Wraith World

3rd Edition: A Devil Game about Sex & Rape

Preview Version Number 1



WARNING: The following shit is retarded. Seriously. You have been warned.

Introductions:

When I was in the third grade, some older kids invited me to play a session of Dungeons & Dragons. That first tabletop gaming session changed my life, forever. I played with them as often as possible. But when I asked my parents for a set of my own books, they said no. "Those books are too expensive, and they are satanic, anyway."

So, my friends and I set out to make our own role playing game, with our own rules and our own world. We didn't know the first thing about balancing a game, or testing mechanics. But we knew what was fun, and we had plenty of time to try things that we wrote, and we weren't afraid to throw things out, when they didn't work. I am hoping that the spirit of that original game lives on in this project.

One day, I had seen an old spell sheet from back then that reminded me of that game, and it led me to post a thread on 4chan's /tg/ page. I shared a dozen or so posts about this old game, and it was met with genuinely warm response and interest. So, as requested, I am going to set out and attempt to rewrite as much of the rules for Wraith World 3rd edition as possible! With your help, it may even become playable.

So, if you see anything that's out of place, please share with the thread this was posted in on /tg/, and remember that it was all originally written by gradeschoolers. This is the first of many "Mini-PDFs" that I would like to release before a finished version of the game. Please, read over this, play test it. Discuss it in Wraith World threads on /tg/, and give meaningful criticism!

The Core Mechanic:

At it's core, Wraith World has a very simple system that is left mostly up to chance, and the will of the Game Master. Each character has five attributes called Stats that represent that character's proficiencies in the world. In each of these attributes, you have a die or dice pool that represents your level of aptitude with that Stat. Whenever you roll are faced with a task that is governed by chance or skill, you must roll the dice that you have associated with the Stat that deals with that situation. You Game Master will also roll the opposing dice for that situation, and you must try to roll higher. (In the event of a tie, the Game Master usually wins, unless he decides otherwise.

As an example: Your character has carved his way through an army of Mutated Cybernetic Ogres, and has come to a locked door. On the other side, is rests a pile of gold, a treasure chest, and two lusty succubi, eagerly awaiting you. Your character does not have a very high Mindpower or the tools necessary to pick the lock. *But he is* carrying a dismembered metal ogre arm as an improvised weapon. Your Game Master has decided that it gives you +1 in certain situations while using it, and this is one of those situations.

Under Strength, you have earned a d10, so you can roll that, and add one from the Ogre's arm, to see if you beat the Game Master's roll. The Game Master either looks up the statistics on a flimsy wooden door, or decides the statistics for this particular door, and makes the opposing roll. He has determined that 2d4 will be the Resistances for the door, and that beating that should be enough to break it down.

The player rolls a 5 on his ten-sided die, and adds 1 from the Ogre arm, giving him a 6 in total. The Game Master rolls the two four-sided dice and gets 2. The player successfully beats down the door and is able to enter the room to retrieve what he believes to be his prize.

TEN THINGS TO KEEP IN MIND ABOUT THIS GAME:

- 1. **It was originally written by children.** A lot of the content within this game was stolen from Saturday morning cartoons, anime, and action movies. We had very little access to traditional fantasy materials, so many of those tropes are now replaced with things you might recognize from things that were around in the mid-to-late 90s, or early millennium. It's a very "immature" role playing game in more ways than one.
- 2. **Much of this content is convoluted or silly.** The original game had two large binders full of papers. The first book, titled **WRAITH WORLD** contained all the rules of the game and hundreds of tables for various situations. Often times, a Game Master would override looking up a table by coming up with a result of his own, but in some cases, when he needed something on the fly, he would look up a randomized result, often to a hilarious result.
- 3. Characters can ascend to greatness! One aspect that I hadn't realized set Wraith World apart was the BOOK OF LEGENDS, the second book. In this game, there are only three places that a character can end up. Most adventurers die and are quickly forgotten. Their character sheet is ripped up and thrown in the trash. If a character was exceptional, or exciting in some way, when they died, or reached level 100, they could be voted in to the BOOK OF LEGENDS. This meant that they could one day return as a Wraith and challenge the players to legendary battles.
- 4. We wrote this game during our sexual adolescence. I can't get this point out there quite enough. For the greater period in which we wrote and played this game, we were in middle-school. We were not completely sure how sex worked or how courtship worked, for that matter, but we were completely certain that we liked giant boobs, and we liked the way anime often depicted women.
- 5. **The sex in Wraith World is consensual(ish).** You've seen all those illustrations by Mark Schultz and Jim Reid where Conan the barbarian is fighting a giant serpent or a troll twice his size, and there is a naked woman laying at his feet. In Wraith World, not every woman is like this, but the ones you encounter on adventures usually are. From the busty barmaiden, to the princess in the tower. They have a thing for adventurers.
- 6. **Maidens of a different Species,** was a good way of putting it, though I can't remember if that's how we explained it, back then. Essentially, when a character dies, and you write up a new one, you can usually only pick to be a human. However, the exception to this rule was that if your previous character had slept with a woman of a different species and she gave birth to a son, you could play as him, instead. So you can be half of whatever race you can manage to sink your dick into.
- 7. **A great deal of this game operates on Game Master fiat.** That is something that we will have to live with, for right now. When we played this game, we would often come to a situation that we didn't have rules for. We understood that the Game Master was trying to tell a story, that session, but we would all pause, and think of a new rule to add to the book. Eventually, we had a huge binder full of rules and regulations for all sorts of situations.
- 8. **Wraith World is a weird place.** It is a world that stands outside of normal conventions or expectations. If you asked a 12 year old to come up with a sequel to the Lord of The Rings trilogy, it may look something like this.
- 9. **The main goal is to have fun**. This supersedes any other goal. The whole reason you're playing this game is to throw away the inhibitions of other role playing games and come up with ridiculous situations and scenarios that wouldn't be allowed anywhere else. There will be issues of imbalance and inconsistency, and in time we will find a means of ironing them out.
- 10. **Eventually, there will be a BOOK OF LEGENDS.** When it is released, print it out. Keep it Secret. Keep it safe. If any player looks in it while not GMing, their character is destroyed.

Where To Begin:

Character creation is very simple, and there is a reason for that. Death is very common in Wraith World. Game Masters are relentless and often times merciless when it comes to the death of a character, so it is best to both be wary of traps and encounters, and have a second character sheet ready in case the worst does in fact happen.

- **Step 1.** If this is your first character, or none of your previous characters have bedded a maiden of a different species, then you are simply a human. You may choose your skin color and hair color, and any defining marks. If, however, one of your previous characters had a son with a woman of a different species, you may play as half of whatever that species was. As of now, there is no true difference between a human character, and a character of one of these species, but we intend to eventually have bonuses, penalties, and benefits for many of these.
- **Step 2.** Now, select a name for your character. You can be as sincere or as ludicrous as you desire. It's not likely that they will last very long anyway. If naming a character that is the son of a previous adventurer, why not continue on his legacy by naming him a similar name or giving him the suffix -son?
- **Step 3.** All characters start with only 1d4 in each Stat, and 10 Hit Points. Everyone also rolls a d4 to decide their starting Mana Points. (Your max Mana Point score can only ever increase when you place a new Dice Rank in your Mindpower score. So, the first time you increase your Mindpower, you roll 1d6 and a add the result to your maximum.)
- **Step 4.** Starting off, you are a lowly peasant. You have nothing but a set of clothes, a walking stick, a knife, and a couple days worth of rations. It's best you find some work, fast. Game Masters may of course, decide to give you additional supplies to start out with, if they feel it is necessary. But starting off with less means that you may one day look back on how poor you were, and how little you had, and laugh.



Stats And Attributes:

In Wraith World there are five Attributes called Stats which govern the capabilities of each character. Each of these Stats has a die or set of dice that you allocate as you level up called Dice Rank. Whenever you are faced with a challenge, or try to perform an action which has a chance to fail, you will roll the dice rank allocated with the associated skill, add any bonuses from Powers or equipment your character has access to, then try to roll over the Game Master's result for his own Dice Rank. The five Stats are Strength, Resistances, Mindpower, Agility, and Luck.

Strength: Adventuring in the world of Gaia requires an unnatural amount of muscle. Heroes of Wraith World are often ripped to a degree that would be considered unnecessary anywhere else. Strength is the stat associated with lifting and carrying, swinging a sword and throwing a javelin. Strength also takes the place of stamina, in some instances, as it can be used as an indicator for how far one can travel or how much work one can do in a day. All heroes, from the humble mercenary, to the demi-god slayer can benefit from a high strength score.

Resistances: All of your defensive stats, rolled in to one. A character with a high Resistances score is good at blocking, dodging, and shrugging of debilitating effects like poison. Resistances also governs you Hit Point total, as you level up, and is rolled to see if you lose limbs when you receive excessive damage from a critical hit. When your character's Hit Points reach zero, you will roll your Resistances Dice Rank to see how much damage (below zero) it takes for your character to die. Anyone who plans on living for very long should invest in some ranks in Resistances.

Mindpower: There are a great deal of mysteries and things we don't know in the mists of Wraith World. Mindpower's most widespread uses are as a king of "knowledge check" and a provider of additional Mana as you level up. At first level you roll a four-sided die to see how much Mana you start out with. Then, each time you level up, if you ranked up your Mindpower, you roll the new die and add that total to your maximum Mana. Also, in the event that your character wants to recall a fact about the world or wants to do a quick calculation, they roll a Mindpower check to see how much information they can garner from their surroundings.

Level	Max Dice Rank
1	1d4
5	1d6
10	1d8
15	1d10
20	1d12
25	2d8
30	1d20
35	4d6
40	7d4
45	4d8
50	6d6
55	4d10
60	6d8
65	7d8
75	6d12
80	8d10
85	11 d 8
90	8d12
95	13d8
100	2d100

Agility: In the wastes of the world, only the swift survive. With a high Agility Stat, you can draw your weapon faster, sneak more quietly, and aim more skillfully. When you throw a throwing weapon, or fire a ranged weapon such as a bow or pistol, you roll your Agility to hit, rather than your Strength. If you would like to take a stealthy approach, you would roll your Agility against an unsuspecting foes Mindpower for every turn it would take to do your dirty work.

Luck: Fortune favors the prepared in most cases, and for everything else there is the Luck stat. Luck governs virtually anything else that doesn't fit in any of the other stats. From games of chance, to driving unusual vehicles. A character with a high Luck stat may have an easier time gathering firewood, or have a little more luck finding which hole in a trap you can stick your arm in without loosing some fingers. The general rule for Luck is, if you have to ask which stat a situation would call for, you might as well use Luck for the time being.

Combat:

The battles that took place within the realms of Wraith World were a spectacle to behold! Powerful warriors would fight, often with bare hands, or objects they found lying around on the ground. They would focus "ki" and shoot spells and energies at one another in feats considered more convoluted than most anime. Through all of these shenanigans, it was a wonder we were often able to make a story or ongoing campaign at all. Yet, by watering down the mechanics of most "actual" role playing games, we can get something that approaches a playable game that makes cohesive sense.

"The bloody sword begets wealth for those bold enough to brandish it." All those who plan on surviving more than a day on Gaia without being someone else's slave must learn to defend themselves. It is the second nature of every denizen of that place.

Combat does not require any sort of grid or map. For the most part, as kids, we just described various scenes and scenarios and we were able to make an estimate for how far away things were. "You can base him, this turn." was a common phrase we used to describe someone who was out of range, this turn. On the occasions when we played at home, or at recess with enough space for miniatures or action figures, we used the general rule that a miniature could move 6 inches fore each move, and could hit anything that was within the first 45 degrees of their face, and ranged projectiles usually went about 20 inches. In later additions, polearms were introduced, and they could be used to hit an enemy 2 inches away without basing them, meaning your foe would have to spend a half action to base you before attacking if they didn't have a ranged weapon or a weapon with reach. All of these rules are written with the idea that miniatures are optional.

Overview of Combat:

Combat is already a convoluted affair, with all the swinging and shooting and bleeding. Simple rules aid in keeping the chaos of combat relatively light. The following steps are how combat usually goes. (Keep in mind, certain scenarios or encounters may alter these steps, so it's important to take your Game Master's lead if there is a gimmick or trick to a certain encounter.)

- **Step 1. Initiative.** The Game Master decides whether an encounter provides a chance for rolling initiative. The party may try to get a jump on their foe, or vice versa.
- **Step 2. Taking Actions.** Each character has a **Full Turn**'s worth of actions which they can spend to do different things in the heat of combat.
- **Step 3. Actions are resolved.** Any actions, checks, damage, and penalties are done. This is where most of the action takes place at the gaming table.
- **Step 4. The Turn is Passed.** It should probably go without saying that your turn is then passed to whoever sits next to you, at the table. You may like sitting in such a way that the player with the highest agility sits next to the Game Master, so you can go clockwise from fastest to slowest. During the "End Phase" damage is dealt by ailments, and checks are made to see if one can shirk them off.

Rounds, Turns, and Time:

As previously mentioned, combat takes place in a series of rounds. Each round is divided into a series of turns, one for each player. In a round, the Game Master goes either first or last, and then the players. The Game Master trades off with the players in describing their character's actions. Thus players, for the most part, cannot do anything during the Game Master's turn. (Though there are Powers that say otherwise.)

Actions:

Each player has a **Full Round**'s worth of actions they can take on their turn. There are three distinct types of actions, each divided by the amount of time they require to perform during your turn. There are Full Actions, Half Actions, and Free Actions.

Free Actions are quick motions or gestures that don't take a lot of focus. Speaking, dropping an object that you were holding, pointing or gesturing. You can do these actions without having to roll or take up any portion of your turn.

Half Actions describe most of the things that you want to be doing in combat, such as moving*, attacking, reloading a bow, ducking behind cover, readying an item, or trying to grapple a foe. You can perform two of these actions on your turn, each taking a half.

Full Actions are any sort of task that would require all of your focus and attention for 5 to 10 seconds. Readying a spell, trying to operate a heavy lever in the heat of combat, reloading a gun. Once you've done one of these sort of actions, your turn is used up.

*Sometimes, moving, as an action, can be part of another action. You can, for instance, draw or shieth a sword as part of moving your character. Moving towards an enemy to base them and attack at the end of a movement could be considered "charging" the enemy.

Attacking:

To attack a foe, you must have the weapon you wish to attack with equipped, then be within range of the target your going to strike. Melee weapons use Strength to hit, and deal damage. Meanwhile, ranged weapons use Agility to hit and don't provide a bonus to damage.

To hit a foe you must roll a Strength or Agility check, adding the bonus that your weapon provides, against the Resistances and Armor Bonus of your foe. If you meet or surpass their result, you deal damage to them.

To deal damage, roll a Strength check and add your weapon's bonus for melee, roll an Agility check with no bonuses for ranged. Subtract your opponent's Armor Rating from the damage, and whatever is left over is the amount of damage dealt. An opponent's Armor Rating alone cannot drop your damage below one. (So unless they're under the effects of some spell or magical effect, if you hit them, you always deal at least one damage.)

So, in short: Roll Strength or Agility, add weapon bonus. If it beats your foes Resistances check plus Armor Rank, roll again, adding weapon bonus if it's a melee attack. Then subtract the Armor Rating of your foe, and you have your final number that is subtracted from their Hit Points.

Hit Points, and Death:

When a player's character's Hit Points reach zero or lower, that player rolls a Resistances check. Their result is the amount of Negative Hit Points they can receive before they are dead. Characters with negative hitpoints are considered unconscious, prone, and altogether screwed. Character death is instant and irreversible.

Critical Hits and Fumbles:

This system does not yet have a ruling for critical hits or fumbles. How Critical hits worked in the original system was exceptionally vague and used as a sort of means for bringing a battle to a close quicker. As of now, critical hits work as follows: Whenever you roll to hit, and your result beats your

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, thowing 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.