



















opponent's roll by a result greater than his max Resistances Dice Rank, you deal double damage to him. In this turn, the attacker can describe their attack however they like within reason.

As an example: A warrior is being overwhelmed by a giant Maggotrat. His only chance for survival is to slay it where it stands. His Strength has a Dice Rank of d12, and he is wielding a scimitar, which gives him a +2 to hit and damage. He rolls the d12 and adds the +2, and his result is 8. The Maggotrat rolls and gets a result of 2, all together. Their difference in results is 6, which is greater than the Maggotrat's Max rank in resistances. Therefore, whatever damage the warrior deals is doubled, and he can describe his attack however he chooses.

As you can tell, this system is a bit complicated and a bit rough for a first draft. A lot of playtesting and feedback will be required before we find a better system for Criticals. A similar system needs to be devised for fumbles, as well.

### Action Points:

As an addition that I feel would improve the game, and keep the attention of players on the Game Master's turn, Action points can be given to players who put forth some effort into role playing, or do something particularly noteworthy or humorous.

During the game, the Game Master can bestow a single action point to each player when they do something worth rewarding. This Action Point goes away at the end of each session, if it is not used.

Action points can be spent by players to gain a third Half Action on their own turn, or to interrupt and take one Half Action during their opponent's turn. A player can announce in the middle of a foes turn that they would like to interrupt an action by spending an Action Point. They then take a Half Action, as they normally would. Afterwards, the original opponent's turn is resumed as it normally would. They can take any action they choose, and don't have to follow through with their original plan.

For instance, a sorcerer is about to be smashed by the giant hammer being brandished by an amazon barbarian. The spell caster can shout, I would like to use an Action Point to interrupt the attack as it's being announced. Doing so, he uses his turn to shift away from combat and get just out of reach of the opponent. Afterwards, the amazon must spend half her action to base him again.

Action Points must be spent before any rolls are made.



## Energy Blasts, Ki, and Spells

A key aspect of Wraith World was the limitless power one could reach through arcane forces and the manipulation of different types of “Energies”. Everyone in the realms of Wraith World has an internal life force called “Ki”. This life force ties the soul to the body, or some bullshit, and every life form of the same kind actually has an equal amount of ki.

Mana is sort of chain of energy somehow tied to that life force. The more powerful a spell caster is, the more access to their ki they have obtained. They have a greater total of Mana Points. All spells, special attacks, and types of “Blasts” have a cost in Mana Points.

**Energy Blasts** are the simplest form of energy attacks that one can perform. Paying 5 Mana for every d4 points of damage you attempt to do, you make a ranged attack with +1 to hit. Certain Powers may alter the effects of this attack, giving it different elements, or additional effects.

**Casting Spells** also has a steep cost of Mana. By achieving the powers of the arcane, a spell caster can hone the power of mysterious magics. Learning to perform such a feat, is however, a supernatural and exceptional affair. In order to learn to cast spells, one must first find a powerful supernatural or infernal being and enter a covenant with them. Such bonds are not easily acquired, however, and often require a party go on a quest to gain the bond of a patron and a Spellcaster.

Once someone has entered a covenant, they are encouraged to never break this bond. Only in the rarest of cases can someone find a more powerful patron to willingly bestow upon them the arcane gift, or even become powerful enough that they become a patron, themselves. A spell caster that breaks a covenant would no doubt, be hunted down by their patron and it would likely not end well.

A patron will often bestow upon their new student a single spell. Spell effects in Wraith World are purposely vague and open ended so that their use is not always One-hundred percent certain. In a completed game of Wraith World, the Spells are written in THE BOOK OF LEGENDS and their effects are not completely known to the caster until they have used the spell enough to understand it's workings, or they have ran the game as a Game Master and read the exact effects for themselves. (It should also be noted that a Spell Caster's first spell is likely, in some way, related to either their patron, or one of the tasks given to them by their patron. An ancient Fire Genie may give a lucky spellcaster the ability to spout fire from their palms.)

Spells, in general take a Full Action to activate, and may have certain ritual components other than Mana to cast. For instance, summoning a dagger made of viscera may require the caster to pay half of their remaining Hit Points in blood.

For the purpose of this Mini-PDF, and playtesting, a few sample spells have been added in the back, to give you some ideas for how spells will eventually work. These are, of course, all subject to change.



## Health and Healing:

As you level up, your health total will increase. All Level 1 characters start with 10 Hit Points, and most common-folk you meet in the world will only have this many. But on any level up, to a level that ends in 4 or 9, you roll your Resistances Dice Rank and add that to your total Hit Points. In this sense, it is very beneficial to invest in Resistances early on.

An injured character heals 1 Hit Point per night of rest, and heals an additional hit point on a day of rest. So, over a 24 hour, where you never enter combat and don't perform any rigorous work, you heal 2 hit points. As a general rule, medicines, first aid kits, healing herbs, and staying in a brothel or harem allows you to heal equal to you Rank in Resistances.

It is said that in the Metal City of Shervilla, that there are great metal caskets where the injured can sleep, and be completely healed within a day. It's too bad that the city sank, long ago. Such a machine could fetch a heavy price and help a lot of injured people.

## Other Rulings:

There are various other rules for situations and scenarios that need to be addressed. From time to time, something may happen that everyone will realize there isn't a rule for, or there may be a more efficient means of resolving a rule that's already presented within the confounds of this document. In these cases, take a moment to discuss how this should be handled in your group, and come to /tg/ and share the results.

**Two-Weapon Fighting:** When attacking with a weapon in each hand, the first attack Half Action you take can make a swing with both weapons on your turn. However, each attack is downgraded 1 Dice rank. So a d4 attack would become two d3 attacks.

**Being On Fire:** Each turn a character will receive 1d4 damage, and it increases another d4 every other round until he spends one Full Action to put the fire out.

**Falling:** For every 5 feet you fall, you take damage equal to one Dice Rank. So, falling 10 feet means you take 1d4+1d6 damage.

**Shifting:** When moving away from combat, you may only shift 5 feet as a single Half Action, otherwise your opponent gets a free attack against you. This is the only instance of Attack Of Opportunity in Wraith World.

**Unarmed attacks:** You get your Strength to hit with no bonus, and your damage is decreased by one Dice Rank.



## Equipment:

When you start out on your adventures, you will be equipped with very few supplies. From those meek supplies, you must take to adventuring to make a profit. A starting character has a single outfit of commoner's clothes, a walking stick, a simple knife, and two days rations.

In general, the more prominent form of trade in Gaia is a bartering system. People in the world need more “Things” than they do gold, for the most part. Merchants and traders are far from uncommon, though, and their most common trades are in gold and jewels.

The exchange rate for coins into gems is rather simple, but kind of odd.

Ten silver make a gold coin. Ten gold make a piece of Jade. Ten Jade make a piece of sapphire. Ten pieces of sapphire make an emerald. Ten pieces of emerald make a ruby. Ten ruby's make a diamond. The most common trade currencies are silver, gold, and jade. Most commoners have never even seen an emerald or ruby, let alone a diamond.

## Max load and encumbrance:

As a general rule, you cannot carry what you can not fit in the space provided for equipment on the character sheet given. It also comes down to common sense of what you can and cannot carry. If you acquire a cart or a pack mule, it is recommended that you write a second sheet of items that are stored this way. Next to each weapon, it was always necessary to write where, on your body, it was equipped. (On your hip, back, or boot, for instance.)

| Weapon Type or Size | Weapon Bonus | Examples   |
|---------------------|--------------|--|
| Small Hand Weapon   | 1            | Dagger, knife, broken bottles, Stick, shortsword |
| Medium Hand Weapon  | 2            | Longsword, mace, Flail, hatchet, Katana          |
| Large Hand Weapon   | 3            | Greatsword, Battleaxe, Warhammer, greatclub      |
| Polearm             | 4*           | Longspear, halberd, Glaive, Mancatcher           |

\*Polearms only offer +2 to hit. They still offer 4 as a Weapon Bonus to damage. They also offer reach, and can be used to strike from behind another character in a fashion like the ranks of an army.



| Weapon Type or Size | Weapon Bonus* | Examples  |
|---------------------|---------------|---|
| Small Thrown        | 1             | Rocks, improvised weapons, throwing knives, boomerang         |
| Medium Thrown       | 2             | Javelins, throwing spears, Throwing Axe.                      |
| Small Missile       | 2             | Shortbow, light crossbow, slingshot                           |
| Medium Missile      | 3             | Longbow, Atlatl   |
| Firearm             | 4             | Flintlock pistol, 9mm glock, revolver, smooth bore long rifle |

\*Ranged weapons only offer a Weapon bonus to-hit, and not to damage.

## Merchants and Trading

In future playtests, and with releases of future Mini-PDFs, there will be a complete list of equipment and items that are purchasable in the realms of Wraith World. But for now, I find that task daunting and frankly, it has taken me long enough to type up what I have managed to do so far. In the time being, it should be enough to state that a Gold coin buys a peasant's meals for a week. A candle costs a silver piece. A lantern costs a piece of jade. A horse costs 8 jade.

| Armor Type    | Armor Bonus | Examples   |
|---------------|-------------|--|
| Unequipped    | 0           | Butt-Ass-Naked, Normal Clothes                     |
| Light Armor   | 1           | Leather, Fur, Padded, Seethan battle armor         |
| Medium Armor  | 2           | Boiled Leather, Chitin, Studded Leather, chainmail |
| Heavy Armor   | 3           | Plate, lamallar                                    |
| Light Shield* | 1           | Buckler, Armgaurd, Vambrace, Bangle                |
| Heavy Shield  | 2           | Round Shield, Kite, Tower                          |

\*A light shield, such as a Buckler or Armgaurd can be equipped while wielding a two-handed weapon or carrying something in either hand.

## Legendary and Enchanted Items:

While magic or wondrous items, as they are known, are present within the world of Gaia, they are never taken lightly. You never have “A” flaming sword. You have “THE” flaming sword. And such weapons always have ridiculous names. In fact, it seems that the more ridiculous an items name is, the more useful and versatile it ends up being.

Magic artifacts are so rare because of the specific qualifications necessary to be created. First, their magical effects must be imbued by a spell caster capable of imparting his spell upon an item. In terms of game mechanics, this requires the caster using his covenant and sacrificing part of himself to give an additional effect to an item. Secondly, the cost of materials is usually too grand for many common-folk to conceive. Lastly, the enchantment of a legendary item requires a quest be undertaken in some way.

Characters shouldn't be able to simple make a potion or staff, or magic sword at home with materials they found lying around. The effort of the items creation is reflected in the journey. Need to make a that cures blindness? You will need a special turnip that only grows in the dead Murlocke Mountains. Want to forge a sword that shines brightly, and strikes with the heat of the sun? You'll need to craft a white blade of inflammable material and plunge it into the heart of hell. With each item that is made, a new quest is born.

## Maidens of a Different Species

**WARNING:** This is where we start heading to Magical-Realm territory.

I feel like one of the major selling points of this game, to /tg/, was that you could use your manly adventurer skills to have saucy, scandalous, magical sex with women of various monstrous races, and that it was actually an encouraged part of gameplay.

Here's the scoop. Due to the lethality of combat, and the long, and narrow path of leveling up, your character is likely going to die long before he has had a chance to prove himself worthy of the BOOK OF LEGENDS, so it is best that you sew your oats while you can. But you won't always be offered the pursuit of women of the vanilla persuasion. It may be within your best interests to spend some time with a maiden of a different species.

Maidens can be described of any sentient species or race that has female characters. If you are uncertain of the fluff or characteristics of the female gender of a species, slap some boobs and thighs on it and you're work is done. By default all maidens are described as average height, with large breasts, toned figures, with ample hips and a round rear, with a soft belly and waist to match. However, the Game Master is able to go to any degree he chooses to customize maidens and make them actual characters, if he so chooses.

As for the detail of the actual act, you can be as lewd and awkward as you so choose, or you can choose for the action to go “off-camera” (Which is the method I suggest you try, quite frankly. However, posting fan art regarding role play in the threads on /tg/ would certainly not go contested.) Any sexual act will do, as bedding a maiden did not always involve intercourse in a traditional sense, but it did always offer a slight chance for impregnation. You can blame the public school system for our lack of education on the birds and the bees, mind you.

Once you have laid with a maiden, roll a twenty-sided die and cross your fingers. If it lands on a Nineteen or twenty, you have succeeded. Otherwise, you have failed and you must try “Some time” later. It is assumed that you would need time to rest and usually the rule of thumb is to wait 24 hours. Every additional attempt later expands the chances of impregnation. So, on your second attempt, rolling a seventeen through twenty will suffice.

For some reason it never occurred to us that you should roll for the gender of the child, and in keeping with the spirit of the original game, you may choose the gender. Female player characters, for that matter, may also choose to become impregnated or even impregnate women of their choosing. I look forward to reading about Futa fan service in the future.

When you create a new character, you may only make a human, unless one of your previous characters had a half-breed child. In that case, you can be that character. As of now, monstrous races receive no special benefits.



## Concerning Wraiths

**When your character dies**, at the end of the encounter, all players, including the Game Master stop for a moment and take a vote on whether that character was worthy of being interred into the BOOK OF LEGENDS. (If you and your gaming group are planning on actually playing Wraith World, then you will need to print one out or write your own. As of now, there is no PDF for a blank or starter BOOK.)

When voting for whether a character should be interred, you need a unanimous vote, unless overridden by the Game Master. Characteristic that must be considered for this rite are not light. Was the character truly powerful or awe inspiring? Would this character make for a truly worthy adversary in the future? Did this character symbolize something or do something meaningful that hadn't been done before?

**Most importantly, would adding this character to the BOOK OF LEGENDS deface the value of all the Wraiths that have come before him, or that will meet his same fate?**

Most characters will be voted “Nay”, and those characters must be ripped up and thrown into the trash. If a character is voted “Yay” or reaches level 100, then they are given the sacred right of being added to the BOOK OF LEGENDS. This is an honor that is not to be taken lightly. Repeat; THIS IS AN HONOR.

Once a character has been interred, he becomes a Wraith. His soul wanders the Netherworld for all eternity, seeking contests of battle and power with other Wraiths. Once, every few moons, a mysterious force opens the doorway between their world and ours, and one Wraith is blessed with the chance to seek battle with a mortal once again. A Game Master can choose a specific race, if he is inclined, but it is far more fun to pick one at random.

Wraiths are ghostly, calm, and stoic. They are a bit mysterious yet tend to be much like their former self. They tend to act confident and “godlike”. They are immortal, and being destroyed on the mortal plane of Gaia is only a minor inconvenience to them. Wraiths have all their memories of their previous life, and sometimes use this knowledge to “psyche out” adventurers. Specifically those who are related to them or were former friends. If a Wraith knows you have a hot wife back at home, he will tell you he's going to pay her a visit after he kills you. (Wraiths have however, lost all worldly urges save for the glory that comes with battle)

Wraiths see their lethal conquest as a friendly competition or a game. It is believed that in death, they have seen or been exposed to something that allows them to view the death of a mortal as a trivial matter. Scholars have often wondered what could possibly lie in the Netherworld that could alter a seemingly present mind this way, but it will forever remain the “Riddle of the Wraiths”.

When someone is interred into the BOOK OF LEGENDS their equipment goes with them, and stays in that realm.



## A Sample Covenant:

The bond between a Spell Caster and the force in which they have obtained their powers is an alien concept to most mortals. You offer a service, and something of yourself, to gain a power that leaves you being no more than what you were before, due to the sacrifices which you once made. This concept is reflected in the nature of the Covenant, and the ritual components of casting a spell.

**SERAFI, The Father of Wraiths** is an old, and ancient god that seems to hold a key in the bond between those brave enough to undertake quests, and those few that have earned the glory of a worthy death. Most scriptures of the gods only hint towards him. Giving him names like Lord of the Lightless Land or The Oldest One. Serafi demands that his servants protect the ancient rites of the internment, and to revere the sacred darkness that he has bestowed upon the world, for where there is shadow, there is light for those willing to obtain it.

Tasks that may befall one who seeks to enter the Covenant of Serafi may include surviving for a week at the bottom floor of a dark dungeon, blinding one's self, or slaying a powerful Wraith in combat to prove your worth.

Like most covenants, Serafi offers one spell, but the nature of this spell is unknown. He also bestows the promise that if you find knowledge of more spells in the world, that as long as they are within his domain, that he may impart the essence upon you to cast them for yourself, provided you have met the spell's qualifications.

Serafi's domain and schools provided include Darkness, Battle, Chaos, Blades, Armor, and Night. So any spell that includes these concepts in it's nature or effect can eventually be taught to you through the Covenant.

The finished game will have multiple of these Covenants, in which one may enter, and a template for making your own. If you have any ideas for a covenant to add to the game, please share them in the thread on /tg/ or in the discussion on the 1d4chan page!



## Examples of Spells:

**Visceral Blade**, a ritual spell of the conjuration school, regarding Blood, Blades, and Chaos. By offering one's blood to their patron, by slicing open their arm, the blood coagulates into a hard, straight dagger. Half of your current hit points are offered in this way. For every 25 hit points, the blade is made bigger. It is considered a medium weapon at 25, a Large weapon at 50. This weapon can be broken off and thrown as a projectile weapon. This spell also costs 10 Mana.

**Overwhelming Shadow**, an immediate spell of the Hexing school, regarding shadow and trickery. By offering the shavings of a cut onyx stone to your patron, a cloud of darkness surrounds you and all living things within 20 feet of you are considered blind while in this area. If they manage to find the square where a target is standing when they attack, they must succeed a 50% chance of missing before making their attack. This spell costs 12 Mana to cast, and doubles it's range for every additional 6 mana you care to spend on it. The shadow lasts as long as a normal disfiguring cloud would.