The torchlight flickered on the walls as the companions stood before the door that barred their way. These cold dark caverns held the lair of the evil warlord who had attacked the town three weeks earlier. Each had their own reasons for accepting this quest, however all shared the same inner flame that marked them as adventurers.

Corin, warrior and master of the sword readied himself for battle, his hands gripping the sword his father gave to him on his deathbed. Lauraethan, elven disciple of the Order of Celestia stood ready, the power of her divine patrons in the holy talisman of her faith. Simoren, warlock and student of the arcane powers of magic stood at the back silently reciting the words needed to summon the spells needed for the upcoming battle. Menion, Kithkiri rogue and budding thief, finished examining the closed door and satisfied there were no traps, silently signaled it was safe to proceed...

Wyverns & Warlocks™ is a fantasy storytelling game of sword and sorcery. In this game the players each take on the role of a hero and together tell a story as their characters battle blood thirsty warlords, evil warlocks, and terrifying monsters. Together they form a band or party of adventurers whose goal will be to complete the quests they have accepted. For some this will be reward in itself, but for others, helping the downtrodden, discovering lost treasures, or even just earning fame and reputation are all powerful motivations for why they would accept such quests.

Before we go any further, let’s cover a few basics.

What is a Storytelling Game?
Storytelling games have been around for decades, and often go by the title Roleplaying Games or RPGs for short. The idea behind a storytelling game is that 3 or more players will get together to collectively create a story. One of the players takes on the role of the Game Master, who takes responsibility for directing the pace and flow of the game, and hence the story. Meanwhile, all the other players each take on the role of one of the heroes, or protagonists of the story, influencing the flow of the story through their actions.

Though storytelling can sound very complicated, especially to those who have never played this sort of game before, nothing could be further from the truth. In fact, at some point or another, everyone has participated in a storytelling game at some point in their lives, though few ever realise it.

Think back to the days when you were very young and the games you played back then. Games such as Cops & Robbers, or Cowboys & Indians are both perfect examples of this. Each person involved in the game would take on the role of a character or persona, and then act out the scene with props such as toy guns.

Storytelling games run on a very similar basis. The difference here is that the players do not run around the school yard or back garden making shooting noises. Instead the game takes place in a quiet and comfortable location. Instead of acting out what their character’s are doing, the players give a description, enabling everyone involved to imagine in their heads what is happening.

A Game of Sword & Sorcery
Wyverns & Warlocks™ is a storytelling game that falls within the sword and sorcery genre. In this game the action all takes place in a make-believe world similar to our own hundreds of years ago. In this world knights ride into battle, bandits hide in the woods, and kings and queens govern over their subjects. However, dragons, goblins and ghosts are all undeniably real, their existence making the world a dangerous place to live in.

Though dangers lurk everywhere, heroes also exist, ready to step forward with sword or magic spell. This is the world where legends are told, where wizards and sorcerers weave their magical arts, and untold riches lie hidden just waiting to be rediscovered.

The characters the players will play live within and help shape this world. Their adventures will take them up against powerful villains and horrific monsters. Their actions will help shape the fate of the world.

A Game of Fun
It is important to note that this is a game, and that means having fun. No matter the outcome of the game. Whether the characters of the players live or die, so long as all involved have fun playing, then they can be said to have won. For this is the only true goal of the game.
The Game Master

One of the players will take on the role of the Game Master. Unlike the other players, the Game Master does not take on the role of a hero. Instead, the Game Master takes on the roles of all the additional participants in the story, including all of the villains, from lowly minion to the primary villain. The Game Master plays all the extras that are involved in the story. From the village shopkeeper who runs the local general store to the bartender at the local tavern. Though many players will see the Game Master as the opponent of the players this cannot be further from the truth.

Additionally, the Game Master sets the pace of the story. Their role here is to describe the scene to the other players, and then keep them informed on what happens based on the players actions. The Game Master will usually have a story in mind with notes on key scenes, locations, and non-player characters found within the story. Though the Game Master will have a good idea on how the story is likely to develop, exactly how it does develop is up to the rest of the players.

Finally, the Game Master takes on the role of rules lawyer and impartial referee. If there are any disputes in the rules, or a need for clarification, the Game Master is the final word on how and what happens.

What You Need to Play

To play Wyverns & Warlocks™ the following items will be needed:

- One or more copies of the Player’s Handbook
- One copy of the Game Master’s Primer
- Adventure Module
- Dice
- One Character Sheet for each player
- Pencils & Paper

Player’s Handbook

This book provides all the basic rules and game information needed by the players to be able to play. Though only one copy is required, additional copies are recommended so that more than one player can refer to the rules at the same time.
**Game Master’s Primer**
This book is for the eyes of the Game Master only, and provides information on how to successfully referee a game, whilst also providing the game information required to create and run the various extras and antagonists that will appear in a story. Only one copy of this book is required.

**Adventure Module**
In addition to the Game Master’s Primer, the Game Master will also need some material that helps them start and direct the story. This comes in the form of a series of notes detailing both the story scenes and non-player characters that are likely to make an appearance within the story. These notes are often referred to as an Adventure Module. Adventure modules are available for purchase, or the Game Master can use the Game Master’s Primer to make their own unique modules.

**Dice**
Wyverns & Warlocks uses standard six-sided dice, the type found in most board games. To play, you will need at least 3 dice, though more is better.

**Character Sheets**
Character sheets are where the players record the various notes about their character. Included on this are the game statistics of the character - helping to define the abilities and powers of the character - and any gear or equipment they may own. A blank character sheet is included at the back of this book. Permission is given to photocopy the character sheet and/or print it off as many times as needed. Alternatively, the character sheet may be downloaded as a separate file (for printing), or the players may choose to create their own character sheets from scratch.

**Pencils & Paper**
Finally, everyone involved will need some basic stationary such as pencils and paper. This enables them to jot down important notes, draw rough maps, and write secret messages to the Game Master.

**Playing the Game**
Playing Wyverns & Warlocks™ is very simple. One player, the Game Master, sets and directs the game whilst the rest of the players each take on the role of a hero, around whom the story revolves. However, there is a little bit more to the game than just telling stories. A framework of rules, or guidelines, exist to help define what is and is not possible as the game is played. These rules help define the heroes and provide a point of reference on how they are able to influence the make-believe world in which they exist.

The rules provide a common point of reference which helps provide structure to the story. The purpose of the rules is not to restrict the story, but rather to help maintain a perspective of balance and continuity. This helps the game by enabling all those involved to collectively agree and understand what can and cannot happen. The rules prevent the game from breaking down into a heated argument of what each of the players think is possible, and keeps everyone at the same level, so that all are treated equally.

The bulk of this book provides the players with the rules needed to play the game. However, to better understand these rules, a few themes that run central to the game need to be clarified.

**Storytelling**
The central theme to this game is one of telling stories. This is a game of make-believe. And a large element of that is making up a story as the game progresses.

Each and every story is started by the Game Master. The Game Master sets the scene and provides the background information that the other players need to know to be able to progress the story.

Once the scene is set the other players get involved in the story through their characters. For many players this is where the fun lies. For through their character, they are able to play someone very different to who they are. Be it race, gender, or type of personality, the characters the players play can be very different, and will often say or do things different to what the player would do in a similar situation. This interaction in the scene is played out “in character”, with the players describing what their charac-
ters attempt to do, and speaking the lines of the characters. Similar to actors on stage, the players play a role or character. However, unlike a play or film, the actions and dialogue of the characters are not written down in advance. Instead the players effectively make it up as they play the game.

All this is done by description rather than action. When a character jumps out from behind a tree to surprise another character, this is done through description rather than actually hiding and jumping out.

As each player interacts within the scene the rest of the players each act or react in response. This is continued until the scene reaches a natural end, at which point the game then moves to the next scene.

By following this pattern, the players will build up a story they collectively tell. In most instances, the story will end when the players reach a conclusion to the series of events and scenes they have taken part within. Sometimes however, the story will end, but without an ending that the players find satisfactory. Perhaps they fail and the villain is victorious, or perhaps the story ends on a cliffhanger.

Winning or Losing

Many games are competitive in nature, pitting one player against another. In storytelling games however, the game is normally played with each of the players playing cooperatively together. Even the Game Master - who plays the characters opposing the heroes of the story - is not an opponent. So the question that is often asked, is how do players win or lose?

In a storytelling game, players win if they have fun. It is that simple. There is no other win or lose. Sure, the character's may fail in their objectives. The villain may be successful in their plans. The heroes may be killed as they battle monsters and foes. But regardless of the outcome, so long as the players had fun, they have won.

In all storytelling games there is an element of risk for the heroes. Even though they strive to succeed, not all heroes do. After all, if there was no risk, then everyone would be a hero, not just the characters played by the players. With this in mind it is important to note that characters can - and often will - at some point die. Be it through accident or injury, death is a hazard for all heroes in a world populated by monsters and magic. If this happens, do not worry or get upset. It happens. Just create a new character, and start again.

Dice Rolling & The Rules

At some point, the game will involve referring to rules and rolling dice. This is the other side to the game. Whilst the player will describe what their character wishes to do, the rules will help decide whether they are successful. For the most part common sense is sufficient. If a player says that they (their character) is going to walk across a crowded tavern to buy some drinks, common sense advises that it is very easy and likely to happen. If however the player advises that they are going to jump across a wide ravine, there is a chance of failure. The character may be successful, but they may also fail and fall to the bottom of the ravine.

The general rule is that if there is a chance of failure (generally because the task has some degree of difficulty), and especially if failure will result in something bad, then a dice roll is required. In this situation rolling the dice will determine the outcome of the attempted action.

Where to Play

Though elements of the game are akin to acting, a storytelling game does not involve any actual physical acting. The game is typically played in a quiet, comfortable area where the players may all sit down as a group.

Traditionally, most storytelling games take place around a table. This enables the players to rest their notes on the table, and all see any handouts or props the Game Master may need to show them. Playing at a table also enables the players to have both food and drink at hand. But most importantly, it provides a central area for storing and rolling dice.

However, not all games have to be played around a table. Anywhere the players find comfortable is an acceptable location. Be it a bedroom, a living room, or even a classroom at the local school or university. So long as the environment is free of unnecessary distractions, the game can be played anywhere the players agree upon.
**THE BASICS**

Though the introduction explains the storytelling element of Wyverns & Warlocks™, the rest of the book covers the rules and game mechanics that supports the game.

**DICE**

Dice are referred to in the rules by a number followed by the letter d. This denotes the number of dice, for example; 3d would denote three dice, whilst 6d would be six dice.

**THE D2 & D3**

Sometimes the rules will call for the roll of a d2 or a d3. These dice do not physically exist. Instead roll a d6, and divide the result by three (for a d2), and two (for a d3). Fractions are always rounded up.

**D66**

In addition to the d2 and d3, the rules may sometimes require the players to roll a d66. This requires the players to roll two dice in sequence. These are read as a double number, with the first die used to denote a value of ten, twenty, thirty, forty, fifty or sixty, the second to denotes a value of one to six. This gives 36 different results starting from 11 to 66.

**MODIFIERS**

Sometimes the rules will require a modifier to be added to the dice roll. This is designated as a “+” or “-” after the dice. For example, 3d+3 means the player needs to roll three dice, total the results of the dice, and then add three to the end result. 3d-3 on the other hand means the same except that 3 is taken away from the result rather than added.

If a “-” modifier ever ends in a result lower than 1 then the result is always treated as a 1 instead. It is not possible to get a result lower than 1 in this game.

**ACTION CHECKS**

The entire game runs using the simple rule that whenever a character wishes to take an action and the player needs to roll dice to determine if that action is successful, they roll three dice. This dice roll is referred to as the action check (AC). An action check will usually include two or more modifiers which are either added or taken away from the result on the dice. If the end result (after modifiers) equals or exceeds a set target number, then the action is successful. If the result is lower than the target number the action fails.

---

**DESCRIBING ACTION CHECKS**

**GAME SYSTEM**

If the rules describes the need for a character to make an action check, it will be shown (in parenthesis) the attribute and TN used shown either side of a dash. For example, a WIS based action check with a TN of 12 would be recorded as (WIS-12). There are two important variations of this rule:

A TN recorded as (CL) is equal to the TN for the challenge level of the action check. This is important for things like poisons where the strength of the poison is related to it’s challenge level.

In situations where an action check is made to determine if an attack against a creature is successful, the TN is shown as (DR). The TN is equal to the Defense Rating (DR) of the defending creature.

**THE TARGET NUMBER**

The target number (TN) for all action checks is determined by the Game Master before any dice are rolled. This is based on the difficulty of the action the character is trying to complete.

If a character or monster is trying to hit an opponent in combat, then the TN for the roll is always equal to the Defense Rating (DR) of the opponent being hit.

For other actions the TN is directly related to the level of the challenge. Table 1-1 shows the TN for action checks based on the level of the challenge.

<table>
<thead>
<tr>
<th>Challenge Level</th>
<th>Target Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>¼ - ½</td>
<td>10</td>
</tr>
<tr>
<td>1 - 3</td>
<td>11</td>
</tr>
<tr>
<td>4 - 6</td>
<td>12</td>
</tr>
<tr>
<td>7 - 9</td>
<td>13</td>
</tr>
<tr>
<td>10 - 12</td>
<td>14</td>
</tr>
<tr>
<td>13 - 15</td>
<td>15</td>
</tr>
<tr>
<td>16 - 18</td>
<td>16</td>
</tr>
<tr>
<td>19 - 21</td>
<td>17</td>
</tr>
<tr>
<td>22 - 24</td>
<td>18</td>
</tr>
<tr>
<td>25 - 27</td>
<td>19</td>
</tr>
<tr>
<td>28 - 30</td>
<td>20</td>
</tr>
</tbody>
</table>
**Modifiers**

Each time a character attempts an action the character will have two or more modifiers which are added to or subtracted from the result of the dice rolled. The two basic modifiers included in all action checks are:

**Attribute Score Modifier:** These are basic modifiers determined by the attribute scores of the character.

**Level Modifier:** This modifier is determined by looking at their current character level on Table 1-3, and then determining if the action check uses a primary or secondary attribute.

**Attribute Score Modifiers**

Perhaps the most important statistics for all characters are their attribute scores. Each character will have six attribute scores representing their strengths and weaknesses. These attribute scores are:

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

Each attribute is shown as a numeric value from 1 to 30, and represents the natural attribute of the character. This score determines the base modifier the character receives to all action checks that use that attribute, ranging from -3 to +6, as shown in Table 1-2. Generally a character will normally only have an attribute score of 7 to 18, however an attribute score may fall outside this range based on race, spells, and magical items used. Attribute score modifiers are always used unless the rules specifically state otherwise.

### Table 1-2 - Attribute Score Modifiers

<table>
<thead>
<tr>
<th>Attribute Score</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 - 2</td>
<td>-3</td>
</tr>
<tr>
<td>3 - 5</td>
<td>-2</td>
</tr>
<tr>
<td>6 - 8</td>
<td>-1</td>
</tr>
<tr>
<td>9 - 12</td>
<td>0</td>
</tr>
<tr>
<td>13 - 15</td>
<td>+1</td>
</tr>
<tr>
<td>16 - 18</td>
<td>+2</td>
</tr>
<tr>
<td>19 - 21</td>
<td>+3</td>
</tr>
<tr>
<td>22 - 24</td>
<td>+4</td>
</tr>
<tr>
<td>25 - 27</td>
<td>+5</td>
</tr>
<tr>
<td>28 - 30</td>
<td>+6</td>
</tr>
</tbody>
</table>

**Level Modifiers**

Every time a character is required to make an action check they add a modifier based on their level and the attribute used in the action check. Characters who make action checks using a primary attribute are more likely to succeed than characters who are using a secondary attribute. Table 1-3 shows the level modifiers for primary and secondary attributes based on the level of the character.

### Table 1-3 - Level Modifier

<table>
<thead>
<tr>
<th>Level</th>
<th>Primary</th>
<th>Secondary</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 - 3</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>4 - 6</td>
<td>+2</td>
<td>+1</td>
</tr>
<tr>
<td>7 - 9</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>10 - 12</td>
<td>+4</td>
<td>+2</td>
</tr>
<tr>
<td>13 - 15</td>
<td>+5</td>
<td>+2</td>
</tr>
<tr>
<td>16 - 18</td>
<td>+6</td>
<td>+3</td>
</tr>
<tr>
<td>19 - 20</td>
<td>+7</td>
<td>+3</td>
</tr>
</tbody>
</table>

Example: Two 8th level characters are required to make a Wisdom action check to avoid the effects of a spell. The first character has Wisdom as one of their primary attributes giving them a +3 level modifier to roll for the action check. The second character has Wisdom as one of their secondary attributes, only giving them a +1.
The Hand of Fate

Sometimes fate smiles on a character and grants them a bonus to the total rolled on the action check. This is called a karmic bonus. A karmic bonus is given every time the dice rolled for an action check shows doubles or trebles.

If two of the three dice used to calculate the total show the same number, the action check gains a karmic bonus equal to half of the number on each of these two dice. (In event of fractions this is rounded up). For example a result of two 4s gives a +2 bonus, where as a result of two 5s gives a +3 bonus.

If all three of the dice roll share the same number, the karmic bonus is equal to the number shown on each dice. For example a result of three 4s would give a +4 bonus to the result of the action check.

**Automatic Failure:** The exception to this rule is when a treble 1 is rolled. A treble 1 is never good, and the action check fails, even if it would normally be successful.

The tables opposite show the possible results:

Table 1-4 - Karmic Bonus (Doubles)

<table>
<thead>
<tr>
<th>1st Dice</th>
<th>2nd Dice</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>✓</td>
<td>✓</td>
<td>+1</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>+1</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>+2</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>+2</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>+3</td>
</tr>
</tbody>
</table>

Table 1-5 - Karmic Bonus (Trebles)

<table>
<thead>
<tr>
<th>1st Dice</th>
<th>2nd Dice</th>
<th>3rd Dice</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>□</td>
<td>□</td>
<td>□</td>
<td>AC Fails</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>□</td>
<td>+2</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>□</td>
<td>+3</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>□</td>
<td>+4</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>□</td>
<td>+5</td>
</tr>
<tr>
<td>□</td>
<td>□</td>
<td>□</td>
<td>+6</td>
</tr>
</tbody>
</table>
# Attributes

## Game System

All characters are defined by a combination of six attributes. Each attribute is recorded as a numerical value showing the strengths and weaknesses of the character. The effect each attribute has on the game is covered in greater detail later in this book, however a quick summary of these follows:

## Strength

**STR:** This attribute represents the muscle and physical power of the character. Strength is associated with the element of Wind. The modifier for strength is used when:
- Making a STR based action check.
- Calculating damage from a melee weapon.

## Dexterity

**DEX:** This attribute represents the reflexes, balance, and hand-eye coordination of the character. Dexterity is associated with the element of Lightning. The modifier for dexterity is used when:
- Making a DEX based action check.
- Calculating Armour Rating.
- Rolling for Initiative in combat.

## Constitution

**CON:** This attribute represents the health, fitness and stamina of the character. Constitution is associated with the element of Earth. The modifier for constitution is used when:
- Making a CON based action check.
- Calculating Hit Points & Vitality.

## Intelligence

**INT:** This attribute represents the character’s attribute to reason, learn, and remember facts. Intelligence is associated with the element of Ice. The modifier for intelligence is used when:
- Making an INT based action check.
- Determining the number of languages a character starts with.
- Determining the maximum number of arcane spells a warlock is able to learn at each spell tier.

## Wisdom

**WIS:** This attribute represents the character’s common sense, perception and intuition. Wisdom is associated with the element of Water. The modifier for wisdom is used when:
- Making a WIS based action check.
- Determining the maximum number of divine spells a disciple is able to learn at each spell tier.

## Charisma

**CHA:** This attribute represents the character’s force of personality, ability to persuade, and personal magnetism. Charisma is associated with the element of Fire. The modifier for charisma is used when:
- Making a CHA based action check.
- Determining the effect of a granted power.
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