



# System Admins Manual

## Introduction:

An Infinite Generation game is created by the Game Master (GM for Short). In addition to creating adventures that advance the plot, the GM also develops a wide range of scenarios for other players to explore. The following details the various areas that players can explore, the various guilds, stores, and items that they can purchase or obtain, as well as a variety of rule explanations to help players better comprehend the Infinite Generation Revision 2 concepts.

## Terms and Common Words:

**Chaos Gate** - Every Root Village has a Chaos Gate, which allows players to travel across Servers as well as to Fields and Dungeons.

**Server** - A server is a computer system that other computers can connect to. All Dungeons, fields, Monsters, and treasure, in other words, every aspect of the game, are saved on one of the game's servers in The World.

**NPC** - Non-Playable Characters including the Players that the GM controls for the story.

**PC** - Player Character

**Guilds** - A Guild is a group of players who have common interests.

**@Home** - An @HOME is a location in the game that serves as a base or hall for Guilds. The size of a @HOME is determined by the rank of the guild. Tiny, weak guilds usually only contain a few rooms, whereas the @HOMES of major guilds can rival the size of a Root Town.

**PK** - Player Killers. Players who hunt other Players for sport or to cause grief.

**PKK** - Player Killer Killers. Players who hunt Player Killers.

## Social Checks:

Your players will want to participate in the story during the adventure. Various actions can be taken to determine whether they succeed or fail at what they set out to do. The GM will have the players roll their dice, and the GM will choose which social check to make from the list below.

**Investigation**: The process of looking into something or someone; a rigorous, methodical study or research.

**Persuasion**: The act of convincing someone to do something or have a certain belief is known as persuasion.

**Knowledge**: The fact or state of having familiarity with something acquired via experience or interaction within The World.

**Intimidation**: To cause dread to scare, particularly through threats.

**Deception**: The process of convincing someone to believe something that is incorrect or invalid.

**Hide**: Hide from the sight or observation of others.

**Kick**: A check to determine the success of kicking a Lucky Animal or Chim(s).

**Perception**: The capacity to perceive something through one's senses (hear, see, or become aware of it).

The check's complexity will be determined by how tough it is to do the task at hand. You can either set the difficulty yourself or use the template below for specific checks.

Levels 1 - 3	Levels 4-6	Levels 7 - 10
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Easy: 2	Easy: 3	Easy: 5
Normal: 4	Normal: 6	Normal: 8
Hard: 6	Hard: 8	Hard: 11

## Root Towns:

All Dungeons, fields, Monsters, and treasure, in other words, every aspect of the game, are saved on one of the game's servers in The World. Each server has a Root Town in the center where players can form parties, purchase, sell, and trade stuff, and do pretty much anything else that doesn't involve fields or dungeons. Fields and other servers can be reached from the root town by utilizing a combination of key words and the Chaos Gate, which is normally located in the town's center. The primary three root towns, Mac Anu, Dol Dona, and Breg Epona, each have a recommended level that players may reach in order to explore the server's connected locations, but Lumina Cloth has no recommended level. While they can explore these locations, the difficulty of those areas will exceed what the players are capable of, thus acting with caution if they decide to venture to high level areas.

Δ Delta Server, with Root Town Mac Anu - Levels 1 - 3  
Θ Theta Server, with Root Town Dol Dona - Levels 4 - 6  
Σ Sigma Server, with Root Town Breg Epona - Levels 7 - 10  
Ω Omega Server, with Root Town Lumina Cloth - Levels 1 - 10

(Breg Epona, and Lumina Cloth will be available in a future update)

## Δ Delta Server, Eternal City Mac Anu

Mac Anu, bathed in bright sunlight and surrounded by beautiful water, offers several conveniences to the early gamer.

The Chaos Gate is located in the Dome to the north, while the city's southern half is divided into four districts, each with its own set of businesses and NPCs. Low-ranking Guilds, in particular, have their @HOMEs in the Mercenary District. The Harbor District is to the south, where the Transport Ship may carry the player to Hy Brasail, the Isle of Kings.

Other Mac Anu features include the obelisk in the plaza of the Central District and the statue water fountain in the eastern Alchemy District.

## Dome:

The Dome is where players will travel to warp to fields or dungeons via the Chaos Gate. There is also a Kiosk here providing basic healing items to assist players in their quests.

### **Kiosk Shop:**

**Health Drinks:** Restores 100 HP - 100 GP

**Sprite Drop:** Restores 50 SP - 350 GP

**Caramel Sauce:** Restores 30 SP - 250 GP

**Revival Medicine:** Revives a fallen party member, Restores 20 HP - 400 GP

**Smoke Screen:** Ends combat, becomes invisible to enemies for 3 turns. 150

GP

### **Center District:**

The heart of Mac Anu, with a massive obelisk resting in a fountain. Several shops run by members of the area's many guilds surround the fountain. If your party has stuff to sell and they are all members of the same Guild, they can choose to sell their items to other Infinite Generation R2 players.

The GM will then construct a list of all the items they want to offer in their shop, along with their pricing ranges. Each item's pricing cannot be more than 200% of its true value and cannot be less than 50% of its value. The number of things they may sell is 5 + Guild Rank. They can check to see if the products have sold through their @Homes by speaking to the Grunty who is present. The GM may also distribute this list to other GMs who play Infinite Generation to use for their games, and any GP made using this list will go to the GM who gave it to them.

Aside from the stores maintained by other people, there will be one that sells unique products for a hefty price. Due to the rarity of these things, they can only be received once.

### **Trifle Guild Shop:**

**Beginner's Book:** Increases EXP of All players by 1,000. 15,000 GP

**Word of Vigor:** Increase maximum HP by 25. 2,500 GP

**Word of Spirit:** Increase maximum SP by 25. 4,000 GP

**Dawn Chim Chim:** Increase maximum HP by 50. 5,000 GP

**Dusk Chim Chim:** Increase maximum SP by 50. 8,000 GP

**Text of Power:** Increase physical attack value by 1. 7,500 GP

**Text of Stamina:** Increase physical defense value by 3. 5,000 GP.

**Text of Wisdom:** Increase magic attack value by 1. 7,500 GP.

**Text of Sense:** Increase magic defense value by 3. 5,000 GP.

## Mercenary District:

A market where players can get basic weapons, armor, and skills/spells. Low leveled guilds' @homes are also found here.

### Weapon Shop:

Dual Sword - Spin Kouga: +1 P-ATK, Skill - Gale Blade (D2), 450 GP

Dual Sword - Spin Man Que: +2 P-ATK, Skill - None, 950 GP

Dual Sword - Spin Rasetu: +2 P-ATK, Spell - Repth (D2), 1450 GP

Blade - Blade Guifei: +1 P-ATK, Skill - Sword Flash (D3), 250 GP

Blade - Blade Fern : +2 P-ATK, Skill - None, 600 GP

Blade - Blade Thorns: +2 P-ATK, +1 M-ATK, Spell - Zan Rom (D4), 1400 GP

Broadsword - Broad Demon: +1 P-ATK, Skill - Tiger Blitz (D5), 250 GP

Broadsword - Broad Wheel: +1 P-ATK, +1 P-DEF, Skill - None, 1100 GP

Broadsword - Broad Maiden: +2 P-ATK, Spell - Ap Corv (D3), 1650 GP

Bayonet - Gun Steel: +1 P-ATK, Skill - Thorn Shot (D4), 250 GP

Bayonet - Gun Fu Yue: +1 P-ATK, +1 M-DEF, Skill - None, 850 GP

Stave - Spell Xialin: +1 M-ATK, Spell - Repth (D4), 250 GP

Stave - Spell Xinzhu: +1 M-ATK, +1 M-DEF, Spell - Vak Don (D5), 2000 GP

Grimoire - Magic Amber: +1 M-ATK, Spell - Rue Kruz (D3), 250 GP

Grimoire - Magic Hosei: +1 M-ATK, +1 P-DEF, Spell -Dek Vorv (D2), 2350 GP

Gauntlet - Tiger Fist: +2 P-ATK, Skill - Rapid Attack (D4), 450 GP

Lance - Golden Spear: +1 P-DEF, +1 M-DEF, Skill - Air Raid (D6), 300 GP

Scythe - Scythe Shouxiao: +1 P-ATK, +1 M-DEF, Skill - Wicked Strike (D3),  
400 GP

Fan - Fan Jasper: +1 M-ATK, +1 P-ATK, Spell - Dek Corv (D2), 450 GP

### **Armor Shop:**

**Robes - Sub Gear:** +1 P-DEF, X2 M-DEF, Skill - None, 200 GP

**Robes - Sub Robe:** +1 P-DEF, X3 M-DEF, 1200 GP

**Light Armor - Loose Sash:** x2 P-DEF, +1 M-DEF, 200 GP

**Light Armor - Loose Guard:** x2 P-DEF, +3 M-DEF. 1200 GP

**Heavy Armor - Rough Armor:** x2 P-DEF, +1 P-DEF, 200 GP

**Heavy Armor - Rough Shell:** x3 P-DEF, + 2 P-DEF, 1200 GP

**Accessory - Dusty Miller:** +2 M-ATK and M-DEF, Spells Cost 20 more SP, 2000 GP

**Accessory - Rose Flower:** +2 P-ATK and P-DEF, Skills Cost 20 more SP, 2000 GP

**Accessory - 1-Line Reference:** Buff and Debuff Spells last 1 additional turn, Spells cost 20 more SP, 2000 GP

**Accessory - Shallow Wit:** Doubles the amount of GP Earned, 5000 GP

### **Magic Shop:**

#### **Scrolls:**

Scrolls are items in The World and The World R:2 that have spells written on them. By using the scroll a player can cast the spell written on it without using SP. Though the scroll is destroyed in the process the items are frequently used by players to gain an edge in combat or quickly recover themselves or their allies.

**Fire Storm:** Casts "Vak Don" on a target, 500 GP

**Tidal Wave:** Casts "Rue Kruz" on a target, 500 GP

**Tornado:** Casts "Zan Rom" on a target, 600 GP

**Earth Spike:** Casts "Gan Bolg" on a target, 700 GP

**Life Scroll:** Teaches "Repth" to a player, 3000 GP

**Antidote Scroll:** Teaches "Rip Duk" to a player, 3000 GP

**Dawn Bird Scroll:** Teaches "Rip Mumyn" to a player, 3000 GP

**Priest Scroll:** Teaches "Rip Maj" to a player, 3000 GP

**Hellfire Scroll:** Teaches "Vak Don" to a player, 4000 GP

**Tidal Scroll: Teaches "Rue Kruz" to a player, 4000 GP**

**Avalanche Scroll: Teaches "Gan Bolg" to a player, 3000 GP**

**Tornado Scroll: Teaches "Zan Rom" to a player, 3000 GP**

## **Alchemy District:**

A market where players can get basic weapons and armor to help prepare for areas in Θ Theta Server.

### **DX Weapon Shop:**

**Dual Sword - Spin Piney: +3 P-ATK, Skill - Sparrow Counter (D5), 3500 GP**

**Blade - Blade Thread: +2 P-ATK, +1 M-ATK, Skill - Ogre Sword (D3), 4000 GP**

**Broadsword - Broad Zhen: +3 P-ATK, +1 P-DEF, Spell - Dek Vorv (D3), 3200**

**GP**

**Bayonet - Gun Waves: +2 P-ATK, +2 M-ATK, Skill - Thunder Spark (D2), 3600**

**GP**

**Stave - Spell Baiyan: +3 M-ATK, +1 P-DEF, Spell - Dek Vorma (D2), 4200 GP**

**Grimoire - Magic Nymph: +3 M-ATK, +1 M-DEF, Spell - Duk Lei (D2), 4000 GP**

**Gauntlet -Fist Altair: +2 P-ATK, +1 Movement, Skill - King Hammer (D5),**

**4800 GP**

**Lance - Lance Yantie: +2 P-DEF, +1 P-ATK, Spell - Ap Vorv (D4), 5000 GP**

**Scythe - Scythe Hook: +2 P-ATK, +1 M-ATK, Skill - Wicked Strike (D6), 5600**

**GP**

**Fan - Fan Jupiter: +2 M-ATK, +2 A-ATK, Spell - Ap Corma (D5), 5000 GP**

### **DX Armor Shop:**

**Robes - Sub Robe: +2 P-DEF, X4 M-DEF, 4200 GP**

**Light Armor - Loose Jiongjia x3 P-DEF, +4 M-DEF, 4000 GP**

**Heavy Armor - Rough Shell: x4 P-DEF, +3 P-DEF, 5400 GP**

**Accessory - Simple Fire Bell: Receive half damage from Fire based attacks, 4500 GP**

**Accessory - Simple Earth Bell: Receive half damage from Earth based attacks, 4500 GP**

**Accessory - Simple Water Bell: Receive half damage from Water based attacks, 4500 GP**

**Accessory - Simple Wind Bell: Receive half damage from Wind based attacks, 4500 GP**

## **Lucky Animal Farm**

In Infinite Generation Revision 2, Lucky Animals can be found in fields and in dungeons. Pursuing and kicking them leads to them bestowing a blessing on the player, which can take many forms depending on the animal. Unlucky Animals also pursue the player and attempt to curse him or her if they are not evaded or kicked. Every time they are kicked, the farm's NPC, **Dr. Pao**, will transfer that animal to his farm using a special device. Finding every Lucky Animal will get you a special item. The players can visit the farm in **Delta Discovering New Discoveries** at any time to interact with all of the Lucky and Unlucky Animals they have discovered.

### **Lucky Animals:**

- Gold Bird - Turn remaining breakable objects into chests
- Moon Rabbit - Gives 200 Exp to whole team
- Leviathan - Gives 3 Items based on area element
- Sleipnir - Halve enemies' health for next 3 encounters
- Tsutsuga - Restores 20 HP when a player reaches 0 HP - 3 times
- Ganesha - Double the HP & SP of party for 3 battles
- High Wolf - Gives you one of three items. Health Drink, Sprite Drop, Fire Storm.
- Fate Worm - You receive 2000 GP
- Totetsu - Turn remaining breakable objects into chests
- Kudan - Gives 150 Exp to whole team
- Tengu - Gives 2 Items based on area element
- Chimera - Halve enemies' health for next 2 encounters
- Qi Lin - Restores 20 HP when a player reaches 0 HP - 2 times
- Tokoh - Double the HP & SP of party for 2 battles



- Baku - Gives you one of three items. Health Drink, Sprite Drop, Tidal Wave.
- Ouryu - You receive 1500 GP
- Nue - Summons Chim King
- Two-Tailed Fox - Cursed - Party Loses 2000 GP
- Malice Cat - Cursed - Party's HP and SP are reduced by half for as long as they are in the field or dungeon.
- Dark Goat - Cursed - Reduces EXP by 200
- Black Sleipnir appears only in a Quest, and gives 2000 GP.

## @homes, Guilds, and Ryu Books

### @homes

In IGR2, a @HOME is a location that serves as a base or hall for Guilds. The size of a @HOME is determined by the rank of the guild. Small, weak guilds usually only contain a few rooms, whereas the @HOMES of major guilds can rival the size of a Root Town. Every @HOME has its own Grunty, who appears as a Grunty version of the Guild's current head.

### Guilds

Guilds are made up of individual gamers who have formed their own groups. A party can form a Guild and establish itself in The World. Every Guild begins at level 1 and can advance when certain criteria are completed. The Guild Master is chosen first by the players. They can choose one or more people to be Guild Masters and receive the Role of the same name. The group can then determine what kind of Guild they want to be and choose one of the attributes that follow for each member.

**Social** - Each player gets a +1 to their Persuasion Checks.

**Progression** - Each player gets a +1 to their Investigation Checks.

**PK Focused** - Each player gets a +1 to their Intimidation Checks.

**Roleplay** - When a player rolls the same number as another, they gain an additional +1 friendship.

**Newbie** - After a battle, each player under level 3 gains 40 GP and 20 EXP for each enemy defeated. Each player above level 3 receives 20 GP and 10 EXP for each enemy defeated.

## Guilds Ranks

Guild Rank represents a guild's standing in The World. Grunties track all Guildmasters with Ryu Books. The guild's rank is determined by the lowest level they have earned in any category of the Ryu Books. The rank of a guild impacts its @Home capabilities, such as greater storage space and Platform connectivity, and guilds with high ranks are awarded a field @Home.

**Guild Rank 2:** Expanded Storage (60 Items, 60 Equipment). In addition 2 more items can be placed in the guild shop. (5 + Guild Rank + 2). Access to the Steam Bike.

**Guild Rank 3:** @HOME storage access at platforms.

**Guild Rank 4:** Teleport between previously visited platforms.

**Guild Rank 5:** 3 more items can be sold in the Guild Shop. (5 + Guild Rank + 5)

**Guild Rank 6:** Expanded Storage (up to 75 of each item and equipment). Platform Alchemy - Can enhance equipment while in a field or dungeon.

**Upper Class Guild:** at rank 7 or higher you may expand for 100000 GP. The cost of Alchemy is cut in half. Up to 95 of each item and equipment can be stored. The GM can also design a Field @home as their base or use the sample field @home.

**Guild Rank 7:** Up to 120 of each item and equipment may be stored.

**Guild Rank 8:** Recover partial HP and SP once at a platform in an area. 5 more items may be sold in the guild shop. (5+ Guild Rank + 10)

**Guild Rank 9:** Recover all HP, SP as well as status abnormalities only one time at a platform.

## Ryu Books

Ryu Books can track a player's accomplishments and reward them with bonuses such as rare items or passives for their characters. By conversing with the Grunty in their @home, the party can keep track of their progress. The following shows the requirements to level each book up. Each player will receive rewards when they meet a certain progression goal.

(Greeting Cards are not required for completing Ryu Book III.)

(Rewards and more books will be added in a future update.)

### Ryu Book I - Fields and Dungeons:

Number of times the party visited a Field or Dungeon

- ☐ Level 1: 5 areas visited - 500 GP
- ☐ Level 2: 10 areas visited - "Hello" Greeting Card
- ☐ Level 3: 15 areas visited - 750 GP
- ☐ Level 4: 20 areas visited - "Food" Greeting Card
- ☐ Level 5: 25 areas visited - 1000 GP
- ☐ Level 6: 30 areas visited - "How are you?" Greeting Card
- ☐ Level 7: 40 areas visited - 2000 GP
- ☐ Level 8: 50 areas visited - "Motto" Greeting Card
- ☐ Level 9: 60 areas visited - Symbol of Friendship

### Ryu Book II - Battle:

Number of times the party has defeated an enemy

- ☐ Level 1: 5 Battles won - Turtle Shell - Accessory
- ☐ Level 2: 10 Battles won - Remedy Bracelet - Accessory
- ☐ Level 3: 15 Battles won - Body Scale - Accessory
- ☐ Level 4: 20 Battles won - Turtle Crest - Accessory
- ☐ Level 5: 30 Battles won - Fortitude Bangle - Accessory
- ☐ Level 6: 40 Battles won - Tortoise Shell - Accessory
- ☐ Level 7: 60 Battles won - Twin Scales - Accessory
- ☐ Level 8: 80 Battles won - Spirit Tree Bud - Accessory
- ☐ Level 9: 100 Battles won - World Mirror - Accessory

### **Ryu Book III - Item Collection:**

**List of items and equipment the party has obtained at least once.**

☐ **Level 2: All Common items and equipment - Mantis Nail - Accessory**

☐ **Level 3: All Uncommon items and Equipment - Dowsing Rod -  
Accessory**

☐ **Level 5: All Rare Items and Equipment - Boost Candle - Accessory**

☐ **Level 7: All Unique Items and Equipment - Grab Bag - Accessory**

☐ **Level 9: All Legendary Items and Equipment - Indulgence - Accessory**

## Keywords and Chaos Gate

Every Root Town has a Chaos Gate, which allows players to travel across Servers as well as to Fields and Dungeons. If your players want to explore an area or dungeon before the start of a session, you can let them choose which key phrases to fill in for that region. To enter a field or dungeon, the players must first choose a set of key words obtained throughout their journeys. Certain keywords make encounters more challenging while also increasing rewards, while others cause more lucky animals to appear in an area or foes of a certain element to appear more frequently. You may then use their selections to create a dungeon or field. This guide contains a map for the GM to utilize in addition to the keywords listed below. Platforms can be found in fields and dungeons, and they are utilized to return to a town's Chaos Gate. For some Keywords, you will have to find the three symbol fragment on the map to be able to go to the \*beast temple\*, for others, you'll have to kill the boss on the map.

### First Keyword List

	Area Type	Element
Buzzing	Field	Water
Rising	Dungeon	Water
Elegant	Field	Wind
Fly Away	Dungeon	Wind
Forgotten	Field	Earth
Entwined	Dungeon	Earth
Essential	Field	Fire
Warm	Dungeon	Fire
Hidden	Field	None
Setting	Dungeon	None

### Second Keyword List

Difficulty	EXP	Rewards	Mission
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Vane	None	Base	None	Collect Symbol Fragments
Marble's	None	Base	None	Kill the Boss
Wrath's	x2	x1.5	x2	Collect Symbol Fragments
Dusk's	x2	x1.5	x2	Kill the Boss
Failing	x3	x2	x3	Collect Symbol Fragments
Forbidden	x3	x2	x3	Kill the Boss
Friend's	x4	x3	x4	Collect Symbol Fragments
Cursed	x4	x3	x4	Kill the Boss

## Final Keyword List

### Area Effects:

Phantom	None
Gold Bird	Spawns 2 Lucky Animals
Shadow	Spawns Doppelganger
Footsteps	Earn Double Chim Spheres
Fortune	Earn Double GP
Nemesis	Enemies have Ap Corv applied
Night Moon	No Enemies (Except Boss)
Cat's Eye	Item Hunter Boost (additional d6 to IH role ability)
Holy Ground	Recover 10 HP per turn in battle

## Enemy Difficulty Multipliers:

	HP	SP	P-ATK	P-Def	M-ATK	M-DEF	Effect
x2	x2	x2	x1	x1	x1	x1	None
x3	x4	x3	x2	x1	x2	x1	(Restore 20 HP per turn)
x4	x6	x4	x3	x2	x3	x2	(Restore 20 HP & SP per turn)

## Ω Omega Server, with Root Town Lumina Cloth

Lumina Cloth is a one-of-a-kind server for PVP conflicts. There are three battlefields in the game: Demon Palace, Holy Palace, and Sage Palace. The Arena Hall, a tall edifice in the center of the main town containing specific battle locations known as Palaces, is the only place where PKing can occur. Lumina Cloth is a popular location for players of all levels to obtain rare items.

Teams of up to three players compete in structured contests in the Arena. Winning earns each team points (WP), which raises their rank in their arena Palace. The number of WP earned in arena battles equals the total character levels of the opposing team. Teams that participate receive items based on how many points they have after obtaining a specified quantity of WP. The Arena also has several limits in place to ensure a balanced and fair play.

- While any player can participate in any palace tournament, if their level is higher than the maximum level cap, their levels will be adjusted to meet the maximum requirements, and their HP and SP numbers will be reduced to half of what they are currently.
- Damage, abilities, skills/spells, and passives that heal are all decreased in effectiveness by half (except skills/spells that provide buffs/debuffs).
- Items are not permitted.

## Initiative Order

Before the game starts, each participant rolls a die to establish the order of attacks. The player with the highest roll acts first, followed by the next highest number rolled until all players have acted. This sequence will be repeated round after round until every member on a team's HP reaches zero.

## Hangeki

In the Arena, a player can utilize the Skill Trigger to conduct Hangeki, or counterattacks, when an opponent uses a skill or spell. When a Hangeki is executed, the initiating player utilizes their own Skill Trigger against the other player, canceling off the opposing player's Skill or Spell. A player cannot perform an action the same turn they use a Hangeki. A Hangeki can only be used once per team per round of combat.



## Rewards

**5 WP - Word of Vigor:** Increase maximum HP by 25.

**10 WP - Accessory - Force of Nature** - You can increase your P-ATK by 2 until the end of the turn once every battle, but doing so reduces your P-DEF and M-DEF by half until the end of the turn.

**15 WP - Robes - Druid's Gown:** x3 P-DEF, +1 M-DEF, -1 P-ATK  
**Heavy Armor - Paladin's Armor:** x3 P-DEF, +3 P-DEF, -3 M-DEF  
**Light Armor - Rogue's Hide:** x3 P-DEF, +2 M-DEF, -1 M-ATK

**30 WP - Word of Spirit:** Increase maximum SP by 25.

**45 WP - Light Armor - Ranger's Leathers:** x3 P-DEF, x2 M-DEF, +1 Base HP  
**Heavy Armor - Barbarian's Pauldron:** +3 P-ATK, +1 P-DEF  
**Robes - Warlock's Garb:** x3 M-DEF, x2 P-DEF, +1 Base SP

**60 WP - Accessory - Short Rest** - You can roll your die once per session, when you are not in combat. You restore HP equal to the die result multiplied by your base SP.

**Accessory - Hunter's Mark** - +1 P-ATK, When you hit an enemy with a base attack or skill once every fight, the enemy's P-DEF is reduced by half until the end of the turn.

## Θ Theta Server, Celestial City Dol Dona

Located between tall rock formations and saturated with greenery, Dol Dona is laid out in a linear fashion. The Chaos Gate can be found to the south, the @HOME entrance to the north, and in between a central shopping area.

### Center Shopping Area:

#### Weapon Shop:

Dual Sword - Spin Ribs: +4 P-ATK, +1 P-DEF, Skill - Tri-Strike (D5), 6300 GP

Dual Sword - Spin Indigo: +5 P-ATK, +20 SP, Skill - None, 8000 GP

Blade - Blade Luer: +3 P-ATK, Skill - Lateral Moon (D2), 7200 GP

Blade - Blade Rivet : +4 P-ATK, +2 M-DEF, Skill - None, 8400 GP

Broadsword - Broad Guiren: +4 P-ATK, 2x M-DEF, Skill - Armor Pierce (D6),  
7200 GP

Broadsword - Broad Seigen: +5 P-ATK, +4 P-DEF, Skill - None, 8400 GP

Bayonet - Gun Lion: +2 P-ATK, + 20 SP, Skill - Plectra Bulle (D3), 8400 GP

Bayonet - Gun Bead: +3 P-ATK, +4 M-ATK, Skill - None, 10000 GP

Stave - Spell Ji Yi: +4 M-ATK, +2 P-ATK Spell - Rip Maen (D2), 7200 GP

Grimoire - Magic Huawen: +4 M-ATK, x2 P-DEF, Spell - Ap Corv (D3), 7600  
GP

Gauntlet - Tiger Talon: +3 P-ATK, +2 Movement, Skill - Tiger Bite (D4), 8000  
GP

Gauntlet - Tiger Fairy: +2 P-ATK, + 50 HP, Skill - None (D4), 12600 GP

Lance - Lance Xiong: x2 P-DEF, +2 P-ATK, Skill - Piercing Heaven (D6), 8000  
GP

Lance - Lance Tulong: x3 P-DEF, +3 P-ATK, +2 M-DEF, Skill - None, 9200 GP

Scythe - Scythe Cleaver: +1 P-ATK, +3 M-ATK, Basic Attack Range +1 cell,  
Skill - None, 9000 GP

## **Armor Shop:**

**Robes - Sub Cape:** x2 P-DEF, x5 M-DEF, 8000 GP

**Light Armor - Loose Leather** x3 P-DEF, x2 M-DEF, +1 Movement, 9200 GP

**Heavy Armor - Rough Steel:** x5 P-DEF, x2 M-DEF, 9200 GP

**Accessory - Simple Light Balm:** Receive half damage from Light based attacks, 7000 GP

**Accessory - Simple Dark Balm:** Receive half damage from Dark based attacks, 7000 GP

**Accessory - Simple Glasses:** +2 Perception, 7000 GP

**Accessory - Simple Shoulders:** Receive half damage from basic attack damage, 10000 GP

## **Magic Shop:**

**Life Scroll - Teaches "Repth" to a player, 3000 GP**

**Resurrect Scroll - Teaches "Rip Maen" to a player, 5500 GP**

**Reflex Scroll - Teaches "Dek Corv" to a player, 5500 GP**

**Repeal Scroll - Teaches "Dek Corma" to a player, 5500 GP**

**Halcyon Scroll - Teaches "Lei Zas" to a player, 5500 GP**

**Abyss Scroll - Teaches "Ani Zot" to a player, 5500 GP**

## Steam Bike

Those who have attained Guild Rank 3 will have access to steam-powered motorcycles known as Steam Bikes. The Steam Bike can be utilized in exclusive places where you can compete against other players for special items or race for the fastest times. Steam Bikes cannot be used in dungeons. There are four different pieces on each Steam Bike.

**Armor** - The amount of HP the Bike has.

**Tires** - Determines Base movement of the Bike.

**Engine** - The additional movement that can be achieved. Bonus movement is referred to as Acceleration Die.

**Attachment** - Special Ability that can be applied to the Bike.

Once they attain Guild Rank 3, each player will get the following bike and its components. Additionally, players can purchase parts at the bike shop in Dol Dona, close to the @home.

## Simple Chariot

**Type 100 Armor** - 50 HP

**Type 110 Tires** - Base movement - 5 cells

**Type 110 Engine** - 1d4 cells

**Overdrive** - Increase your Acceleration die by 2 until the end of the turn. You can only use this ability once per race.

## **Bike Shop**

### **Armor**

**Type 200 Armor:** 75 HP, Ability - None, 8000 GP

**Type 300 Armor:** 100 HP, Ability - None, 12000 GP

**Ebony Armor:** 125 HP, Ability - Ani Don (Deals 3d10 Dark Damage to Bikes. Range - 1 to 5 cells. Can only be used once per turn.), 15000 GP

### **Tires**

**120 Tires:** Base movement - 6 cells, Ability - None, 6000 GP

**130 Tires:** Base movement - 7 cells, Ability - None, 8000 GP

**Hazy Tires:** Base movement - 8 cells, Ability - Great Mountain (Can reduce damage taken by half once per race), 10000 GP

### **Engine**

**120 Engine:** 1d6 cells, Ability - None, 9000 GP

**130 Engine:** 2d4 cells, Ability - None, 11000 GP

**Shigure Engine:** 2d6 Cells, Ability - All or Nothing (Doubles movement for one turn, reduces movement to 0 on the next turn until the end of the turn. This ability can only be used once per race.), 18000 GP

## Attachments

**Gan Zot Blades:** Deals 4d6 Earth Damage to Bikes, Range - 1 cell, 10000 GP

**Repair Module:** Restores 10 HP to your bike once per turn, 11000 GP

**Booster:** Increases Acceleration Die by 1, 15000 GP

## Racing Rules

### Player Vs Player

To decide the sequence of initiatives in the race, each player will roll their Acceleration Die at the beginning of the race. The player rolls their Acceleration Die and adds their bike's base movement to that roll at the beginning of each turn. How far you can move throughout that turn depends on that number. A player can decide whether to use an ability that their bike possesses once they move.

A winner is selected once one of the following requirements are met:

**First to Finish Lap:** First player to cross the finish line in the race.

**Players Bike gets Destroyed:** If the Player destroys the opponents bike, and if they are the only one remaining in the race.

### Time Attack

To test their speed, players can compete in races. The objective of this race is to hit each of the three King Chim Chims that are strewn about. The GM can either use the map in this manual or create their own to provide new challenges for their players.

### Boosts

Each player is allowed a maximum of three boosts, which are obtained by striking chims on the track. The player can roll an additional Acceleration die during their turn by using boosts, and the more boosts they use (up to a maximum of three boosts), the more dice they can add.

**Normal Chim:** 5 Normal Chim Spheres = 1 Boost

**Rare Chim:** 1 Rare Chim Sphere = 1 Boost

**King Chim:** 1 King Chim Sphere = 2 Boosts



## **Δ Delta Competing Challenging Ordeal**





# Adventuring in The World

## Fields

Fields are one of The World R:2's three categories of areas (along with dungeons and lost grounds). All fields have the same fundamental scenery but differ in weather. Each field includes a mission, commonly called a quest, that usually consists of either opening and entering the underground treasure chamber or battling a boss.

Monsters are strewn around the fields, and each usually has a Mecha Grunty and a Lucky Animal. There are also Unlucky Animals on occasion, and idle players may be attacked by a Doppelganger. Some fields have rivers or ravines that can only be bridged with a Warp Point.

There are also kickable objects that can produce an item or reveal a Chim Chim when kicked.

## Dungeons

Dungeons are a separate type of area from fields, which players can enter directly from a Chaos Gate. For many dungeons the goal is to reach the Beast Statue or defeat a boss, though various quests may require other conditions to be met.

## Beast Statue

Beast Statues are located in temples scattered throughout fields and dungeons in The World R:2. In front of each statue is a special treasure offering which contains 2 rare items. (The list of items can be found below)

## Chim Chim

Chim Chims are little, four-legged creatures that can be found hidden in trees, enormous mushrooms, and other places throughout The Planet R:2. They carry a Chim Sphere on the tops of their heads, which is the primary power source for many machines found in The World (such as Steam Doors, Warp Points, and Mecha Grunty).

Power is measured in "Chims," which are equal to the amount of power in the sphere of a standard Chim Chim. Chasing and kicking them causes the spheres to fall off the



Chim Chim and into the player's inventory, but this causes the poor Chim Chim to wither away into oblivion. Dr. Kubo, one of the NPCs in Mac Anu, researches the Chim Chims' civilization as a profession.

The number of Chim Spheres obtained by kicking a Chim Chim is shown below.

**Chim Chim** - 1 Chim Sphere - The most common type of Chim Chim. They occasionally emerge in huge groups with one or two Rare Chim Chims mixed together. Each of their Chim Spheres is equal to one Chim.

**Rare Chim Chim** - 5 Chim Spheres - Rare Chim Chims are usually found mixed in with normal Chim Chims. They are colored yellow instead of purple, and wear a sash and medal, seemingly the dignitaries of the Chim Chim world. Their Chim Spheres are worth ten Chims apiece.

**King Chim Chim** - 50 Chim Spheres - King Chim Chim, king of the Chim Chims, will occasionally appear. He usually emerges by himself in situations where a huge bunch of Chim Chims would normally appear, although he can also be summoned by a Nue. King Chim Chim begins the same size as any other Chim Chim, but as he is booted, he swells and grows. Each player rolls to Kick King Chim Chim. A 3 or higher will result in a successful kick. Afterwards the King will kick a player if their D6 is 3 or higher. When he reaches a size greater than the player, he begins jumping in an attempt to crush the player. The player is unharmed, but each time the king succeeds, the player loses 5 Chim Spheres. Continued kicks to the King, on the other hand, will cause him to expand to such proportions that he bursts, dropping 50 Chims worth of Rare Chim Spheres and occasionally (although very rarely outside of quests) the Chim Crown, a rare item.

**Chim Crown** - An item that can be sold for 1000 GP, or turned in to Dr.Pao in exchange for a Scroll that teaches spells.

## Mecha Grunty

Mecha Grunty is a robotic Grunty created by Dr. Kepel in The World R:2. It appears in fields and dungeons, crashed and depleted of power. If the player powers it up with chim-spheres, it will recover and fly off, only to crash again in a different area, leaving an item behind.

Saving Mecha Grunty 10 times will allow it to finally have a successful take-off, and the player will be able to obtain rare equipment from **Dr. Kepel**.

The Chim Sphere cost to restore Mecha Grunty's power, as well as the item he drops and Dr. Kepel's rare items, are as follows.

Cost - 1 Chim Spheres - Health Drink

Cost - 5 Chim Spheres - Sprite Drop

Cost - 10 Chim Spheres - Revival Medicine

Cost - 20 Chim Spheres - Weird Black Tea

Cost - 30 Chim Spheres - Vital Charm

Cost - 40 Chim Spheres - Spirit Charm

Cost - 50 Chim Spheres - Life Scroll

Cost - 60 Chim Spheres - Resurrect Scroll

Cost - 70 Chim Spheres - Halcyon Scroll

Cost - 80 Chim Spheres - Vitality Scroll

**Dr. Kepel's Rewards** - Dr. Kepel can be located in Mac Anu's Docks.

Depending on how many times you have saved Mecha Grunty, you can get the following goods.

Saved 2 Time - Accessory - Simple Steam Ring - Doubles the Amount of Chim's obtained.

Saved 4 Times - Accessory - Steam Bracelet - Receive half damage from Water and Fire based attacks.

**Saved 7 Times - Heavy Armor - Steam Armor - x4 P-DEF, +3 M-DEF, Receive half damage from Water and Fire based attacks.**

**Saved 10 Times - Light Armor - Steam Coat - x3 P-DEF, x2 M-DEF, When an enemy uses a melee attack or skill against you, they take 10 Water Damage.**

## Combat Rules:

Your Players start a battle with whatever HP or SP they had last. HP and SP do not regenerate. If a PC's HP drops to 0, they become a Ghost. If a Monster's HP drops to 0, it is removed from the battle. The battle ends when all Monsters are defeated, or all PCs are Ghosts.

### Movement

Every character has a set movement they can take on their turn based off of their Race. You can move a number of cells equal to that amount.

### Turn Order

Combat goes through a turn where all PCs attack simultaneously, and then each remaining Monster attacks with each of their Attacks individually. Every player rolls their dice to determine the order of who is acting in combat. If multiple people roll the same number roll the die again for who would go first between them. The GM chooses who gets hit by what attack.

### Attacking

Every PC rolls their die. Damage is dealt by your roll multiplied by your P-ATK (if you are using physical attacks or skills) or M-ATK (if you are using a spell), however, each PC's roll is calculated separately. You can then assign damage to Monsters freely past that point.

### Attack Failure

If a PC during the PC's turn rolls a 1, then that attack made by the PC fails that turn and results in a miss.

### Rengeki

The damage of an attack is doubled when a player rolls the maximum result on the dice when attacking (apart from when using a skill in the skill trigger slot), and everyone in your party gains +1 friendship. When using a Skill Trigger, if you roll the maximum die result, you don't get the damage boost but still get the friendship bonus.

### Skills

After you have rolled your die for your turn, as long as you have not rolled a 1, you can use the Skill associated with the number you have rolled by consuming SP corresponding with that skill. For example, if you're a Twin Blade and have rolled a 3, and if you have a skill set to that roll, by using SP, you can use that skill or spell. If you use a Skill or Spell, your regular roll damage will not be calculated for that turn.

## Skill Trigger Slot

When you make your die roll in combat, you can choose to activate the skill in your Skill Trigger Slot, as long as you have the necessary SP cost and do not roll a 1 on the die.

## Defense

When a player is struck by an attack, their damage is equal to the amount the enemy dealt, minus either their P-DEF or M-DEF, depending on the attack.

## Guard

You can prepare a defensive stance. While you are in this stance all damage dealt to you is reduced by half. You cannot perform the Attack Action or use an item if you use Guard

## Items

Items can be used instead of the Attack or Guard Actions.

## Running Away

If you decide to run away, all non-ghost PCs roll a die. If any PC rolls a 1, the escape fails, and you take damage equal to the Monster's Attack. Otherwise, you manage to escape. Escape attempts can be tried any number of times.

## Friendship Increase

If at any time, 2 PCs happen to roll the same number during battle, increase the Friendship between those 2 PCs by 1.

## Ghosts

Ghosts are unable to roll a die to attack for the PCs turn. They are also unable to use skills or spells, and cannot take damage, nor be targeted for an attack. If a Ghost is revived, all of its HP will be restored, but any lost SP will not be restored.

## Monsters

Monsters each attack as their own entity and have their own die they can roll. Like the players, enemies can have skills or spells associated with that number.

## Elemental Weakness

Casters cannot cause critical damage with spells, although they can deal additional damage according to the spell's element. Certain opponents are vulnerable to Elemental Weakness. The damage is doubled when a skill or spell is used on an enemy who has an element that is weak to the casted skill or spell. Each Element's weakness is detailed below.

Fire is weak to Water  
Water is weak to Wind  
Wind is weak to Earth  
Earth is weak to Fire  
Light and Dark are weak to each other.

## Monster Types

Some opponents have different categories that supply them with distinct effects. To remove the effects on these creatures, players must inflict sufficient damage on the monster.

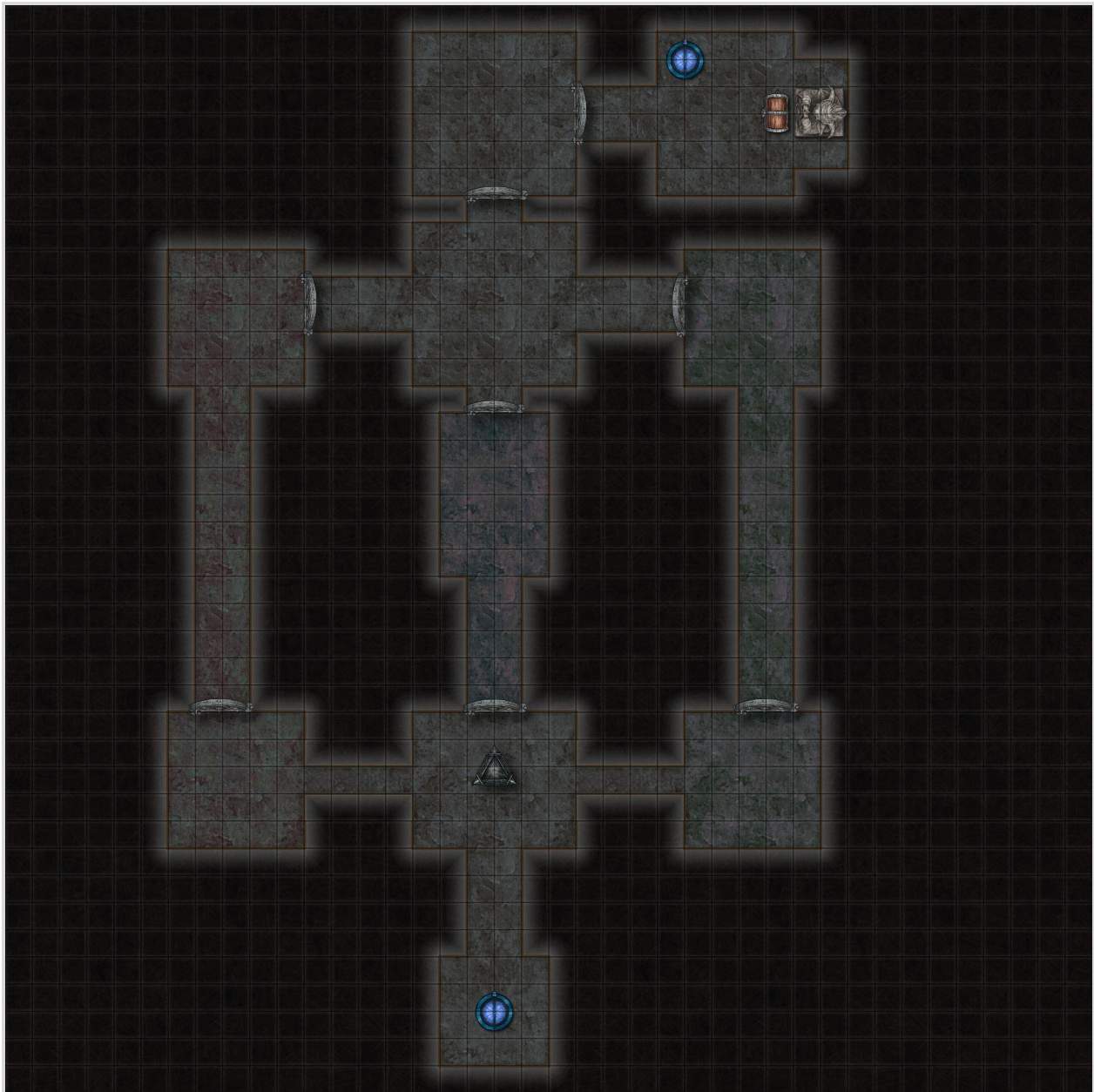
### Flying Types

Flying adversaries have the benefit of being able to avoid being hit by strikes because they are in the air. Base attack rolls of less than 3 and skills set on a D3 or lower will result in a miss against this enemy type.

### Armored Types

Armored foes rely on their thick shells or armor to protect themselves from damage. Damage dealt to these opponents while they have armor is reduced by half.

## Job Extension Quest - Level 4



Job Extensions improve the fundamental classes by adding new passive abilities based on the class itself. A new quest created by the GM will become accessible at levels 4 and 7. When the quest is finished, The Players will be able to access their new class upgrades or, in the case of Adept Rogues, new classes. The following is an example of a mission that your players could complete.

## Δ Delta Unleashed Discovered Potential

A stone obelisk stands in the center of the room with 3 paths. A message can be seen on the obelisk

*Seekers of Power, I shall test thee  
Take each path, one of three  
The paths will test Courage, Strength, or Wisdom  
Then the Guardian will prove your Heroism*

*When three hands open the Beast Statue Chest  
Only then would you receive great power from this Quest*

The players will have three paths to choose from in this quest. Courage, Wisdom, and Strength. The players can either split up and take separate paths, or they can all take the same one. Each path will end with the player(s) receiving a Keystone. Depending on the type of keystone earned, each keystone weakens the area's boss.

**Strength Keystone - Minus 3 P-ATK**

**Wisdom Keystone - Minus 3 M-ATK**

**Courage Keystone - Halve P-DEF, M-DEF**

### **Strength Route:**

A fierce-looking Elven statue stands in this room. On one hand it tightly grips a Longsword. Its other hand is open, palm stretched out, as if beckoning you over. Embedded in the statue's chest is a key.

On an altar in front of the statue is a sword, identical to the one the statue holds. There's an inscription on the altar.

*He who first forged the mighty blade  
of savage steel his soul was made.  
With an open palm, his arm is tilt  
Prove thy mettle; he who grasps this hilt*

The statue will come to life and fight anyone who grabs the sword by the hilt. The statue is, of course, quite a fearsome warrior. It is vulnerable to the altar sword (when wielded properly, by the hilt) and takes double damage when attacked with Alter Sword. The "proper" way to defeat the puzzle is to destroy the statue in combat, and take the key from its shattered remains.



To outwit this puzzle, take the sword by its blade and place the hilt into the statue's empty palm. The statue will grab the sword and then destroy itself. Any Player can use this weapon regardless of Class.

**Alter Sword - Blade:** +8 P-ATK, +8 P-DEF, Skillless - Inflicts Seal on self until it is no longer equipped. Seal - Cannot use Skills or Spells.

## Elven Knight

**Family** - ???

**Level** - 5

**Size** - S

**Type** - None

**Money** - 200 GP

**EXP** - 60

**HP** - 800    **SP** - 40

**Attack/Defense - D8**

P-ATK	P-DEF	M-ATK	M-DEF
8	80	3	20

**Element** - None

**Skills**

D2 - None   D3 - None   D4 - None   D5 - None   D6 - None

**Drop Items**

**Common** - None

**Rare** - None

**Equipment** - None

**Other** - Strength Keystone

## Wisdom Route

Another obelisk stands before the players. They must answer the riddle before obtaining the Wisdom Keystone. It states:

*I can be anything, but not have everything  
I am adaptable, with many choices to make  
Though others may be more skilled, my trades rival theirs  
My true potential, lies in knowledge of all things*

**Answer: Adept Rogue or Jack of all Trades.**

## Courage Route

When the players enter this room a voice can be heard from the shadows of the area.

*The surrender the light that has provided you safety  
Enter the void, but don't be hasty  
Muster your courage and face your fears  
Luck will be on your side if you kick the creature that's near.  
Beware of your surroundings, or face the burden you will have.*

When the player(s) enter the trial for the first time the room is dark, they can only see 1 cell ahead of them. There is something lurking in the shadows. To clear this test they must kick the unlucky animal that is lurking in this shadow. Each player needs to roll a perception check (Check = 4). On a successful check they know the direction of the sound of the Unlucky. If the player(s) are in 1 cell of the Unlucky Animal they can make a Kick Check (Check = 4). On a success the animal flees with the darkness disappearing and the door unlocking. If the lucky animal is successful in kicking the player (Check = 4, Roll d8), the player's Max HP and SP is cut in half for the rest of the dungeon (this can only happen once).

## Heroism Room

In the final level before the Beast Statue area, the party must battle a boss in order to obtain the Heroism Keystone. When the players arrive at the Beast Statue area they must all open the chest that is there all at once. If they do not, the item vanishes and the party must do the quest over again. Once the Quest is completed each player will receive their Level 4 Job Abilities as well as the following Items.

**Beginner's Text:** Increases EXP of one player by 500.

**Word of Vigor:** Increase maximum HP by 25.

# Shadow Dryas

*A dragon set to guard the ancient secrets of The World. This fierce monster is capable of mass damage along with skills that can inflict Seal on a party member, preventing them from using Skills or Spells. It also has the capability to stun an unsuspecting player with its Earthshaker attack.*

**Family** - Dragon

**Level** - 5

**Size** - L

**Type** - Normal

**Money** - 350 GP

**EXP** - 275

**HP** - 2145      **SP** - 574

**Attack/Defense - D8**

P-ATK	P-DEF	M-ATK	M-DEF
13	60	9	70

**Element** - Dark

## Skills

D2 - None    D3 - Abyssal Breath - 75 SP    D4 - None    D5 - Earthshaker - 55 SP  
D6 - Earthshaker - 55 SP    D7 - Abyssal Breath - 75 SP    D8 - None

## Drop Items

**Common** - Revival Medicine

**Rare** - Abyss Scroll

**Equipment** - None

**Other** - Heroism Keystone

**Abyssal Breath** - Target: Every enemy within 3 cell cone from self, Element: Dark, 3d8 x M-ATK, Inflicts Seal - Skills and Spells cannot be used for 2 turns.

**Earthshaker** - Target: Every enemy within 3 cells of self, Element: Earth, 3d8 x P-ATK, Inflicts Paralyze - Cannot act on their turn for 1 turn.

## Item List:

### Common:

#### Restoratives:

- ☐ Health Drinks: Restores 100 HP
- ☐ Sprite Drop: Restores 50 SP
- ☐ Caramel Sauce: Restores 30 SP
- ☐ Revival Medicine: Revives a fallen party member, Restores 20 HP
- ☐ Smoke Screen: Ends combat, becomes invisible to enemies for 3 turns.

#### Weapons:

- ☐ Dual Sword - Spin Kouga: +1 P-ATK, Skill - Gale Blade (D2)
- ☐ Dual Sword - Spin Man Que: +2 P-ATK, Skill - None
- ☐ Dual Sword - Spin Rasetu: +2 P-ATK, Spell - Repth (D2)
- ☐ Blade - Blade Guifei: +1 P-ATK, Skill - Sword Flash (D3)
- ☐ Blade - Blade Fern : +2 P-ATK, Skill - None
- ☐ Blade - Blade Thorns: +2 P-ATK, +1 M-ATK, Spell - Zan Rom (D4)
- ☐ Broadsword - Broad Demon: +1 P-ATK, Skill - Tiger Blitz (D5)
- ☐ Broadsword - Broad Wheel: +1 P-ATK, +1 P-DEF, Skill - None

- ☐ Broadsword - Broad Maiden: +2 P-ATK, Spell - Ap Corv (D3)
- ☐ Bayonet - Gun Steel: +1 P-ATK, Skill - Thorn Shot (D4)
- ☐ Bayonet - Gun Fu Yue: +1 P-ATK, +1 M-DEF, Skill - None
- ☐ Stave - Spell Xialin: +1 M-ATK, Spell - Repth (D4)
- ☐ Stave - Spell Xinzhu: +1 M-ATK, +1 M-DEF, Spell - Vak Don (D5)
- ☐ Grimoire - Magic Amber: +1 M-ATK, Spell - Rue Kruz (D3)
- ☐ Grimoire - Magic Hosei: +1 M-ATK, +1 P-DEF, Spell -Dek Vorv (D2)
- ☐ Gauntlet - Tiger Fist: +2 P-ATK, Skill - Rapid Attack (D4)
- ☐ Lance - Golden Spear: +1 P-DEF, +1 M-DEF, Skill - Air Raid (D6)
- ☐ Scythe - Scythe Shouxiao: +1 P-ATK, +1 M-DEF, Skill - Wicked Strike (D3)
- ☐ Fan - Fan Jasper: +1 M-ATK, +1 P-ATK, Spell - Dek Corv (D2)

### **Armor:**

- ☐ Robes - Sub Gear: +1 P-DEF, X2 M-DEF, Skill - None
- ☐ Light Armor - Loose Sash: x2 P-DEF, +1 M-DEF
- ☐ Heavy Armor - Rough Armor: x2 P-DEF, +1 P-DEF
- ☐ Robes - Sub Robe: +1 P-DEF, X3 M-DEF
- ☐ Light Armor - Loose Guard: x2 P-DEF, +3 M-DEF
- ☐ Heavy Armor - Rough Shell: x3 P-DEF, + 2 P-DEF

### **Accessory:**

- ☐ Simple Fire Bell: Receive half damage from Fire based attacks
- ☐ Simple Earth Bell: Receive half damage from Earth based attacks
- ☐ Simple Water Bell: Receive half damage from Water based attacks
- ☐ Simple Wind Bell: Receive half damage from Wind based attacks
- ☐ Turtle Shell - Decrease the amount of Physical damage you take by 10
- ☐ Remedy Bracelet - Immune to Poison

### Scrolls:

- ☐ Tidal Wave: Casts "Rue Kruz" on a target
- ☐ Tornado: Casts "Zan Rom" on a target
- ☐ Earth Spike: Casts "Gan Bolg" on a target
- ☐ Fire Storm: Casts "Vak Don" on a target

### Greeting Cards:

- ☐ "Hello" Greeting Card - Increases Friendship with one person by 15
- ☐ "Food" Greeting Card - Increases Friendship with one person by 25

## Uncommon:

### Weapons:

- ☐ Dual Sword - Spin Ribs: +4 P-ATK, +1 P-DEF, Skill - Tri-Strike (D5)
- ☐ Dual Sword - Spin Indigo: +5 P-ATK, +20 SP , Skill - None
- ☐ Blade - Blade Luer: +3 P-ATK, Skill - Lateral Moon (D2)
- ☐ Blade - Blade Rivet : +4 P-ATK, +2 M-DEF, Skill - None
- ☐ Broadsword - Broad Guiren: +4 P-ATK, 2x M-DEF, Skill - Armor Pierce (D6)
- ☐ Broadsword - Broad Seigen: +5 P-ATK, +4 P-DEF, Skill - None
- ☐ Bayonet - Gun Lion: +2 P-ATK, + 20 SP, Skill - Plectra Bulle (D3)
- ☐ Bayonet - Gun Bead: +3 P-ATK, +4 M-ATK, Skill - None
- ☐ Stave - Spell Ji Yi: +4 M-ATK, +2 P-ATK Spell - Rip Maen (D2)
- ☐ Grimoire - Magic Huawen: +4 M-ATK, x2 P-DEF, Spell - Ap Corv (D3)
- ☐ Gauntlet - Tiger Talon: +3 P-ATK, +2 Movement, Skill - Tiger Bite (D4)
- ☐ Gauntlet - Tiger Fairy: +2 P-ATK, + 50 HP, Skill - None (D4)
- ☐ Lance - Lance Xiong: x2 P-DEF, +2 P-ATK, Skill - Piercing Heaven (D6)
- ☐ Lance - Lance Tulong: x3 P-DEF, +3 P-ATK, +2 M-DEF, Skill - None
- ☐ Scythe - Scythe Cleaver: +1 P-ATK, +3 M-ATK, Basic Attack Range +1 cell, Skill - None

### Armor:

- ☐ Robes - Sub Cape: x2 P-DEF, x5 M-DEF, 8000 GP

☐ Light Armor - Loose Leather x3 P-DEF, x2 M-DEF, +1 Movement, 9200 GP

☐ Heavy Armor - Rough Steel: x5 P-DEF, x2 M-DEF, 9200 GP

### Accessory:

☐ Dusty Miller: +2 M-ATK and M-DEF, Spells Cost 20 more SP

☐ Rose Flower: +2 P-ATK and P-DEF, Skills Cost 20 more SP

☐ 1-Line Reference: Buff and Debuff Spells last 1 additional turn, Spells cost 20 more SP

☐ Shallow Wit: Doubles the amount of GP Earned

☐ Simple Light Balm: Receive half damage from Light based attacks

☐ Simple Dark Balm: Receive half damage from Dark based attacks

☐ Simple Glasses: +2 Perception

☐ Simple Shoulders: Receive half damage from basic attack damage

☐ Body Scale - Increases Max HP by 100

☐ Turtle Crest - Decrease the amount of Magical damage you take by 30

☐ Mantis Nail - Increases Rengeki range by 1. (Level 1 - 5 or 6 on the die, Level 3 - 7 or 8, Level 6 - 9 or 10, Level 9 - 11 or 12)

### Scrolls:

☐ Life Scroll: Teaches "Repth" to a player

☐ Antidote Scroll: Teaches "Rip Duk" to a player

☐ Dawn Bird Scroll: Teaches "Rip Mumyn" to a player

☐ Priest Scroll: Teaches "Rip Maj" to a player



- ☐ Hellfire Scroll: Teaches "Vak Don" to a player
- ☐ Tidal Scroll: Teaches "Rue Kruz" to a player
- ☐ Avalanche Scroll: Teaches "Gan Bolg" to a player
- ☐ Tornado Scroll: Teaches "Zan Rom" to a player
- ☐ Resurrect Scroll - Teaches "Rip Maen" to a player
- ☐ Reflex Scroll - Teaches "Dek Corv" to a player
- ☐ Repeal Scroll - Teaches "Dek Corma" to a player
- ☐ Halcyon Scroll - Teaches "Lei Zas" to a player
- ☐ Abyss Scroll - Teaches "Ani Zot" to a player

### **Greeting Cards:**

- ☐ "How are you?" Greeting Card - Increases Friendship with one person by 35
- ☐ "Motto" Greeting Card - Increases Friendship with one person by 50

## Rare:

### Weapons:

- ☐ Dual Sword - Spin Piney: +3 P-ATK, Skill - Sparrow Counter (D5)
- ☐ Blade - Blade Thread: +2 P-ATK, +1 M-ATK, Skill - Ogre Sword (D3)
- ☐ Broadsword - Broad Zhen: +3 P-ATK, +1 P-DEF, Spell - Dek Vorv (D3)
- ☐ Bayonet - Gun Waves: +2 P-ATK, +2 M-ATK, Skill - Thunder Spark (D2)
- ☐ Stave - Spell Baiyan: +3 M-ATK, +1 P-DEF, Spell - Dek Vorma (D2)
- ☐ Grimoire - Magic Nymph: +3 M-ATK, +1 M-DEF, Spell - Duk Lei (D2)
- ☐ Gauntlet -Fist Altair: +2 P-ATK, +1 Movement, Skill - King Hammer (D5)
- ☐ Lance - Lance Yantie: +2 P-DEF, +1 P-ATK, Spell - Ap Vorv (D4)
- ☐ Scythe - Scythe Hook: +2 P-ATK, +1 M-ATK, Skill - Wicked Strike (D6)
- ☐ Fan - Fan Jupiter: +2 M-ATK, +2 A-ATK, Spell - Ap Corma (D5)

### Armor:

- ☐ Robes - Sub Robe: +2 P-DEF, X4 M-DEF
- ☐ Light Armor - Loose Jiongjia x3 P-DEF, +4 M-DEF
- ☐ Heavy Armor - Rough Shell: x4 P-DEF, +3 P-DEF
- ☐ Robes - Druid's Gown: x3 P-DEF, +1 M-DEF, -1 P-ATK
- ☐ Light Armor - Rogue's Hide: x3 P-DEF, +2 M-DEF, -1 M-ATK

☐ Heavy Armor - Paladin's Armor: x3 P-DEF, +3 P-DEF, -3 M-DEF

☐ Robes - Warlock's Garb: x3 M-DEF, x2 P-DEF, +1 Base SP

☐ Light Armor - Ranger's Leathers: x3 P-DEF, x2 M-DEF, +1 Base HP

☐ Heavy Armor - Barbarian's Pauldron: +3 P-ATK, +1 P-DEF

## Accessories:

☐ Force of Nature - You can increase your P-ATK by 2 until the end of the turn once every battle, but doing so reduces your P-DEF and M-DEF by half until the end of the turn.

☐ Hunter's Mark - +1 P-ATK, When you hit an enemy with a base attack or skill once every fight, the enemy's P-DEF is reduced by half until the end of the turn.

☐ Short Rest - You can roll your die once per session, when you are not in combat. You restore HP equal to the die result multiplied by your base SP.

☐ Fortitude Bangle - Immune to Paralysis

☐ Tortoise Shell - Nullify magic damage less than 50.

☐ Dowsing Rod - Gain the Item Hunter roll. If the player already has the Item Hunter roll, they instead roll an additional D6 to the roll.

## Unique:

- ☐ Heavy Armor - Steam Armor - x4 P-DEF, +3 M-DEF, Receive half damage from Water and Fire based attacks.
- ☐ Light Armor - Steam Coat - x3 P-DEF, x2 M-DEF, When an enemy uses a melee attack or skill against you, they take 10 Water Damage.
- ☐ Accessory - Simple Steam Ring - Doubles the Amount of Chim's obtained.
- ☐ Accessory - Steam Bracelet - Receive half damage from Water and Fire based attacks.
- ☐ Alter Sword - Blade: +8 P-ATK, +8 P-DEF, Skillless - Inflicts Seal on self until it is no longer equipped. Seal - Cannot use Skills or Spells.
- ☐ Accessory - Symbol of Friendship - Friendship points earned in battle are doubled.
- ☐ Accessory - Twin Scales - HP damage converted to SP damage.
- ☐ Accessory - Spirit Tree Bud - Increase all base stats by 3 (except HP and SP), Increases SP cost of Spells and Skills by 20.
- ☐ Accessory - Boost Candle - Doubles the effects of items.

## Legendary:

### Weapons:

- ☐ **Dual Swords - Heine's Invasion - +7 P-ATK, +1 M-ATK Skill - None, Effect: Raging Hit - Rengeki's deal an additional die of damage.**
- ☐ **Blade - Heine's Blight - +6 P-ATK, +2 P-DEF, Skill - None, Effect: Body Grasp - Absorb 25% of basic attack damage as HP.**
- ☐ **Bayonet - Heine's Silhouette - +4 P-ATK, +2 P-DEF and M-DEF Skill - None, Effect: Mourning Chaos - Inflict Confusion when you hit with a basic attack. Confusion - Every time an enemy rolls a 6s, they must roll an additional die and take the lowest result. This lasts for 3 turns or until hit with an attack.**
- ☐ **Broadsword - Heine's Invasion - +8 P-ATK, Skill - None, Effect: Past Invite - Instead of doing damage on a basic attack, the enemies HP is halved instead.**
- ☐ **Fan - Heine's Temptation - +5 M-ATK, x2 P-DEF Skill - None, Effect: Mind Grasp - Absorb 25% of basic attack damage as SP.**
- ☐ **Gauntlet - Heine's Grasp - +5 P-ATK, +3 Movement, Skill - None, Effect: Mourning Bind - Add charm to basic attacks. Charm: Enemies must select targets other than the party for attacks. This lasts for 3 turns or until hit with an attack.**
- ☐ **Grimoire - Heine's Knowledge - +8 M-ATK, Skill - None, Effect: Devolve Invite - Basic attacks cannot miss even if you roll a 1 on the die. Reduce the enemy's HP to 10% of its max if you roll a 1 on your basic attack. (This effect does not work on story based bosses).**
- ☐ **Lance - Heine's Sorrow - +4 M-ATK, x2 M-DEF Skill - None, Effect: Physique Grasp - Absorb 50% of basic attack damage as HP.**
- ☐ **Scythe - Heine's Zero - +4 P-ATK and M-ATK Skill - None, Effect: Physique Grasp - Absorb 25% of basic attack damage as SP.**
- ☐ **Stave - Heine's Despair - +4 M-ATK, X3 P-DEF Skill - None, Effect: Heal Knowledge - Reduce the cost of healing spells by 20 SP.**

## **Armor:**

- ☐ Heavy Armor, Light Armor, Robes - Black Armor - Increase all base stats by 3 (except HP and SP), x4 P-DEF and M-DEF, Increases SP cost of Spells and Skills by 40.

## **Accessory:**

- ☐ World Mirror - Immune to all status effects
- ☐ Grab Bag - Monsters will always drop rare items

## **Scrolls:**

- ☐ Beginner's Book: Increases EXP of All players by 1,000.
- ☐ Word of Vigor: Increase maximum HP by 25.
- ☐ Word of Spirit: Increase maximum SP by 25.
- ☐ Dawn Chim Chim: Increase maximum HP by 50.
- ☐ Dusk Chim Chim: Increase maximum SP by 50.
- ☐ Text of Power: Increase physical attack value by 1.
- ☐ Text of Stamina: Increase physical defense value by 3.
- ☐ Text of Wisdom: Increase magic attack value by 1.
- ☐ Text of Sense: Increase magic defense value by 3.

## **???:**

- ☐ Accessory - Indulgence - Change HP damage into GP damage.



## Field Maps

