Jerry Sköld, Andreas Rugård Klæsøe, Michael Bruner, Tori Rattle, Ville Siivola, Justine Rogers, Georg Mir :: Michtim, Marcin Pockaj, Matthew Rolnick, Brad Osborne, Ralph Lettau, Daanyaal du Toit, Teppo Pennanen, Erik Sieurin, William Lamming, Gunnar Hogberg, Bob Cook, Rodion Magnusson, Ian V, Alexander Shvarts, Mike Shean-Jones, Colin Fredericks, Eric Rossing, Florian Piesche, Evgeniy "Jamie" Vasin, Chris Michael Jahn, Neil Smith, Ron Watkins, Lim Ye Ping, Ezra Harrington, De Javier Fernández

Valls, para Arianne, Ivo Reitz, Michael Beck, Chapel, K. Liu, Hopper, Dave Tomczyk, Yoshi Creelman, maiki, Michael Hill, Sara Sestak, June Shores, Erstwhile, Richard Allred, Lester Ward, Michael Dobija, Tim Franzke, Richard Pleyer, GEORGE PANOPOULOS, Joshua Minol, Nathan Beal, Dougal Scott, Hein Ragas, Juan Adolfo Lucha Garcia, Josh David, Sami Saarela, Anthony R. Evans, Anthony Mello, Leishmaniose DeLira, Adrian Maddocks, Damien Swallow, Peter 'LifescanX' Poulsen, Josh Haycraft, Michael Pleier, Scott Dockery, Björn-Ole Kamm, J.W. Robbins, Keith Mantell, Grigoriy Nikiforov, D F White, Erik Amundsen, Conan Brasher, Zhuang Zhou David, Wesley G. Cook, Konrad Zielinski, Miguel Zapico, Stephen Esdale, C.K. "Velocitycurve" Lee, Demian Walendorff, Daniel A. Kerlinsky, Bryan, Raven Daegmorgan, Trygve Lie, ron beck, Eric Karnes, Matt Shortess, Giovanni Castelletti, Jonathan "Buddha" Davis, Kirt "Loki" Dankmyer, Connor Sheridan, Dan Gerold, H. M. 'Dain' Lybarger, Cam Banks, Alan Bunting, Prakarn Unachak, Fred, Jock Buckmaster, Yukio Herrick, Jonathan Korman, Matías N. Caruso, James Carlisle Holder, thomas delrue, John Force / Roll For Surprise Games, Dylan Rogers, Erik Drake, Francis Geoffroy, Jye Nicolson, Matthew Holley, Joel Bethell, Jason "jivjov" Hunt, Zachary Hall, Adam Benedict Canning, Matt, Donna, & Hunter Ballert, Patrick Lee, Matt Appuhn, Balazs Oroszlany, Neil Rall, Luis Antonio Avalos, Josh Medin, Danny Fisher, Alberto Camargo, Alex Fradera, Helder Araujo aka Pistoleiro do Diabo, Zuki Akula, Tankhun, Jess, Matthew & Michelle Palmer, David, Baradaelin, Edward Dobbins, Ajit George, Steven Martindale, Brodie Bensend, Andrew "Meduza" Barbin, Andrea "Lord Lance" Parducci, Mishu, Peter Toth, Omar Mukhtar Bin Ambok, Joe Fusion, Sandrine, Anderan, Zach Bertram, Matthew Robinson, Lon E. W. Varnadore, Austin Conley, Adam J Waller, Antoine Pempie, Jaime, Zethar, Chammer, Anthony Halpin, Michael Gebhard, Seamas Dore, Charles Lewis, Nigs Phillips, Paul Venner, Mark Townshend, Markku Tuovinen, Liz Olhsson, Theodore T. Posuniak, II, Daniel Kelly, Brandon Lam, robotsheepboy, Kevan Chua, Carly Robertson, Timothy J. Watkins, Josh Noyes, Ben Conner, Ripley Marvin, Ronny "RoninRa" Anderssen, Fang Hill, William Wilson, Raymond Lee, Dave Cox, Rhea Vichot, Matthew "Hairy Matt" Geraghty, Axel Miszczak, Daniele "Pharaviel" Frizzi, Pavel Zhukov, Chase Jones, Pierre Waldfried, Jon Niehof, Colin Urbina, Nathaniel Southworth-Barlow, Eric M. Moore, Eusebi Vazquez, Emily Bushold, John Kane, Daniel Abigail, Endre Enyedy, Geoff Watson, Marcus Burggraf, Tom Van de Sande, Eric Gordon, Kiwke Camarero, Ian Hardy, Joe "Moogle" Clifton, PyrePh, Paul May, Stan Taylor, Jean Hominal, Michael Staib, Emma Allen, Jacob Dylan Riddle, Francisco Sepulveda, Tannyx et Miettinator, Dmitry Trubitsin, pumchu, Ted Leaman, Rachel Kronick, Tim McDonald, Possible Fire Hazard, Claus "Mattimeo" Cabrini, Alex Troesch, Brent P. Newhall, Brad Johnston, Jason Vines, Puto Sultan, Andrew Hanover, Das Seb, Rand Brittain, Nancy Feldman, Patrick Dawson, Dan Lovejoy, Christopher Chung, Johannes Knieling, Eugene Shorkin, Mike Armour, Kyle Porter, Hsieh, Wei-Hua, Ben O'Steen, Lars E. Larsen, Theo, Bryan A Campbell, Martin Wick, Thomas Adams, Jonathan Moore, Uiyot, Aaron Julian, Craig Campbell, Kendall B, Adam Lane, The Woods Family, Mark Shocklee, Rachel Henderson, Todd Zircher, Emma & Ethan Willson, Marco Andre Mezzasalma, Rukesh Patel (Lallipolaza), Nathan Latty, Leo Lima, Luciano Vieira Velho, Ashly White, Adam Windsor, Phil Nicholls, imredave, tavernbman, Maik Schmidt, David Reichgeld, Susan Davis, anothercol, Kate Bui, Jeremy D. Milsom, Miguel De Serpa, Most Refined Whale-chan, Thayne Blake, Bluegrass Geek, Caleb Prince Brotherton, Joseph Reissmann, Matthew Lind, John Doyle, Asche Whelsky, Steve Jasper, Gourdcaptain, Claudio Muraro, Xavier RAOULT, Genghis John, Derek "Pineapple Steak" Swoyer, Janet Houck, Nate Brengle, Dantess, Chris Nishijima, Robert E Denton III, Jesse Korhonen, Gabriel Bartholomew Shae, John Cullen, Dave Buswell-Wible, Kevin J. "Womzilla" Maroney, Kielo Blomqvist, Joshua C., John Allen IV, Richelle Hamment, Nigel Wright, Dalton Lennon, Roger Bodman, Brendan H, Joshua Ferdinands, Michelle Landry, Hannu Laurila, Michael Purser, Matthew Barrowcliffe, Jim W, Brian Folley, Choark Barbarian Ninja, Chris Brashier, Nikolay, Sagi Abutbul, Leah E, David Roe, Karsas, TomHZ, James Ramage, Peter Johansen, Tomas Burgos Caez, Paul Dobson, Jadher Machado, Michael Knarr, Patrick Phelan, Pierre-Yves Lanthier, Jim Montgomery, Pablo Palacios, Jim Heath, Silvio Herrera Gea, Tamiki Saramago, Erich Vereen, Galileo Agnew, Matthew Underwood, Lany, Brendan G. Conway, Matt Wetherbee, ToastCrust, hacaplus, The Roach, Dacar Arunsone, Bruce Curd, Craig P, Brian M. Creswick, Kiyra, Alexander Draper Sean J. Casey, Harley Morse, Alex "MonsterChef" Neilson, Simon Collins, Wufuzz, Robin Armstrong, Emannuel Reichert, Michael Gray, Karol Jung, Sean Corley, David Peterson, The Jenkinsons, Shini, Toshihide Iwata, Antti Koskinen, Steel Thul, Jake Cyriax, David Tran, Antoine BERTIER, Katherine Malloy, Shannon Slakinski, Ed Fields, Amanda Osborne, Rick Jakins, Leslie J. Furlong, S J Jennings, Christopher Haffner, Sam Cumings, Cyrus Chow, Tapani Tiilikainen, Dino Bilanovic, Peter Boze, Guy Milner, Benjamin Travis, EmeryShier, Tyson Monagle, Ian Dees, Maksim Kozhukh, Brandon and Mary Otto, Harry Deh, Ivron, Chris Lawson, Chris Mattingly, Arikail D'Marco, Helen Donaldson, Frank Boivin, Halfling, Patrick O'Shea, Jan Schwindowski, Alexander Y. Hawson, Edouard Contesse, ngeunit1, Geoff Dash, Nathan Herring, Scott Vandehey, Brianna, Chris Hartford, Vincent Correia Reid, Marius Van Der Westhuizen, Jeffrey Doucette, Sebastian Reyes Izquierdo, Eric Yin, Aaron Alberg, Allen Cantrell, Bernie Frick, Matthew Miller, Lordtariel, Cindy Womack, Raphael.V, Stephanie Diane Palmatier, Andrew Maizels, EffyCrush, Robert Huntley, Terry Grummert, Madeline Eckhart, Harry Beet - DarKHaZZl3, Danielle Costello, Christopher Taylor-Davies, Tuulenpoika, Janina, zavi, Ashley Yakubac, G. Hartman, Nicholas Peterson, Joshua Krutt, Chris Baldi "The Healer", Grant Greene, J.A. Lauritzen, George Kapp, TwilliK, Nicky Weaver-Weinberg, Mike Martinez, Jeffrey Hosmer, Tim Newman, Alan Taylor, Nora Wagner, Amine Hsu Nekuchan, Christopher Lavery, Liliyana, Matt, Anonymouse, the Vande man, Luke Woods, Chris Allison, Arlene Medder, Nathaniel Michael Henry Pacey, Nathan Auck, Martin J. Manco, @pdurlej, Tim Varney, Heidi Hokka, Jesse Reynolds, Mark Leymaster of Grammarye, David M., Mark Knewstubb, Zachary Sylvain, Alexander R. Corbett, Ed, Susan Patrick, Charles Fitt, Mikael Knall, Cyra, Max Eddy, Simon "Sqwalou" Philippe, raditya b. prasetyo, Eeshwar Rajagopalan, G. van der Vegt, Brandon, James Sinnett, Aaron Davis, JoeyR, Reverance Pavane, Adrian Tymes, Elaugaufein, Corey J Baham, Brian LaPota, Lukáš "denzil" Frolka, Veles Svitlychny, James "Minoru" Odom, Jay Dugger, arn, Aghork, Martin Silver, Jake Kuska, Keigan Wise, Pieta, Mike "Laz" MacMartin, Daniel Rybowski,

Kai Bierbrauer, Monkeynohito, Lawrence Huang, Eric Gonzales, Kaszana, Rémi D'Amours, Justin Lance, Eduard Sanz, Peter Lundberg, Jon Moore, Steve Cibarich, Colin Sng, Grant Edwards, Mike Pallas, Micah Stowers, Raine Rönnholm, Sydney Spangler, Christopher Church, Lisa Padol, Robert Kamphaus II, Jorg Palinckx, Nicholas Cladis, Rathapat Srifah, Tom Fitzsimons, Carl L Gilchrist, Rishi Agrawal, Alistair Gillies, Andrew Besselink, Josh Breitbart, Christopher Madeska, Yannick "Lunaris" Daigle, Adam Curry, Jay Hinkelman, Adam Chute, Mark A. Schmidt, Joshua Bonner, Andrew Beaumont McCarrell, Russell Wilkerson, Terence 'GenoFoxx' Ford, Zed Lopez, Morgan Hay, Jonathan Liaw, Frida och Wilhelm, Andrew T Murray, Gord Hill, Gamaniacs, Aarre Vuorio, Tom Wood, Lee Alley, Esperologist - Roy Wristen, Jere Paatonen, Reality Glitch, Christian A. Nord, Josema "Yrdin" Romeo, Mario Dongu, Kevin Schantz, Nicholas Smeets, Kai McGilligan Oliver, Aragorn Weinberger, Ruston Coutinho, Francisco José Corujo Hernández, Lester Lee, Paul Girard, Jess Johnson, Daniel Chrissafinis, Antoine Fournier, Evan Silberman, Joe Gurnig, Tiago Ferreira, Ray M., Skenderax, Morganite, Jay Kominek, Lucas Wells, Brian Nguyen, Morgan Ellis, Jenmon, Adam Silva-Miramon, Abdullah Albasha

Travelers Exploring Uncharted Territories

Mario Meo, Joe Litka, Christopher P, Donald Tyo, Alexei Nordell Markovits, Skubator!, Dustin Cooper, Jimmy Melnarik, Charles Boulware, Cory L., Doug Macdonald, Sean Posvistak, Matthew Bongers, Syr, Brian Poe, Scott Rubin, Matt Ramsey, Daniel J Owsen, Ewen Cluney, John Fiala, Christopher "Staples" O'Dell, Michael DiPadova, Chris Chinn, Marko Petrovic, James Martin, Ignatius Montenegro, Dan Hust, Isaiah Lee Mohr, David and Sayaka Wright, Ron Edwards, Sir Pencil, Marcus Dirr, Richard Kennewell, Gary "Madu" Montgomery, Dennis, Jonathan Recinos, David "Evt" Hudgins, Nobody "Reads" These, Caspar Hansen, Chana C., Chihiro Yamada, Jerrod Sawyer Jr., Adam "WhirlwindMonk" Bednarek, Mike Williams, Brad Everman, Alexis "poetfox" Long, Max "Arioch" Caracristi, Kaiaa, Sushma J. Chandran, John J Spivak Jr, Danny McPherren, Bluejay, Russell Collins, rainswept, Troy Brown, Christopher Moeller, Steven F. Parks, Mark Harvey, Christopher Bryan, Jeremy Puckett, Ian Cunningham, Jared Fattmann, Kevin McDaniel, meneldal, Alphonse Du, Alex Manley, Jenn Winn, vairse, K "Dragon" VanderMeer, Joseph Manning, Frank J. Manna, Erik "Plague" Olsen, Robert Bowers, Bruce James, Blair T S Gaffney, alice i., Philip Hanley, Travis H. Prescott, Peter Sheerin, Therese Lundin, Mark Cunningham, J Groves, Gibbs Moore, Jonathan Thiele, Andrew Curl, Soren Haurberg, Joshua Foster, Parker Watts, Joshua Foster, Alston Schaal, Richard Baca, Richard Kennewell, Travis H.Prescott, Y Y Zhed, Jacen Weaver, Charles Boulware, Chris Chinn, Brad Everman, Judd Karlman, Jacob Williamson, Russell Collins, m.a. ficklin, Evan, Erik Barrett

Experienced Travelers, Journeying Far From Home

Steve Sensiba, Michael Lawrence, Edward Damon, Brian Fence, Joe Gracyk, Stephen Ho, Samuel King, Kyle Swaim, Jesse Butler, Miguel Maria Duran, Erik "NekoIncardine" Ottosen, Vivian, Tobias Mcnabb, Tom Russell, Trip Space-Parasite, David Baxter, "Caelum" Aka Mike, Klawzie, Karl A. Schmidt, Andrew Duryea, Alexander "Lxndr" Cherry, Jon Scott Edwards, Geoffrey Davis, Tresi Arvizo, Spencer D. Williams, Erik Brammer, Scott Grubbs, Trevor Bart, Dr. Forest Pavel, CrystalRose Fales, Horatio Hellpop III, Renee Knipe, Gilgamesh, Jed McClure, David Nusse, Michael Jeschke, Michael Joffe, "Galahad" Desmond Wooten, Jake Baker, Evan Boucher, Menachem Cohen, deadering, Stephen Honea, Nate "Patches" Reed, Chronocide, Ryan Rubrico, Misha Polonsky, Christopher Ingram, Buzz Tilford, Rye Alaric, Jason Miller, Jason Corley, David J Prokopetz, Christopher E. Gerber, Matthew Galloway, Jimmy Law, James Mendez Hodes, Margaret Norris, Shooty McGee, Annalea Bowman, Keith Preston, Teresa Oswald, Jim Long, Roy Killington, teeter, Jeffrey Merola, Kimberly Burgess, Roy Killington, Paul Vermeren, Ryan Percival, David A. Stern III, Josh Closs, Alex Bareham, Dario Santos, Sati Stewart Singleton, Soren Ludwig, Craig Judd, C. Harley Davidson, Rachael and Vylad Grindberg, Rebecca Blair and Jeremy Livingston, Nick Keyuravong, Michael J. Kruckvich, Hsile Amune, Anthony 'Zeo' Lee, Justin Fritts, Wayne Chan, Eric M Jackson, Adam Meyers, Michelle Ludwig, Joshua Weiss, Jason Scott Timmerman, Morgan Weeks, Wade Geer, Patrick "Celowin" Jones, Sara G, John Mehrholz, Ed Oviedo, Raechel Coon, Kristen Durbin, Jason K Averill, Amy Miller, Mark Argent, Patrick "Hoverbird" Ewing, Matthew Nielsen, Joseph "Eponymous" Kogin, Carl Rigney, Famous James, Jonathan Barron, Erin Spencer, Richard Lin, Michael T. Pureka, Lester 'SentryDown' Cruz, Michael Archibald, Patrick Pautler, Caitlin Eckert, R. Bain, Duane Crago, Steven A. Torres-Roman, William "Ghost" Ingersoll, Chris Wong, Kirby Bridges, Merlin Sensei, Hunter W, Mike Vezina, Vezina Family, Bryce Duzan, Michael Arroyo, Robert Gill, Michael Icardi, Omer Ahmed, The Tasker Family, Daniel JT Moore, Thomas Custer, Alberto "Vámonostodos" Rodríguezl, Nicco Wargon, Ted Costales, Matthew Blum, Nate "EmCeeKhan" Baumbach, Mitchi Knotts, Mohammed AlSuwaidi, Olna Jenn Smith, Adrian Zollinger, Adam Dray, Stephen Slaby, William Fahrer, Brian Allred, Jeff Langr, Richard Velazquez, Becca Fraser, John H. Reiher Jr., Evan Ritt, David Terhune, Simon To, R. N. Dominick, Alex Rawlins, Quenton Oakes, Justin "Bonzo" Bridges, Christian Abratte, Andrew Lloyd, Klaus Sjogren, Pearce Shea, Michael Dake, Jeremy Kostiew, Vicente Cartas Espinel, Chris McEligot, justchris, Shannon Easley, Josh Scaglione, Rob Townsend, semaiheya, Richard Cornman, Helena Stabel, Will Scheller, Owen Nicholson, Basil Lisk, Aaron der Schaedel, Carlos Castillo, Yuki Okano, Thomas Iwasawa, Dale "RandomSelekt" Fassoth, Shaun Gilroy, Wilhelm Fitzpatrick, Edward Gale, Mario Breton, Adam Koebel, Yves SIMON, Simeon Cogswell, Brendan A. Truett, Kim Stalbovs, Laura Simpson, Teo Wan Liang, Christian Dobson, Kelly Brown, Luke and Sam Walker, Ivan Towlson, Frankie Mundens, Steve Hickey, Svend Andersen, Conan McKegg, Michael Sands, Curt Meyer, Nicholas Schlensker, Devin Fitzpatrick, Deadly Reed, Eric & Stephanie Franklin, Jeffrey Edgington, Matthew Sullivan-Barrett, Keenan Munnings, James Stuart, Tanderossa Bob Ruler of Riches, James Paine A.K.A GentlemanJames, E Schaffer, Belinda Kelly, Geoff Conrad, The Rolling 20s - Seattle RPG Group, Serapio Calm, Michael Ostrokol, Josh

Symonds, Adam Plant, Isaac Beach, Rebecca Pendleton, Zachary T. Cross, not!Player 1, Peter Aronson, Leana Galiel, GAATZ, Douglas sloan, Sean Aliff, Carl-Michaël Dextradeur, Andrea Martinelli, Gautam Behal, Micah Wolfe, Rebecca Woolford, Norman Shih, Seth Brodbeck, Kelsey Karin Hawley, Matthew Palsson, Dan Massey, Shaun & Miaka Provost, Alex Miller-Clendon, Duncan Mann, Sean 'Ariamaki' Riedinger, Scott K. Johnson, Michael Dessain, Douglas Snyder, Salvador Melo, Gaelan D'costa, Kevin Liu, Ava Jarvis, Thomas Lawson, Ralph Mazza, Crystal Ben-Ezra, Scott Carpenter, Michael and Patricia Nixon, Chius Daigle, Ryon Levitt, Yannick Simard, Matrixvingian, Matthew Drieling, Asterism, Jim Walsh, Joan Playa Puiggros, Matthew Lewis, Miguel A. Rojas Jr., Sam Zeitlin, Charles S. Wallace, brian peters, Wong An Wei, Bryan Patrick Girard, Carlo Antonioli, Justin Foster, Zach Brown, Edward Karuna, Fireside, Frederi "Volk Kommissar Friedrich" POCHARD, Ben Hale, Ruth Holloway, Joshua C. Varrone, MaxMahem, Funny Valentine, Kristin Firth, J. Molloy, Gary "Dungeoneer" Tang, Dane Winton, Zach Welhouse, Stephan Szabo, Harrison Barber, U2mad (David Wild), Derek Guder, Forrest D. Johnson, Ryan Whitney, Mejiro, Dustin Dunaway, Skwiziks, Tony Jones, Eric Zylstra, Aaron J. Schrader, Austin "Hiro Daioh" Jimenez, Treve Hodsman, Matthew Duddington, Jon & Natalie Wilkie, Ian Spacehappy Petrunia, Cooper Lushbaugh, todd tepper, Rick Sorgdrager, Mark Winnington, Nicholas Decker, Kistaro Windrider, Jon Spengler, Travis Alexander, Nick Worden, Brittany Stump-Kite, Dylan, William B. Spencer, Jason Leinen, Jussi Myllyluoma, Whitt., Jonathan Fish, Andrew Biernacki, Michal E. Cross, The Emmerichs, Pongsakorn U-chupala, Justin Shalashaska, Glenn Boggs Jr., Alex DeVeiteo, Petter Wäss, Oh Seung Han, Kim Byoung ook, IniahREIN, Lee-jisun, Minje Lee, Taewan Kim, Kim seung jun, Sung-Min "Malleus Dei" Jeon, HO Kin Hoi, Christopher LaHaise, Joshua Baldwin, Jamie Norrish, Cody Trotter, Joseph Everett Willis, Miguel "Spoon Badger" Poonsawat, Lester Tam, Konstantinos "Yo! Master" Rentas, Håkon Gaut, Eugene O'Dea, Michael Mooney, Joshua Ramsey, shinra_co, Nicole Mezzasalma, Benjamin Scherer, Matt the Panda, Renato Ramonda, Flavio Mortarino, Marco "Sagojo" Tripepi, Ariele Agostini, Nathan Johndro, Barry Welton, JacLyn S. Jones, Alex Tigwell, Neil Thompson, Peter Farnaby, Streamjumper, Lindsey Wilson, Iain Milligan, Rasmus Durban Jahr, Clayton B., Sean Gross, Brennan Taylor, Bastian Dornauf, ClaesF, Simon Taylor, Charles Taylor, Annie & Frank Chartier-Grisi, AnimefestCZ, Kari Kawachi, Paolo Ramello, Kali Lynn, Emily Kintanar, Tim Vandenberghe, Diogo Tristão, Bruce Novakowski, James Johnes, Sam May, Jack Gulick, A. L. Cassel, Paul Hachmann, Richard Iorio II, Michael Calabrese, Nicholas "Anthony" Arroyo, Michael Browning, Graeme Rigg, Michael Trees, Victor Garrison & Family, Hussain Ahmadi, Lloyd Rasmussen, Jay Sharpe, Victor Wyatt, Wizbang The Mighty, Michael Feldhusen, Philippe Marcil, David M., Adam Whitcomb, Sharif Abed, Nick Goede, Ken Finlayson, Felix Leech, xK1, Fondis, Zoltan Fargo, Vampuric, D. Lacheny, Eric Coates, Markus Kostacrzyk, Thomas Towson, Chris Chambers, Rice Honeywell, Daniel Ravipinto, Travis Bryant, Brent Scott, Donovan Breth, Chris William Mobberley, William W. Refsland, Benjamin L. Liee, Austin "see the world" Loomis, Aleix Grau, Steve Sick, Alice Fairfield, Arlie Alsup III, Matthew Gromer, Don White, Duncan A. Doherty, Mojo Jojo, Ned Leffingwell, Paul Watson, Tom(Samoth), Ara Hacopian, Francis Helie, Ivan Velkovsky, Timothy Miller, Jesse Rahikainen, Matt Duell, Jeff Painter, Travis Scott, Jim DelRosso, John Marron, Brandon Schimmel, Randall Zimmerman, John Beattie, Clinton Dreisbach, Illequinn Purser, Christie Syphrit, Vicki Hsu ,Dee W., Ktrey Parker, David J Blair, Jeph Lewis, Donna-Marie Hagan, Matthew Dive, Jeffrey Craft, Thomas Scroggs, Barry Morgan, Ryan Riehl, Tom Ladegard, Joel Garcia, Bobby Barnes, Russ Brown, Chad "Doomedpaladin" Middleton, Joseph Le May, Bruno Schlatter, Mendel Schmiedekamp, Jackson Brantley, Austin Coccia, Hagios, Jonathan Abbott, Daniel "Ithzerian" Goldberg, Kevin R. Dombrowski, Elya, J. Asher Henry, Kevin Collins, Anthony Lanese, Sean Pelkey, Jared Ritter, Magentawolf, Thomas Dziuk, Chris Ingersoll, Sean M. Dunstan, Payton "Bluerain" Hill, Tim Suter, Michael T Mc Donnell, Kelley "Pooka" Vanda, Brogen, Dave Bapst, Tim Goodin, Dan Harms, Niclas Berg, Howard Wong, Steven Robert, Jesse Morgan, palmi8, Stacie Nichole Lamb, Jake Olbert, Steve Lord, Chris Fong, Wil Patrick, Barry Nixon, D. Elliott, Louie V., Jason Fletcher, Tim Kuehlhorn, John Carimando, Lisa Lees, Adam "Atzix" Gniewek, Duane Moore, Andy Hauge, Dr. Eric Lai, Luke Bailey, Vincent Gau, Sean M Smith, Chris Haddad, Matthew Levi Miller, Patrick Reitz, Ciro Guerra, Jason Smith, Jeff Zitomer, Erwin Burema, Tykwinski, Dan Strokirk, Andrew Glasscock, Catherine Hughes, Samuel "DMSamuel" Dillon, Mike Kelley, Dr. Andrew J. Nowak, Glazius, Cody Perkins, Random Fleming, Ben Kesner, Gyu Lee, JC Cohen, David Alan Schimpff, Fortunate Hazel, Neal Stidham, Adam Nordin, Henry "PandaDad" de Veuve, Matthew T Williford, Jake Lasky, Shervyn, Christopher S Martin, Sherri Stewart, James Byrne, Ryan D. Kruse, Andrew Wilson, Eric Mersmann, denn beebe, R. Small, Fran, Judy & Sennet, Canin Christell, James W. Wood, Marty Chodorek, John Taber, Wolfgang Miller, Lorien, Seth Rutledge, Doyce Testerman, Andrew M. Jolivette, George Brown, P. Smits, Adam Waggenspack, Elizabeth Anne Ferriera, Sheila Davis, Michael De Rosa, Wayne Welgush, James Knevitt, Michael Kailus, Kotatsu no Leo, Daniel Jones, Kasmania Chalahko, Anthony Garcia, Daniel B Nissman, Todd Showalter, Josh Rensch, Brent Wolke, Thaddeus Ryker, Mike Davis, Rosset Nicolas, Andrew Sier, Dan Chase, Rob K, Samuel Sampson, Jeff Lininger, Thomas Lee, Lukas Myhan, Colin Booth, Matthew Croco, Brian McKitrick, Braxton Nevares, Nick and Katia Schrier, Drew Wendorf, LEVEL 99 GAMES, Ralph A Rexford, Jon Rosebaugh, Ed Kowalczewski, Mike McArtor, Stephen Shiu, Amy Mundt, Timothy Moncivaiz, Bentley Burnham, Karl The Good, Genesteal, Nick Novitski, Kwyndig, Devin Chen, Maxim "Green_eyes" Nikolaev, Nick Clift, GremlinLegions, Katherine Provance, C & K Slater, Zurotzu, Daniel Ayers, Curtis "Oukami-sama" Lyon, BradHi, Lin Liren, Ric Wagner, Hans Holm, Maelwys Forrest, Andrea VanKuren, Yann Abaziou, Steven J. Pope, Mike "Ski" Thomas, Brandon Metcalf, Selene O'Rourke, Pável Ojeda, Stewart Wieck, Peter Beertsen, Bradley and Janie Rhodes, Nathaniel Scott Rivers, Nick Pilon, Stephen Garman, Samuel Esposito, Benjamin J Weeg, Greg Ruitenbeck, Michael Dore, Charles Fitzpatrick, Brian Ngov, Jeffrey Eliis Speer, Na, Ivan Vasquez, Francis O. Prest III, Adam Blinkinsop, Isaac Karth, Ross Cheung, Brian "A Cook and a Geek" Vo, Simon Ward, Lucas Cooperberg, Nicholas Charles Bianchi, David Novak, Mike"Monk" Larsen, Kelly "The Best Wife Ever" Larsen, Michael Tataliba, Paul Thompson, Tobie, Rocky and Yoshi, Colin McMahon, Amy Sutedja, David Millians, Steven Siddall,

Jesse Dorje Irwin, Alexander "Xelkelvos" Gaw, Steve Cook, David Rego, Sean Pederson, Rt Mora, Bill Ashbaugh, Paul Beakley, codeferret, William Hamilton-Levi, Joshua Walker, Timothy Wochnick, Walter Tolero, Brian 'Psychochild' Green, Ben Costa, Robert Carnel, Stephen Crawford, Tannan Katwijk, Akures, Mark "buzz" Delsing, Daniel Norton, Travis Mueller, Alex and Amanda Fux, Harrison Collins, Tom Hudson, Coriander, Seth Mackling, Kyle Overby, Darren Miguez, Frank Powers, Felipe Shingo, Fagner Lima, Adam Day, Charles Parker, Warren P Nelson, Steven Meredith, Kenny "Krivvin" Bailey, Language Hunters, Jonathan Yin, Pierre "Kergonan" Feunteun, Tim Kirk, Christopher Trdan, NinjaDebugger, TFG, Brendan Strejcek, Aaron Mitchko, CJ Magut, Christopher Gasink, Doug Meserve, Steve Hudson, Nathan "N8Dogg5k" Barlow, Glenn Magus Harvey, david sloan, Jason Breti, Alex Hunter, Eli Hoyt, Mel Hall, Geza Letso, Aaron J. Schrader, Michael Curran, Marc Poirier, Jeff Welk, #orz, Patty Kirsch, Jesus Luzon, Evan Brownfield, Nicholas "The History Follower" Anderson, Eric Dalehite, J. D. Beers, Donald L Hargnett, Jamie Tang, Chris McCubbin, Jeff Healy, Bryan Reukauf, Des Blader, Christopher Stieha, Martin Costello, James V, Joel Rojas, Justin Stallone, David Farnell, Saul Wright, Nicholas Baker, TJ Robotham, Dana Bayer, Judd M. Goswick, E Whitten, Paul E. Olson, Robert Michou, Jordan Lane, Ed Moretti, Youmacon Enterprises, Alex Putnam, Joshua Kenney, Shawn Hagen, brazil808, Barry Mitchell, David B, Tim Bugler, Nicholas DeMauro, Maeve McCartan, Vincent Fabbri, AC, Tiago Marinho, José Luiz "Tzimiscedracul" Cardoso, Marcelo Eugênio A. de Faria, Rocha, Igor Bone, Joshua James Gervais, Alex Sandbach, Calvin D. Jim, Philip Fyvie, Luke Mc., Alyssa Diamond, Aaron Diamond, Tarra Nakatsu-Hua, Crane Laws, Franklin Hamilton, Everett Owen, John Newton, Lacwant, Don Quixote, Dustin Bollinger, E.T.Smith, Evan Torner, Kaminiwa, Jordan Watson, Michele Gelli, Jim Tieu, Dylan Boates, Kevin Galloway, Leon "Baloney" Ng, Devin Fitzgerald, J. Quincy Sperber, Alexis & Jeremy, Anthony M.T. Cotter, Stefan Feltmann, Austin "Mimedestroyer" Bordeaux, Aslak Hauglid, Kay Nova, Brad "Brardith" Hull, Jeremiah L Plummer, Mark Solino, Brian Pederson, shinra_co, lib14, Mike D., Zeke Mystique, I <3 Stephanie Gibson, Joshua Glisson, Al Gordon, Garry Frankowski, Wajanai Snidvongs, Drew Stang, Cheryl Carr, Gabriel Waluconis, The Immortal Nick Norris, Michael Monceaux, Jack Norris, Edward Kirwan, Matthew "Nox" Poff, Jason Schindler, Daniel Thoreson, Jessica Ferguson, Cesar Luz, Mathias Gehl, Alexis Cole, Mark Engelbert, Michael Cambata, Glen Green, John Evans III, todd tepper, Adam Krump, At the Table Games, Bren Rowe, Clint Krause, Chris Ibey, Jessie Ibey, Ian MacRae, Don "Sirdonis" Vo, William Guyaux, Laura Simpson, David Malw, Jason A. Joyce, Rachel Saling, Matthew L Johnson, Daniel Earl Reynolds, Role Playing Public Radio, Keary Read, Steven M. Jankowski, Michael C. Maroon, Tamara Caillouet, Joshua Baldwin, Timothy Quek, Norman "N. Compass" Wanman, Oscar "ToPeace" Simmons, Brandon Pancost, Bijwen Aziz, Stras "Green Ryuujin" Acimovic, Jason Lescalleet, Victor W Allen, Andreas "Zanity" Bengtsson, Matt Logan, Daulton James Whitehead III, LawfulNice, Frederick Melhuish III, Forrest D. Johnson, Jesse D. Shultz, Teague, Kyodachi, Benton Wilson, João de Castro, M. W. II, Paulo Rafael Guariglia Escanhoela, Patrick Morse, Eric Aubey, Mark Rutledge, Adrian Stein, K. W. Keller, Nick & Amanda Robinson, Chris and Susan Tomlinson, Ed McW, Skunkoon, Dustin Jay Williams, Ryan Campion, Joshua Jordan, Ian Llywelyn Brown, Miriah Tem White, Eoin Burke, Kevin Walsh, Nina Hanzlikova, James Folkerth, Joshua Wolfe, Sean Huguenard, Justin Loudermilk, Ray "Rysaer" Watt, Michael Dore, Adam D, Josh "the Man of" Steele, James B. Closs, Stephen Trinh, Stephen Crawford, Miguel Lollett, Robert and Rebecca Mustard, Matt A. Borselli, Alex Lapin, Jessica Chai, Paul "LostLegolas" Leone, Jonathan "The Hobbit" Humphreys, Logan Ratica, Steven Torres-Roman, Petter Wäss, Scott Culver, Jeff Crews, Jay Schindler, Eric Wheeler, Luke Bailey, Ruth Senum, Revis Dumas, Sara and Toast, Sephie Lunawind, Lim Jyue, Kenneth "Dies Irae" Kooi, Nicholas Charles Bianchi, arkaen, Jacob Rohm, Achim Oppelt, Rupert Sedlmayr, Aragorn Weinberger, Mark "Sparkles" Vaz, Cathy "Koneko" Jin, Don Quixote, Andy Powell, pinvendor, Legendary Merchant of Pins, Kevyn Dietz, Arion Hypes, Philip Eckert, Witchhunter Joe Lawrence, Adam Krump, MaxMahem, Erin Graham, Librari the Wizard, Justin C. Cain, Matthew Ibbotson, Khairn E. Runaan, Jordan Theriault, Ian McFarlin, A. Matthews, Jared Brzostek, Jose of Laredo, Ian Petrunia, Hardus le Roux, Frank & Beth Tenace, D. Shaffer, Sydney Bridges, James Stuart, Steven J. Pope, Martin "Makbai" Friedrichs, David Goldberg, R. Joseph Snyder, Mor Rioghain & Xurra, "Hyrekia & Kellnor", You Keun Kim, Steve Johnson, Ian Grey, Ian "Grendel Todd" Grey, Diogo Tristão, Jyuichi, Michael Dessain, Xavier Aubuchon-Mendoza, Michael Stevens, Matthew Drieling, Tyth Thorne, Adele DiNovo, Christopher Trapp, Corinna Ott, Andreas Neustadt, Dylan Fraser, David Ivey, Alexander "Xelkelvos" Gaw, Phillip Koop, Steven Caneda, John Alinea, Ben Wermers, Greg Pohlman, Drew J Cass, Daniel Ladines, Jonikka Carl, Fenway5, Maegan, Andrew M. Jolivette, William R. Edgington, The Magus, Laiel Shepherd, Maxim Silencewalker Steshenko, Matthew Coverdale, Shaun Welch, Jason Bradley, Joel Rojas, SlayDart, "Caelum" Aka Mike, John H. Reiher Jr., Stacie Lamb, Adam Liverman, Jonelle Lindsey, Jared Grommesh, Johnathan Haley, Justin Hirt, Jonathan Shaver, Markus Viklund, Carl Cramér, Håkan Ackegård, Mats Öhrman, Allison "Spectre Incarnate" Grutter, Shane Williamson, Kyle Absous, Constantijn Vermaut, Bryan Hilburn, Rhel ná DecVandé, Joe Iglesias, brazil808, Casey Black, Andrew Blandford, Des Blader, Audrey, Joe, and Cait, Maciej Bojarski, Dave Farabee, Jennifer Fuss, Jonas Richter, Niklas Matthies, Günther Schollmayer, Marc Bocklet, yennico, Jakob Schmidt, Anne Wiesner, Carsten Husek, Jim "Silfeed" Torello, Mark Bridge, Albert Andersen, Gelatin, Joseph Le May, Kyle Urban, Alex Putnam, Aaron Klein, Patrick Vaughan, Roy Legaard, Jr., Dana Bayer, Jeffrey Xu, Andrew Scher, Steve Sick, Michael Davis, Matt Johansen, J "Nekotron" Fleischauer, Paulo Rafael Guariglia Escanhoela, Jason Dunne, Sean Anderson, Deanna Rossi, M. Nagara, Bill Carter, Wil Patrick, Md. Muazzam B. Sham Khiruddin, Ralph A Rexford, Raymond Naula, Mohammed Nasser Lootah, Douglas Sloan, brett, William W Refsland, Jesse Shultz, David Poelman, Amy Miller, Paul Vermeren, Francis Helie, James Folkerth, Philip Fyvie, D.J., Karen, Trae & Evan Cole

Travelers Embarking on the Great Seven Journeys

Sean K.I.W. Steele/Arcane, Sakuryu Shirayuki – BSB, Anarchy Chateau Crew <3, Erik Grunsten, Vytautas Juodis, , John

Allen Green, Wataru Mori, Ben 'Anzekay' White, Tom Metten, Sam Garamy, darkcaedus, Jared Goodwater, Roy Wilson, Jr., Jerry D. Grayson, David Drake, Julian Kuleck, Julia B. Ellingboe, Sam Garamy, Justin Andrew "the Teamaster Twekczar" Wilczek, Clay Gardner, Danny "Seizui" Henderson Jr., Benjamin Lewinski, Simon Gough, Brandon & Sophia Owens, David A. Lupo, Drew "Industrial Scribe" Scarr, Justin Andrew "the Teamaster Twekczar" Wilczek

Council of Ryuujin

Andy 'Xing' Ngo, Jonathan "Supreme Warlord of Asia" Davis, Jennifer Stevland, Patrick Maes, Mock, Karsing Fung, Sascha "Wolf" Rueck, Ricardo Okazachi, Michael Stevens, Grant Chen, Brett Yang, Chris Vincent, Robert Musser, Aya Kyunik, Marley Griffin

Esteemed Merchants

Chris Hanrahan, Sphärenmeisters Spiele, Kayce Sizer and Round the Table, Angel May, Dave Salisbury, D.J. Cole, Keith Weber, Black Knight Comics

The above is a list of merchants (retail stores) who provided support of the product. If one is near you, please consider travelling to their store! Here's their contact information and addresses:

EndGame
921 Washington St
Oakland Ca 94607
endgameoakland.com

Sphärenmeisters Spiele
Wilsberger Str. 31
52134, Germany
www.sphaerenmeisters-spiele.de

Round the Table
7600 196th St. SW #30
Lynnwood, Washington 98036
www.rttgamepub.com/

Guardian Games
345 se Taylor St
Portland, OR 97214
www.ggportland.com

Fan Boy Three Ltd
17 Newton St
Manchester, England
www.fanboy3.co.uk

The KEEP
14 Deer Run Drive
www.MEPACon.com

Keith Earl Weber II
3732 N. Southport Ave
Chicago, IL 60613
bombasticcafe.com/

Black Knight Comics
Essex Junction, VT
www.bkcomics.com

Notes

● *For recording spells, songs, or other things* ●

Journey Log

Session:	Creation Date :	**Ryuujin**:

Party Name			
Party Goal			
Destination			
Leader:	**Mapper**:	Quarter-master :	Journal Keeper :

Date (Season)	*Terrain*	*Weather*	*Incident*

People Met	**Information/Items Gained**

Food and Water Sheet

Food

1 Box /1 day's rations = Size 1
(jerky, cheese, dried fruit, bread roll, nuts, etc.)

Total Weight:

Water

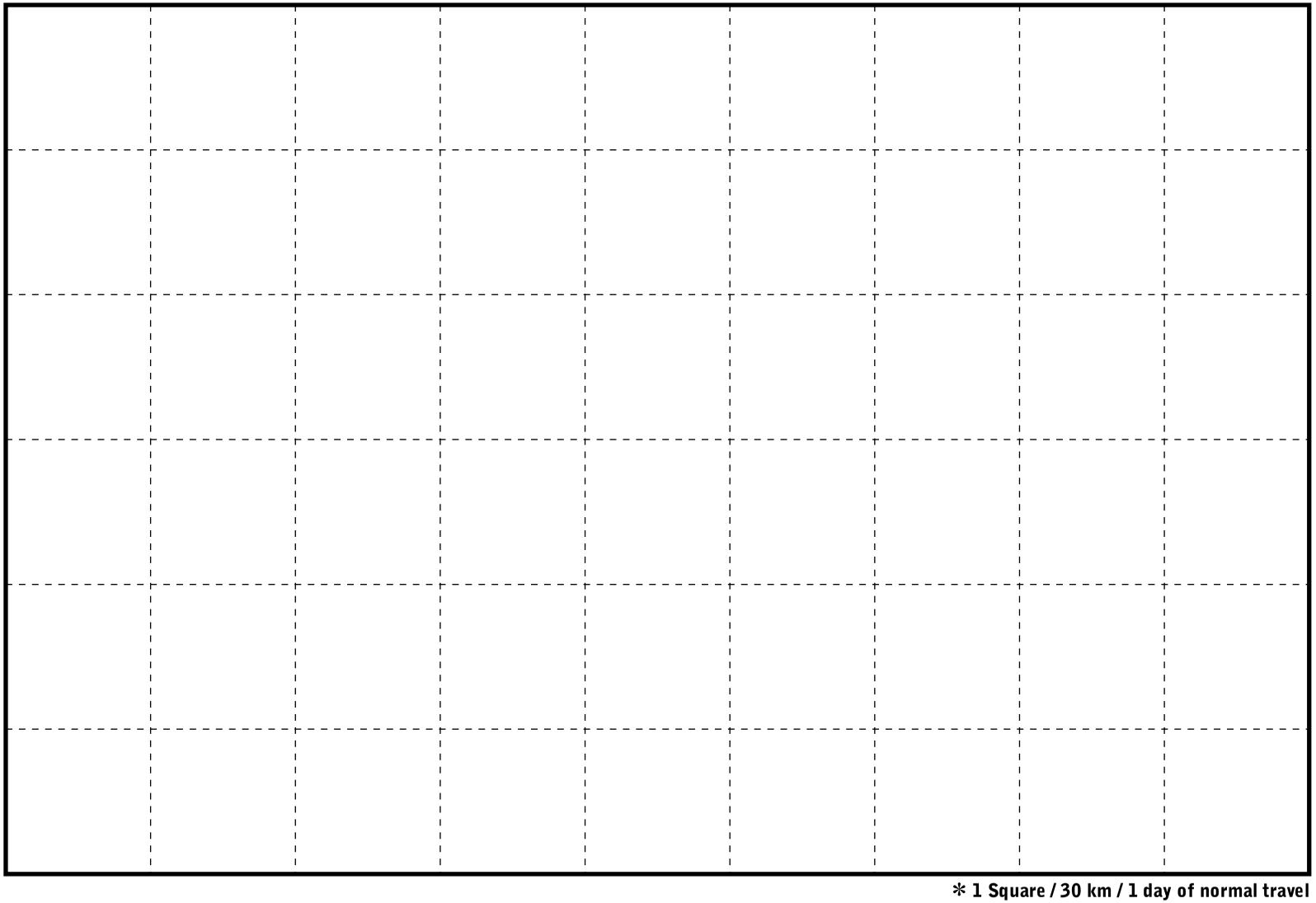
1 Box/1 day's rations = 1 water skin (about 2 liters) = Size 1
(1 barrel can carry 12 rations)

Total Weight:

- **Searching for food while moving**
  A single party member rolls [STR + INT], and the party's movement is halved.
  The target number becomes [Terrain + Weather]; the difference between the result and the target number is the number of rations found.
- **Penalty for absence of food and/or water**
  When continuing to travel during the absence of food or water, all rolls recieve -1.
  When neither food nor water are available, all rolls recieve -2.
  Until food and water are found, these penalties become cumulative daily.

Map Sheet

Campaign : **Map No.:** **Area :**



＊1 Square / 30 km / 1 day of normal travel

Town Creation Sheet

Town Name	
Town Population	
Ruler or Representative	
Environment	
Representative Buildings	
Specialty Goods	
Sights Sounds Scents	
Town's Threats	

World Creation Sheet

World Name	
Shape of the World	
World History	
Representative Countries	
World Threats	
World Enigmas	

Scenario Objective Sheet

Travel Scenario

Goal Memo | Scenario Name | Creation Date

- Name
- Scenery
- Features

- Reason for wanting to go:
- Departing point and roads traveled:
- Days of travel: days
- Most difficult encounter:

Scenario Objective Sheet

Gathering Scenario

Target Memo:	Scenario Name	Creation Date

- Name
- Appearance
- Ability
- Location
- Location of clue to target's whereabouts

- PC's reason or duty to find target
- Point of departure and encounter location
- Hardest encounter besides finding target

Scenario Objective Sheet

Fight Scenario

Target Monster Memo

Scenario Name

Creation Date

- Name
- Appearance
- Special ability/How does it live in its environment
- Location

- PC's reason/duty to defeat target monster
- Point of departure and encounter location
- Hardest encounter other than defeating target monster

Ryuutama
Natural Fantasy R.P.G.

GM Character Sheet

GM Name		Date	

Character Name			
Race		LV	
Alt. Shape			

Artifact	
Inscription	

Max LP:	Current LP:

Bénédiction

of Slots:

Réveil

Appearance, Personality

Goal

Living Quarters

Protected Travelers

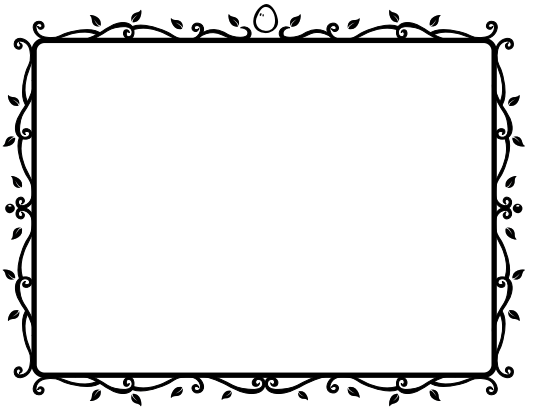
Protected Worlds

History of Tales

Scenario name	Scenario Date	Scenario name	Scenario Date
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	
Traveler's names		Traveler's names	

Ryuutama
Natural Fantasy R.P.G.

Character Sheet



Ryuujin		Created	

Character name				Player name	
Level		EXP		Gender		Age	
Class	/			Type	/		

Class Skill	Stats Used	Effect
	+	
	+	
	+	
	+	
	+	
	+	

Specialized weapon		Specialized Terrain		Personal Item	

Image Color / Appearance

Hometown / Reason for Travel

Notes

Stats	STR	DEX	INT	SPI
	d	d	d	d

HP	【Max HP = STR × 2】	MP	【Max MP = SPI × 2】
	⇒		⇒

Condition	【STR + SPI】 ★ If over 10, add 1 dice size to any 1 stat	Fumble Points
	2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 (★ at 10)	

Traveling Rules

1) Movement Check [STR + DEX] 2) Direction Check [INT + INT] 3) Camp Check [DEX + INT]

Initiative 【DEX + INT】

Equipment (Equipped items count as size 0)

		Accuracy	Damage	Durability	Effect/etc.
Weapons					

		Defensive Points	Penalty	Durability	Effect/etc.
Shield Armor					

		Effect/etc.		Effect/etc.
Traveler's Outfit				

⌈Terrain + Weather⌋ Determine bonuses and penalties for Terrain and Weather here

Check Bonus	Level 1 ⇒6		Level 2 ⇒8			Level 3 ⇒10			Level 4⇒12		Level 5 ⇒14
	grassland	wasteland	woods	highlands	rocky terrain	deep forest	swamp	mountain	desert	jungle	alpine

Check Penalty	Weather: +1					Weather: +3				Weather: +5	
	rain	strong wind	fog	hot	cold	hard rain	snow	deep fog	dark	hurricane	blizzard

Status Effects If the next day's Condition Check is higher than the status effect number, it is cured.

Body	Injury 【DEX】-1 Die size		Poison 【STR】-1 Die size		Sick 【ALL】-1 Die size	
Mind	Tired 【SPI】-1 Die size		Muddled 【INT】-1 Die size		Shock 【ALL】-1 Die size	

Item Sheet

Character Name	Player Name

Currency	Maximum Capacity	Current Capacity
G	【 STR 】+3=	Total:

Item	Price	Size	Effect / Type / Etc.

Item	Price	Size	Item	Price	Size

Containers

Container	Price	Size	Effect / Type / Etc.

Animals

Animal	Price	Ability / Description / Etc.