

**EXPEDITION: INCREDIZOLOGY**  
ROLE PLAYING GAME



**INTO THE  
WYLDES**  
QUICKSTART  
ADVENTURE



# EXPEDITION: INCREDIZOOLOGY

ROLE PLAYING GAME

## QUICKSTART ADVENTURE

Being a true and accurate reflection of parts of the game with some exceptions being that this is a quick guide to the game.

BUILT ON THE IMAGINED CHAOS SYSTEM

CREATED BY L.W.GLASBY  
Being the creator of this concept.

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INTO THE  
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# A NOTE ABOUT EUCLIDEAN ANOMALIES (aka WYLDES)

We have known about them for centuries. They are places of great mystery, and as some of the more extravagant of magicians have proposed, places of great magic.

Either way, they are scientifically fascinating. Pockets of our world folded in onto itself so that it can fit enormous areas of space and land layered seemingly on top of spaces we can interact with in our world. They are anomalies in that it is not time that is being manipulated as some of the Chronostarii falsely suggested, but that space was being manipulated.

People, at first, believed them to be natural phenomena, and perhaps there is much truth to that - I can scarcely believe that the underwater Wyldes of the Atlantic were human endeavours. But I have heard reports that an emperor in Japan had his court Locustarii create a Waryugarden. It translates roughly as 'Wylde Garden', but the place that the legends speak of is undeniably a Euclidean anomaly.

And that isn't it, either.

I have heard that there is a city in North America where six Euclidean Anomalies exist, layered on top of each other like it was nothing.

Your job, as you are no doubt becoming aware, is to enter these Wyldes. Find the creatures who exist within these pockets, study them, train them, tame them... or perhaps hunt them if that is what your persuasion is.

this is our world... but not quite our world.

Be careful explorer. Wyldespeed.

G.W. ANGLABACH  
PRAESIDIUM HEAD OFFICE  
LONDON



# A NOTE ABOUT TABLE-TOP ROLEPLAYING GAMES

If you have never played a Tabletop Roleplaying game (henceforth known as TTRPG, then you are in for a treat.

The best way I have heard it described as that you are all telling a story, and your interruptions just happen to make it better. Keep that in mind as you run a session of Incredizoology.

You are welcome to embellish, change, alter, subtract, re flavour anything you would like. Make this your story. Make this your adventure.

This Wylde is a preservation in Central Queensland, Australia - but if you want to make it the Celtic Highlands or the Appalachians then go for it!

What is presented on the following pages are notes and information to teach you and a group of player's the basic rules of EXPEDITION:INCREDIZOOLOGY. It is designed to be a 'quickstart adventure' - essentially you should be able to pick this up, have a quick skim and then start reading!

In other words, this document teaches you the rules as you play.

You will need:

- a) Some D4s, D6s, D8s, D10s, D12s, D20s.
- b) Some friends
- c) Some highlighters
- d) Somewhere to play
- e) Some character sheets (see the printouts at the end of this guide)
- f) Some moment cards (see the printout at the end of this guide)



# INTO THE WYLDDES

## AN EXPEDITION: INCREDIZOOLOGY QUICKPLAY ADVENTURE

The following adventure has been designed to teach players AND Game masters how to play a session of EXPEDITION:INCREDIZOOLOGY. Therefore it is EXTREMELY railroaded for the purposes of teaching the rules. Expedition leaders will have much more autonomy with their own stories!

These text boxes are RULES explanations. If you want to read this out to your players, go for it.

Information about the adventure (and tips and tricks for running an EXPEDITION: INCREDIZOOLOGY game) are in boxes with this colour. They are for EXPEDITION LEADER'S EYES ONLY.

These boxes are examples of gameplay and mechanics to help give you and your players a better idea of how to play.

## SOME RULES YOU SHOULD KNOW BEFORE YOU CREATE YOUR CHARACTER...

### TRAIT CHECKS

A Trait check occurs when players must make a check that doesn't relate to their specialisation skills.

Players assign dice to these traits. They then roll these dice whenever a check in that trait is needed. The traits used in Expedition:Incredizooology are:

**STRENGTH:** How well can they pull someone up who is hanging off the edge of a cliff?

**AGILITY:** How well can one balance on the edge of this cliff?

**FINESSE:** How well can they tie the knot that will stop someone from falling off the cliff?

**STAMINA:** How well can they hold on if they are on the side of a cliff?

**VISION:** How well can they see the bottom of the ravine from the top of the cliff?

**CHARM:** How well can they talk someone into coming and looking at this cliff?

All players have, as a base, a D4 for all traits.

### SKILLS

Skills are activities and actions that you can do throughout the game. They supercede other rules and mechanics.

### NOISE CHECKS

Stealth is handled by having the players roll a noise check using their STEALTH DIE.

1 or 2 - Level One Noise: No sound.

3 or 4 - Level Two Noise: Is that the wind? Creatures will stop for a moment, but then continue on. People do not hear this.

5, 6 or 7 - Level Three Noise: Creatures are on alert. People are suspicious.

8, 9 or 10 - Level Four Noise: Animals will know the direction you are in. People will stop for a moment to investigate.

10 - 20 - Level Five Noise: You bring attention to yourself - creatures are spooked and run away and people will be alerted to your presence.

IN THE FULL GAME YOU WILL BE ABLE TO UPGRADE YOUR STEALTH DICE



# INTO THE WYLDDES

## CENTRAL QUEENSLAND, AUSTRALIA 1923

The town of Midabilly is about a day's ride from nothing and halfway to hopelessness. It is a small town; one general store, a doctor every other Wednesday and about three establishments to get a drink. Midabilly's wooden veneer reflects the sturdiness of its people.

You are all here for a very specific reason - you found a poster in the city you were staying. Some of you have come internationally for this opportunity. The poster was effectively a wanted ad, although at no point did the word 'wanted' appear. It simply just asked, in no uncertain terms, if people wanted to get up and close with animals they never had before. Further inspection revealed that this wanting people interested in becoming trainee rangers for a 'Wyldelife Preservation'.

### Why did you all decide to answer the ad?

Whatever motivation you had for answering it, you have all travelled (largely by train) to this place. Midabilly has, strangely enough, its own train station. On one side of the tracks is the platform, the town and a road leading out to some grazing farmland. The other side of the tracks is dense bush, with no distinguishable features except for an overgrown road that seems to flow through the trees. On that side of the tracks there is also a livestock ramp that seems incredibly sturdy - sturdier than any you have ever seen a livestock ramp before. The platform has a small cover, and sun glares down at you.

The letters you all received instructed you to meet at the Midabilly train station on June 18<sup>th</sup>, 1923. There was no time written, just a date, and a scribble that you all guessed was a signature. There is only one other person on the platform. He is a lanky boy of about 15, with a broad brim hat. He sits nervously on his travelling trunks, flicking through an old and well-worn leather journal.

What would you all like to do while waiting?

This is an interaction. If you have never played a Tabletop RPG before, then you need to understand that a large part of this game (and games like it) depend on you asking questions and interacting with your world as your characters. You, as characters, have the freedom to ask any question, look at anything or talk amongst yourselves. You tell the story, and the expedition Leader tells it with you. It is encouraged that players draw upon their abilities and magic to help with roleplaying interactions within the world. If they believe a character controlled by the Expedition Leader to be dishonest, they may attempt to summon weather magic or rewind time to get a different answer. Expedition Leaders have a large amount of discretion with social interactions, and creative interactions will always be encouraged.

The lanky boy is Howie Redlands, from a long line of horse trainers from the United States. He has heard tales of this place from his Mother who apparently spent some time here as a young woman. He speaks in an excitable tone. If any players ask him what else he knows about the place he won't get a chance to tell them as the truck drives up to the station.

As you are standing talking, a beat-up truck comes spluttering down the road opposite the tracks. It seems to appear from the bush, without any warning and pulls up next to the livestock ramp. A woman, mid 40s and wearing a dull red beekeeper's bonnet with the net pulled back steps from the truck. She wears a pair of overalls, and sturdy boots. She leans against the truck and peers at you all standing on the platform. "You lot here about the ad?"

Pause here to allow for the players to interact with her. When they decide to go over, they all introduce themselves to her. She will introduce herself as Felicity Edmonds, a Ranger at the Midabilly Wyldelife Park. She will eventually tell them that they can sit in the back - Howie gets front seat. She also tells you that it's a long drive from here, so you should probably get comfortable.



**Figure 1 The Clock - A central mechanic of Incredizooology!**

This would be a good time to learn about Daily Activities. The game of Expedition: Incredizooology works off a clock - you are always conscious of the time. This clock will allow you to keep track of time and it even impacts when and where certain creatures are. Whenever you have time, you can attempt daily activities that will progress your character in some way. A daily activity costs 3 progressions on the clock.

First, you are going to attempt learning rolls. As mentioned before, Every time you undertake a daily activity, you will progress the clock 3 phases. Choose either a skill from the skill

**Example:** Lisa decides that she wants to learn the next level in TRAINER. She rolls her D6 (as she spent her 5 starting reputation points on building her Academic reputation) and gets a 4. She writes '4 next to the skill she is learning.

tree, an ability from the first page of your character sheet or a Magicae spell. You will make a learning roll. If you do not have any Academic or Magicae reputation (these upgrade your learning dice), your learning dice is a D4. Write the result of your roll in the box of the skill you are trying to learn. (You will learn the skill once you have reached 50 OR in the case of Magicae when you have reached the learning cost). You get 1 roll of the learning dice (or daily activity) for every 3 phases of the clock you spend.

It was noon when you got into the truck, and now it is getting late into the afternoon. The shadows are getting longer <sup>1</sup>. The truck pulls up outside of an old abandoned mine with a large DO NOT ENTER - DANGER, RISK OF COLLAPSE sign is plastered over a huge wooden gate. Howie jumps from the truck and strides proudly over to the gate. Felicity calls out to you - "this is going to be bumpy, and anyone ever been to a Wylde before? It's gonna feel weird." Howie jumps back into the truck and Felicity moves forward slowly. The truck rumbles through the old mineshaft. You can see in the headlamps of the truck that where originally was wooden support beams have now given way to large pillars of blue stone. The stone has veins of gold running through it and golden etchings and symbols have been carved into it. The air begins to feel tighter here, as though the pressure has suddenly increased. You can feel your ears popping a little and your breath feels short. There is the sound of rushing wind that comes quick and goes just as quickly.

Suddenly the truck rumbles to a stop in front of another large gate, this one metal and with the emblazoned symbol of a Pegasus upon it. Howie once again dutifully hops down from the truck

<sup>1</sup> As an expedition leader, part of your job is to paint a picture in the audiences mind... paint the time!

and swings the gate open. Felicity urges the truck onwards.

The truck splutters out into a valley bathed in sunset. Felicity pulls around onto a narrow road that runs across the mountain you are currently on. You can see a large lake that stretches out for miles and the valley gradually slopes up to an expanse of grasslands, rocky outcrops and bush. The bush seems different here, the native flowers more vibrant. You notice from this vantage point a grove of red and yellow flowered trees.

Sitting above one of the outcrops is a clearing and you can see that the road winds its way to a station with large buildings. The largest of the buildings is four stories tall and built out of sandstone. A clocktower stands in the centre.

Without warning, the sound of beating wings and thundering hooves fills the air and you see charging down the slope towards the truck a herd of winged horses. Their chestnut hair matted and tatty, their wings open and ready for flight. They take flight just as they get to the truck, and soar above it. There is a foal with them, and it is visibly struggling to gain momentum. Felicity points something out to Howie who sticks his head out of the truck. "See that! The flock are currently teaching the foal to fly."

**Pause to allow for any questions. If they ask questions, the brown winged horses are *Chestnut Pegasi*, rescued from a racing syndicate in the United Kingdom.**

The truck comes to a complete stop, and Felicity gets out. She is nervously scanning the skies in this area. A tree has fallen across the road.

Players will make checks when they are trying to achieve something, for example, lifting something or looking for something. Usually, you will roll a singular check based on that ability, i.e Strength for Strength checks. When doing this you will roll your trait die.

However, other people in your team can assist you and add their trait die roll to your roll, which allows you to be able to succeed (sometimes) easier.

The tree will require a strength check of 25 or higher. Once they move the log, they will hear a growling come from the scrub next to the truck.

As you look around you notice Howie gesturing frantically at something outside of your view.

Stalking from around the side of the truck is a large wolf-like creature. It has matted grey hair, and small antlers jutting out from either side of its head. Two small tusks jut out from its jaws.

Felicity will tell the players to stay calm and keep eye contact with it.

The creature unexpectedly lunges at Felicity, and she is pinned under its giant paws.

You are now entering a moment. Moments are moments of combat or intense interaction that requires split second decision making. Each player will be asked to choose an available action in that simultaneous moment, and to make this easier we have included MOMENT CARDS (there is a set of printables at the back of this QUICKSTART ADVENTURE).

Players can choose to make any one of the following actions:

a) **Improvised Action:** The improvised action can be anything that is outside the scope of other cards, but CANNOT be an attack.

B) **Move away:** players can disengage from a fight and move to a safe distance.

(C) **Fight (Fire a Weapon):** Players choose the weapon they are going to shoot / use. They roll damage as all weapons automatically succeed to hit, unless the dice roll is that of the weapon's jamming or misfiring roll. The weapon will have these statistics.

D) **Fight (Unarmed Combat):** The player uses Unarmed Combat to soften the blow of damage. (D4 Dice)

E) **Use Magicae:** (If the Magicae would deal damage to the target, it is resolved in (b) Fire a Weapon.

F) **Use a Skill:** use a skill that relates to that moment.

G) **Trap a Creature:** the players can attempt to trap the creature.

The Expedition Leader resolves the moment in order of the moment cards listed above. AN EXAMPLE OF RESOLVING AN ENCOUNTER CAN BE FOUND AT THE END OF THE QUICKSTART ADVENTURE.

The Elkenwolf will attack in a certain attack pattern, and the pattern of its attack is as below. Find the target of each attack before declaring the attack.

- Fight (Claws D6 damage)
- Fight (Jaws D10 damage)
- Fight (Claws D6 damage)
- Fight (Pounce D6- Players are pinned and cannot take their action if it would occur after a Fight action *see hierarchy of actions above*)

The Elkenwolf will continue going until either scared with a gunshot or fire.

If a player attempts to shoot a gun at the Elkenwolf, they will learn that any ammunition forged outside of the Wylde will not work. Felicity will yell on her moment to get the gun from the truck. **FELICITY'S PROTECTOR** is an ornate rifle, and all wooden features of the rifle are carved to look like feathers.

It is possible to kill the Elkenwolf, but the moment it is wounded it will attack with **FEROCITY**, which means that it will get **TWO** actions per moment.

Felicity can take 25 points of damage before she is killed by the Elkenwolf.

Once the players have finished dealing with the Elkenwolf, they take any wounded players & Felicity back to the truck and load them in. If they managed to kill the Elkenwolf, then the Elkenwolf's body goes into the back of the truck as well.

Howie quickly starts the truck up and continues to the farm with Felicity in the back.

### **Would anyone like to sit in the front with Howie?**

If anyone sits in the front with Howie he will tell you that he is not really cut out for this kind of thing and that he is more here for research. His mother is writing a book on how to take care of injured Incredizooological creatures, and the leader of this place agreed to help her with it.

It is a bumpy ride, but you continue through the bush until you exit onto a wide road overlooking the valley. Ahead you is the farmstead that you saw when you first entered. The tower in the middle is more spectacular up close, and you notice that the clock is moving slower than you think normal.

You pull up in front of the main sandstone building. A large man wearing a pilot's helmet and goggles dashes down the stairs with an old, thin woman. The woman quickly heads towards Felicity and instructs the man to carry her into the house.

As they are moving Felicity into the house, an older man of about 70, with a long bushy beard and what can only be described as an explorer's top hat walks from the stables and extends his hand.

He introduces himself as Marcus Dinnigan, the found of the Wydlelife Preservation program. He exclaims how nice It is to meet you and that after such long time travelling you would be wanting something to eat and some rest. Marcus assures you that he will give you a tour in the morning, but would like everyone to get settled, and he will see them in the morning. Food is brought around to them, and they have some time to themselves.

### **The time is now nightfall.**

If anyone would like to do some more learning, you are more than welcome. Keep in mind that You need 6 phases of sleep so as not incur a point of injury. However, if you are happy to keep learning through the night and incur a point of injury, you get **TWO** additional learning rolls. If you chose the naturally energetic ability, you only

need 3 phases of sleep, and therefore can take an additional learning roll PLUS your three hours sleep.

It is important to note that it requires 3 phases of the clock to heal 1 point of injury, so if you learn through the night, you will have to pay for it later!

You wake the next morning (or if someone learnt through the night, they are wired awake and in need of a strong coffee).

**RULE: Every time the clock progresses past sunrise, the weather dice is rolled to determine the weather, using the roll table to the right. I will then let you know so you can react accordingly.**

**The weather dice is a D6 and determines the weather for the day. This can impact animal's behaviour & temperaments and can make terrain difficult to traverse.**

**The weather is resolved on the roll table below:**

D6	Weather Effect
1	Fair Weather
2	Rain
3	Heavy Rain
4	Fog
5	Full Sun
6	Storm *Roll the D6 again on the below storm table to determine storm severity.

D6	Storm Effect
1	No activities permitted due to weather.
2	The animals get advantage on cage throws.
3	Tamed creatures are spooked and will require an extra D20 worth of points of taming to be re-tamed.
4	Lightning Storm - no travel or tracking in this weather. Re-roll after 6 phases.
5	The storm blows over.
6	If travelling by boat - the boat begins to sink unless it can be negated. If on land - a caged animal OR building is destroyed at Expedition Leader's discretion.

As we have passed SUNRISE, I am going to roll the weather dice. Every day the weather dice is rolled (and sometimes more than every day in special circumstances).

You hear Marcus in the hallway outside of your bedroom. It is just past sunrise, and he is yelling out 'Morning! Good Morning!' through the doors. 'Meet you in the courtyard in a few minutes'.

When you go to meet Marcus, he is wearing the same outfit as yesterday.

*"Morning all. We thought we'd bring you over to the stables for a bit - get you outfitted with a horse. This is Livinia, she's in charge of the stables."*

Standing next to Marcus is a muscular thirty-year-old woman who is wearing large, dark sunglasses. She is leaning on a post. Next to her is a large dog, who has bat like ears and nose. Its feet resemble bat feet more than they resemble dog paws. It happily looks around at the party, occasionally scratching itself, but keeping a firm eye on the woman.

*"I'm going to leave you with Livinia, but when you are ready, breakfast is on the table inside. Livinia,"* Marcus nods towards the Dog, "Reginald".

Livinia straightens. Reginald stands and trots down near her feet.

*"This is Reginald Jones, after my father-in-law. I am told they looked quite similar."* She smiles at the joke. *"Let's get over and have a look at what we can do you. Let's go to the stables bud."*

Reginald gently nudges Livinia in the direction of the stables and then trots happily beside her. He occasionally looks up adoringly at her, but then resumes his duty. Reginald pushes open the large gate to the stable and she gestures to the horses inside.

There are a few breeds of horses in here. There are horses with manes that flow in a breeze that isn't there, whose hair is white and translucent. There are horses whose hair is matted with stone and debris, whose hooves seem as strong as solid rock. Then there are the horses who seem like perfectly ordinary, everyday horses. These are the horses she points at.

*"We'll start you off with these. They are not as hard to control - and won't require much taming. Choose one you like the look of."*

You are now going to tame a horse. The horse is already tamed, so it will not require much but you need to spend a DAILY ACTIVITY (3 Phases of the clock) to tame it. The taming threshold for these horses is 3. A taming threshold is the amount you must roll in order to 'tame' the creature. It works similar to 'learning'.

Once you tame a creature you can ride it, tell it where to go and command it to do simple tasks.

Unless you have any dice upgrades to taming, your taming dice is a D4.

If you manage to tame your creature first go, then you can undertake another activity for your second daily activity until others have tamed their horse.

Once the players have tamed the horses (it may take a few daily activities) the horse is now tamed for them and they can ride it. Normally you cannot tame a creature more than once per day, but as this is the QuickStart guide, allowances have been made.

Players are encouraged to give their horse a name and note any special features of the horse.

You are busy taming your horse or undertaking other activities<sup>2</sup> when you hear a commotion coming from another building. As you go to investigate, a pure white Pegasi Foal gallops uneasily out of the door and tries to take flight. It's wings beat and you see it land clumsily with a thump.

**We now enter another moment!**

In this moment, they are going to try and capture the Pegasi Foal. The trapping roll for this is 25 - so they will need to work together (but do not tell them this). If they are unsuccessful in their first moment, the Pegasi foal launches into the air and takes off into the air. The crew are now having to go and track the foal.

## EXPLORATION

When Exploring, the tracker rolls a D20 exploration dice to start exploration. This number becomes the starting point for the exploration. If there is no player present within the team, they collectively roll a D4 each and use this collective number.

If players have used daily activities to study a map or have been given knowledge of where a certain feature is then they can choose to start at that number instead.

The Expedition Leaders job is to narrate and keep track of their journey on a roll table.

Once the party begins their exploration, every time they explore it costs one phase of the clock, moving it forward one phase.

Retracing their route will still progress the clock forward one phase every time they retrace their steps.

A soft featured man runs out of the building gesturing for you to catch it.

## EXAMPLE:

Ryan & Co are exploring. They know that there is a set of ruins that the creature they are tracking is known to be around 18. They then start at 18, and then decide to move down, to 17. This progresses the clock one phase, and it becomes dusk. They know that the creature they are hunting is nocturnal, so they wait on 17. When it doesn't show up, they move to 16, and encounter a different creature.

<sup>2</sup> Make this fit with what your players did during this time.

# AFTER THE FOAL!

Marcus strides out of the main building as the Pegasus foal glides up and out of the courtyard. He throws his hat down on the ground and then quickly picks it up again, realising what he'd done.

He gestures wildly to you, *"I need you to get out there and get that foal! Who knows what could happen to it! Take the horses - Try to find Jarra, he works here, he'll be able to help!"*

You rush to the horses and ride out of the Station's boundaries.

You are now starting your adventure into the Wylde, and you are starting to track a creature.

The following is a more detailed explanation of each encounter in the roll table. Feel free to add and subtract and embellish as much as you would like.

## DAYLIGHT

- 1) Ruins of an old farmstead. Howie will tell you that it was the original farmhouse before the new one was built - his mother often talks fondly of it.
- 2) Elkenwolf encounter - they startle it and it will attack them.
- 3) The body of a deer, freshly killed by something.<sup>3</sup>
- 4) Herd of sheep. They don't look particularly nasty, but then again...
- 5) Jarra, a stockman is riding back from the hills. He tells you that Luddergarn, a large dragon is coming down from the hills. Luddergarn doesn't come down, so he isn't really sure why she's down here. Jarra is a sweet man who remembers Howie's mum.
- 6) Roll weather dice (see above rules on weather dice)
- 7) Tiny hoof prints, that *could* belong to a Pegasi foal.
- 8) A Stockman's hut - it is empty, but would be a safe place to rest if needed.

	Daylight	Night
1	Ruins of an old farmstead. Looks to be 20/30 years old.	Sheep are bleating and scared of something.
2	Elkenwolf	Roll weather dice
3	The body of a deer, freshly killed by something.	Elkenwolf
4	Herd of sheep.	Luddergarn - the dragon
5	Jarra the stockman, coming back from having just seen Luddergarn.	Roll weather dice.
6	Roll weather dice..	Professor Michael & Associates (Asleep)
7	Tiny hoof prints.	Jarra the stockman doing rounds.
8	A stockman's hut	Stockman's Hut
9	Professor Michael & Associates	The sound of clicking and high pitched noise.
10	EchoDogs (Sleeping)	Pack of Echodogs.
11	Unicorn Herd	The sound of clicking and high pitched noise.
12	The twisted hollow	The twisted hollow
13	Pegasi Foal - galloping in a clearing.	Pegasi Foal - sleeping peacefully in a clearing.
14	Broken branches	Broken branches
15	The Standing Stones	The Standing Stones
16	Roll weather dice	Camp of trespassing hunters.
17	Rocks here seemed to have been moved around.	The sound of beating wings, huge wings.
18	Luddergarn - a large Australian Dragon, sleeping.	Rocks here seemed to have been moved into a large nest.
19	Moon flowers (closed)	Luddergarn - a large Australian Dragon, is flying above the crew.
20	A group of trespassing hunters	Roll weather dice.

<sup>3</sup> Most predators will have warning about their lair / den. In this case, it is a dead deer that signals that it is near.

- 9) Professor Michael & Associates are surveying the land of the Wylde. Professor Michael comes from Wales, and is attempting to write a book about the variety of Wylde and their topography.
  - 10) Sleeping Echodogs. Reginald Jones is an Echodog. They are nocturnal creatures normally (Reginald is an exception). See Echodog statistics at the back of this QuickStart Adventure.
  - 11) Unicorn Herd - they will not bother the crew if they do not bother them.
  - 12) The Twisted Hollow, a large tree that has long been dead. It is a good place to spend the night if need be.
  - 13) Pegasi Foal - galloping happily in the clearing. It is unharmed.
  - 14) Broken twigs - something large has come through here recently.
  - 15) The standing stones landmark - a series of standing stones that are made from the same stone that guarded the entrance of the Wylde.
  - 16) Roll weather dice - See rules on rolling weather dice.
  - 17) Rocks have been moved - large boulders seem to have been rolled somewhere nearby.
  - 18) Luddergarn - a huge creature (see creature stat block at the end of this QuickStart guide).
  - 19) Moon flowers (closed). Beautiful white & purple flowers that are curled tightly together. Only open on moonlit nights.
  - 20) A group of 3x trespassing hunters. They are from the Wilkinson Hunting Company. Each hunter has a D8 rifle, 12 health and a trapping threshold of 6.
- 8) Stockman's hut - it is empty, but would be a safe place to rest if needed.
  - 9) The sound of clicking and high pitched noises (if the Echodogs have been scared off, they are just hiding away from the group, scared).
  - 10) Pack of Echodogs
  - 11) Sound of clicking and high pitched noises (if the Echodogs have been scared off, they are just hiding away from the group, scared).
  - 12) The Twisted Hollow, a large tree that has long been dead. It is a good place to spend the night if need be.
  - 13) Pegasi Foal, sleeping in the middle of a clearing.
  - 14) Broken branches from some small creature walking through it.
  - 15) Standing Stones (Landmark)
  - 16) Camp of trespassing hunters
  - 17) The sound of huge beating wings
  - 18) Rocks here seem to have been moved into a large nest.
  - 19) Luddergarn - a large Australian Dragon is flying above the crew. Will not harm the crew if they do not harm her.
  - 20) Roll weather dice.

Once the players have found the foal, it will take the same amount of phases as it did to find the foal.

For example, if it took 8 phases to find the foal, it will take 8 phases to get back to the station.

Nat & Penny took 5 phases to find their destination. It was Morning when they started their expedition, they found their target mid-afternoon and will arrive back at camp at Nocturne's Awakening.

*They do not have to go past all of the encounters they had - they are simply retreading their steps...although if you want to be that sort of Expedition Leader, go for it.*

Once they get back to the station, the Pegasi foal is back in it's enclosure and Marcus implores you to go rest.

## NIGHT

- 1) Scared sheep - something has spooked these sheep.
- 2) Roll weather dice (see above for the rules on weather dice).
- 3) Elkenwolf - It has been stalking them and lunges at whoever is at the back.
- 4) Luddergarn. Luddergarn will not bother them if they do not bother Luddergarn.
- 5) Roll weather dice.
- 6) Professor Michael & Associates, asleep at their camp.
- 7) Jarra doing rounds. Jarra is a stockman who tells you Luddergarn is flying around, but isn't normally nocturnal.

**You have reached the end of the Expedition: Incredizooology Quickstart Adventure. I hope you enjoyed the adventure. You have now learnt the basics of the game of Expedition: Incredizooology!**

### **GIVE FEEDBACK!**

This QR code will take you (and your players) to a feedback form in order to give feedback on the experience.

We are learning, we are growing, and we are on this adventure with you all.

### **SPECIAL CONSIDERATIONS**

**a) What happens if a character dies?**

*If a character dies they have a full clock until they properly 'die'. They will need to be taken back to camp, and someone will need to treat them.*

**b) What if I can't see a rule for what the character wants to do?**

*Go with your instinct. If they want to do something, pick the statistic or skill specialisation you feel they should be able to do. Then - tell us about it so I can try to write it into the rulebook!*

**c) What is different about this version to the full rulebook?**

*More of everything! More character options, more rules for creating adventures, more rules for creating engaging Wylde campaigns!*

*There is also rules about creating your own Wyldes and creating creatures from scratch.*



CREATURE NAME: ELKENWOLF

SIZE MEDIUM TEMPERAMENT WILD- DANGEROUS

HP 23 TAMING THRESHOLD 35

PHYSICAL FEATURES WOLF WITH ANTLERS & MALE ELKENWOLFS HAVE TUSKS

FEATURE JAWS - D10 DAMAGE

FEATURE HOWL - AFTER 2 MOMENT IT WILL HOWL AND THE NEXT MOMENT ANOTHER ELKENWOLF WILL APPEAR.

FEATURE CLAWS - D6 DAMAGE

FEATURE FEROCITY - WHEN ATTACKED WILL ATTACK TWICE IN EACH MOMENT.



CREATURE NAME: LUDDERGARN

SIZE GIGANTIC TEMPERAMENT NON-CONFRONTATIONAL

HP 90 TAMING THRESHOLD 120

PHYSICAL FEATURES PINK HUE TO SKIN - SCALES - LIKELY TO SHED

FEATURE FIRE BREATH - 2xD20 Damage. NOTE: ONLY WHEN ATTACKED OR PROVOKED.

FEATURE TAIL IS DANGEROUS. D12 OF DAMAGE

FEATURE CLAWS - D10 DAMAGE

FEATURE FLIGHT - WILL TRY TO TAKE FLIGHT WHEN THREATENED.



CREATURE NAME: PEGASUS FOAL

SIZE MEDIUM TEMPERAMENT PLAYFUL

HP 23 TAMING THRESHOLD 56

PHYSICAL FEATURES KICK - D12 Damage

FEATURE FLIGHT - CAN FLY

FEATURE N/A

FEATURE N/A

FEATURE N/A



CREATURE NAME: ECHODOG

SIZE MEDIUM TEMPERAMENT SKITTISH

HP 12 TAMING THRESHOLD 46

PHYSICAL FEATURES BODY OF A DOG, HEAD OF A BAT.

FEATURE ECHO LOCATION - UNLESS SLEEPING, THEY ATTACK A MOMENT FIRST.

FEATURE SCRATCH - D4 DAMAGE (Chance for infection - 80%)

FEATURE SCREECH - ALL PLAYERS ARE DEAFENED FOR 3 MOMENTS - No speech or communicating between players.

FEATURE BITE - D12 Damager (Chance for Infection - 80%)



# EXPEDITION: INCREDIZOOLOGY

AFFIX PASSPORT PHOTO HERE

GIVEN NAMES

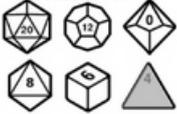
SURNAME

KNOWN BY OTHER NAMES

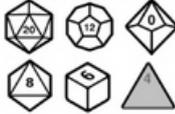
MOTIVATION

LANGUAGES KNOWN

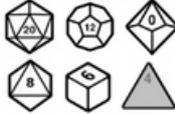
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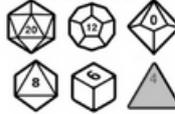
## AGILITY



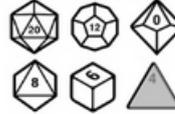
## STAMINA



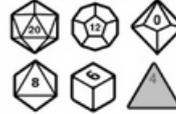
## FINESSE



## VISION



## CHARM



## ABILITIES

THESE SKILLS REPRESENT YOUR NATURAL ABILITIES OR HEIGHTENED ABILITIES.

**GOOD WITH ANIMALS**  
REROLL A TAMING DICE. YOU MUST TAKE THE NEW RESULT.

**FOCUSED STUDY**  
RE-ROLL A LEARNING DICE. YOU MUST TAKE THE NEW RESULT.

**CHARMER**  
ONCE A DAY YOU CAN MAKE ANYONE FRIENDLY FOR 3 MOMENTS.

**NATURAL FORTITUDE**  
YOU REGAIN A POINT OF HEALTH A DAY (DOES NOT COST ACTIVITY POINT)

**AGILE**  
CAN CLIMB A CLIMBABLE SURFACE - DOES NOT COST A MOMENT'S ACTION.

**CALM MIND**  
ONCE A DAY, IN A MOMENT YOU CAN REACT AFTER OTHERS.

**BOXER** - D6 FISTS (INSTEAD OF D4) D10 STRENGTH ROLLS

**RESILIENT**: WHEN DOWN TO 0 HEALTH, YOU REGAIN 5 HEALTH (ONLY ONCE PER DAY)

**NATURALLY ENERGETIC**  
YOU ONLY NEED 3 PHASES OF THE CLOCK TO REST

**LUCKY**  
ONCE A DAY YOU CAN RE-ROLL ANY ROLL YOU WANT.

**QUICK REFLEXES**  
ROLL A D4. IF 3 OR 4 YOU DODGE AN ATTACK.

**PUNCH BACK**  
IF YOU ARE HIT AT CLOSE RANGE, YOU CAN TAKE A D4 REACTION.

## HEALTH

YOU START WITH 20 HEALTH. ADDITIONAL HEALTH IS AVAILABLE.



ACCESS THIS, BUT FORGO AN ABILITY



ACCESS THIS, BUT FORGO AN ABILITY



ACCESS THIS, BUT FORGO AN ABILITY

## REPUTATION

### BLOODLUST

YOU INCREASE THIS EVERY TIME YOU KILL A HUMAN.



YOU HAVE DONE SOME BAD THINGS. PERHAPS THEY WERE JUSTIFIED, PERHAPS THEY WEREN'T...



YOUR HAND TO HAND COMBAT IS A DR. YOU ALSO HAVE ACCESS TO THE BLACK MARKET.



YOU HAVE SHOWN YOURSELF TO BE OUTTHROAT AND ARE ABLE TO GET INFORMATION FROM UNSAVOURY CHARACTERS EASILY.



YOU ARE AN HONOURED MEMBER OF THE BLACK MARKET, AND HAVE ACCESS TO UPPER ECHELON BLACK MARKET EQUIPMENT



### MAGICAE USER

YOU INCREASE THIS EVERY TIME YOU LEARN A MAGICAE.



YOUR MAGICAE LEARNING DICE IS A D6



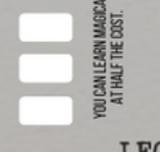
YOUR MAGICAE LEARNING DICE IS A D8



YOUR MAGICAE LEARNING DICE IS A D20



YOU CAN LEARN MAGICAE AT HALF THE COST.



### ACADEMIC

YOU INCREASE THIS EVERY TIME YOU LEARN A SKILL



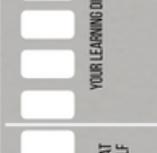
A STUDENT OF THE WORLD, YOU HAVE A DR AS YOUR LEARNING DICE. YOU ARE WELL VERSED IN HOW TO STUDY.



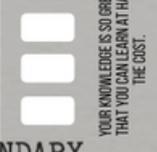
YOUR LEARNING DICE IS A DR. YOUR FINDINGS ARE WELL REPORTED ON.



YOUR LEARNING DICE IS A D20



YOUR KNOWLEDGE IS SO GREAT THAT YOU CAN LEARN AT HALF THE COST.



### MARKSMAN

WHEN YOU ROLL THE MAXIMUM OF ANY DICE.



YOU ARE A FLEETING MARKSMAN.



IF YOU GET ANY NUMBER BELOW THE MAXIMUM DICE ROLL, YOU CAN CHOOSE TO RE-ROLL THE DICE. ONCE DAILY, YOU MUST USE THE NEW ROLL.



YOU CAN SHOOT BULLETS OUT OF THE AIR - AND GORGE A RE-ROLL THREE TIMES A DAY.



## LEGENDARY

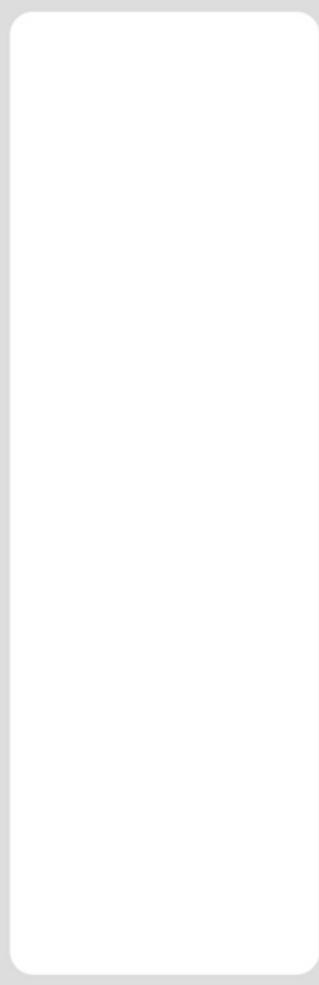
OUTLAW. YOU ARE SHUNNED BY SOCIETY FOR YOUR ACTIONS.

MAGICAE MASTER OF THE ARCANIC ARTS.

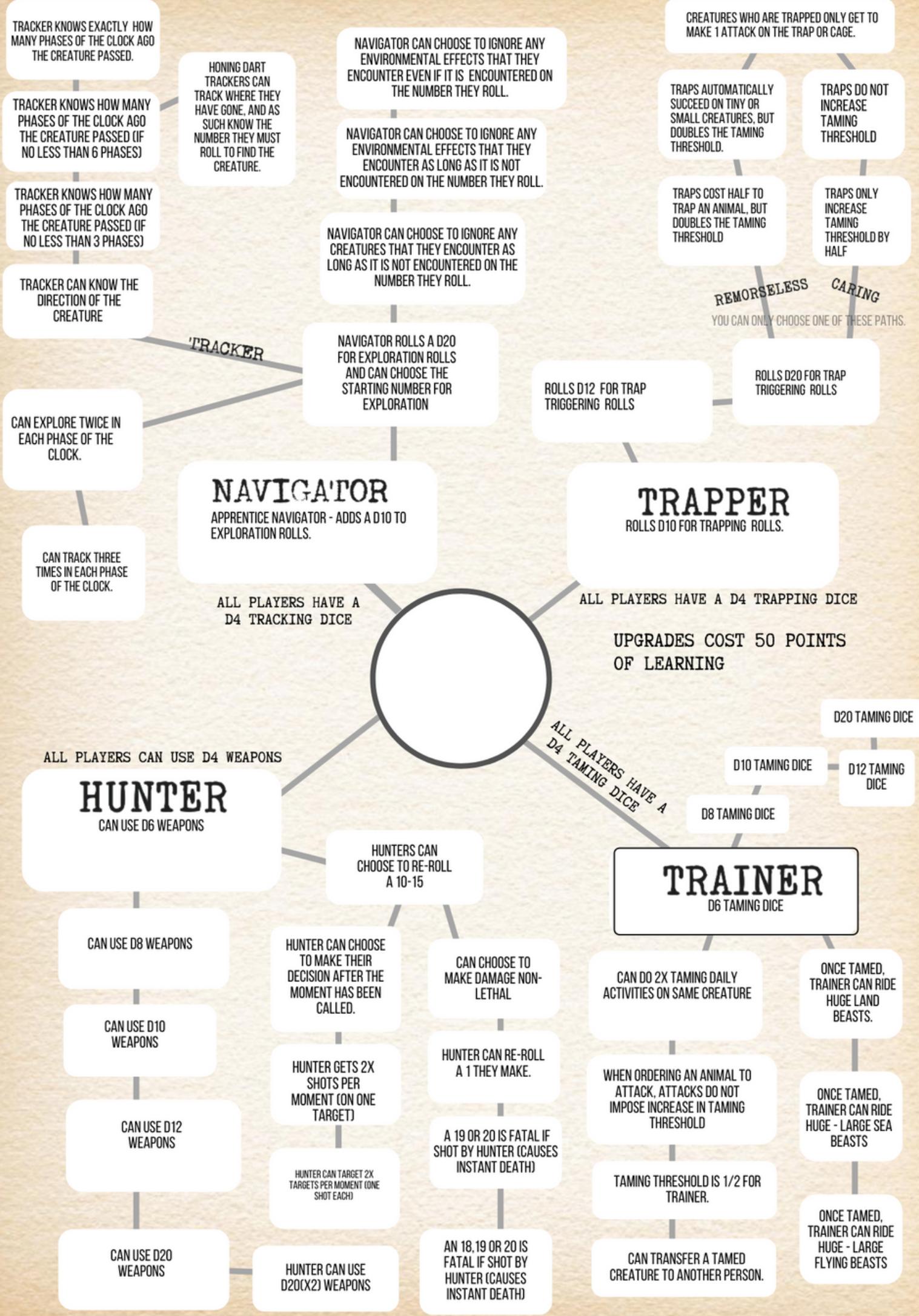
YOU ARE AN ESTEEMED PROFESSOR AT A UNIVERSITY

THERE IS A STATUE SOMEWHERE OF YOU.

## ITEMS IN POSSESSION



YOU CAN ONLY BECOME ONE OF THESE TOP TIER LEGENDS. YOU CAN, HOWEVER, FORGO ONE FOR ANOTHER. SEE THE RULEBOOK FOR THE BONUSES GRANTED AT LEGENDARY STATUS.



# Magicae

Transformation Magicae

## TRANSFORMATION MAGIC

**CAN SHIFT INTO A TINY ANIMAL.**  
TO LEARN: 40.  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES. LASTS FOR ONE PHASE OF THE CLOCK.

**CAN SHIFT INTO A SMALL ANIMAL.**  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES LASTS FOR ONE PHASE OF THE CLOCK.  
TO LEARN: 40.

**CAN SHIFT INTO A MEDIUM ANIMAL.**  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES. LASTS FOR ONE PHASE OF THE CLOCK.  
TO LEARN: 60.

**CAN SHIFT INTO A HUGE ANIMAL.**  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES. LASTS FOR ONE PHASE OF THE CLOCK.  
TO LEARN: 150.

**CAN SHIFT INTO A GARGANTUAN ANIMAL.**  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES. LASTS FOR ONE PHASE OF THE CLOCK.  
TO LEARN: 300.

**CAN TURN ANOTHER HUMAN OR CREATURE INTO A TINY ANIMAL.**  
YOU MUST ACTIVELY LEARN THE FORM OF A CREATURE TO TURN THE PERSON OR CREATURE INTO. YOU CAN LEARN THIS MULTIPLE TIMES WITH MULTIPLE CREATURE FORMS.  
TO LEARN: 100

Temperature Magicae

## WEATHER MAGIC

**CALL RAIN**  
ALLOWS YOU TO CALL A RAIN STORM THAT WILL LAST FOR FOUR PHASES OF THE CLOCK. ONLY LASTS ONCE A DAY.  
TO LEARN: 50

**CALL THUNDER - THIS ALLOWS THE USER TO CALL DEAFENING THUNDER FOR A MOMENT. THE THUNDER HIDES ALL NOISE FOR THREE MOMENTS.**  
TO LEARN: 50

**CALL LIGHTNING - THIS ALLOWS THE USER TO SPECIFICALLY CALL LIGHTNING TO A SPOT. MAY USE THIS ABILITY AT 2 MOMENTS NOTICE. LIGHTNING DOES D12 DAMAGE.**  
TO LEARN: 100

**AVOID THE ELEMENTS- WHEN NAVIGATING YOU CAN CAST THIS MAGICAE TO NEGATE AN ENVIRONMENTAL EFFECT. CAN USE TWICE A DAY.**  
TO LEARN: 60

**CHANGE WEATHER - YOU CHANGE THE WEATHER FOR THAT DAY TO WHATEVER YOU WANT. LASTS A DAY. YOU MUST LEARN THIS MAGICAE AGAIN ONCE YOU LEARN IT.**  
TO LEARN: 30

**CALM STORM - YOU CALM A STORM THAT HAS COME UP UNEXPECTEDLY. YOU CAN USE THIS ANYTIME A STORM IS IN PROGRESS. ONCE USED YOU MUST LEARN THIS MAGICAE AGAIN.**  
TO LEARN: 50

Perception Magicae

## TRAVEL MAGIC

**YOU CAN SLOW TIME IN A PARTICULAR LOCATION, WHILE MAINTAINING WORLD TIME. YOU AND YOUR TEAM-MATES GET 3X ACTIVITY POINTS WHILE TRAVELLING THIS WAY. YOU CAN USE THIS ONCE A DAY.**  
TO LEARN: 35.

**YOU CAN TRAVEL SOMEWHERE IN A MOMENTS NOTICE. YOU MUST RE-LEARN THIS SPELL ONCE CAST. YOU CAN USE THIS SPELL IN ANY MOMENT AT ANY TIMES AS LONG AS YOU ARE ABLE TO SPEAK.**  
TO LEARN: 20.

**YOU CAN INSTANTLY KNOW WHAT IS TWO TRACKING COORDINATES AHEAD OR BEHIND WHERE YOU ARE. YOU MUST RE-LEARN ONCE CAST.**  
TO LEARN: 30

Magicae Praesidium

## PROTECTION MAGIC

**SHIELD OF THE MAGICAE USER**  
A SHIELD APPEARS AROUND THE USER AND 2 OTHERS. ROLL A D20 - THIS IS THE AMOUNT OF DAMAGE PREVENTED.  
TO LEARN: 60

**TURN ENEMY**  
THE ENEMY TURNS AWAY AND APPEARS CONFUSED FOR THREE MOMENTS UNLESS ATTACKED.  
TO LEARN: 50

**NOT TODAY**  
YOU CANCEL ALL IMPACTS OF THE DAMAGE.  
ONCE A DAY.  
LEARN: 50

**REVIVAL**  
YOU REVIVE A FELLOW PARTY MEMBER TO HALF HEALTH. YOU MUST RELEARN ONCE USED.  
TO LEARN: 50

**REDIRECT**  
ONCE A DAY, ANY DAMAGE MEANT FOR A PERSON CAN BE REDIRECTED TO ANOTHER PERSON.  
TO LEARN: 50

**WE ARE A TEAM**  
IF DAMAGE WOULD DROP SOMEONE TO 0, YOU CAN SHARE THE DAMAGE BETWEEN THE PARTY MEMBERS. LEARN: 50

# Animalis Magicae

## ANIMAL MAGIC

**CALM ANIMALS**  
YOU LEARN TO CALM AN ANIMAL. THIS REDUCES THEIR TAMING THRESHOLD AND CAPTURE THRESHOLD BY -20  
TO LEARN: 100

**TRACK ANIMALS**  
YOU CAN USE THIS MAGICAE TO SUCCESSFULLY TRACK THE CORRECT DIRECTION OF A CREATURE.  
TO LEARN: 100

**SLEEP ANIMAL**  
YOU LEARN TO MAKE AN ANIMAL GO TO SLEEP. YOU ROLL A D6, IF THE CREATURE GETS EQUAL OR ABOVE WHAT YOU ROLLED THEN IT DOES NOT SLEEP. OTHERWISE IT IS ASLEEP FOR FOUR PHASES OF THE CLOCK.  
TO LEARN: 100

**SPEAK TO ANIMALS.**  
YOU CAN SPEAK SIMPLE COMMANDS THAT ANIMALS CAN UNDERSTAND. FLIP A COIN. IF HEADS, THE CREATURE OBEYS.  
TO LEARN 30

**ANIMALIS RAGE**  
CAN MAKE ANIMALS TURN SUDDENLY AGGRESSIVE TOWARDS A PERSON OF YOUR CHOOSING. LASTS FOR THREE MOMENTS.  
TO LEARN: 50

**ANIMALS ARE FRIGHTENED OF YOU AND WILL TRY TO RUN AWAY FROM YOU. LASTS FOR THREE MOMENTS.**  
TO LEARN 50

**BOND WITH CREATURE.**  
YOU FORGE A BOND BETWEEN YOU AND A CREATURE. THIS BOND IS UNSHAKEABLE AND NO ACTION CAUSES RE-TAMING. YOU MUST RE-LEARN AGAIN ONCE THE SPELL IS USED.  
TO LEARN: 150  
**MUST BE FOCUSED ON ONE CREATURE OF YOUR CHOICE THAT YOU HAVE TAMED.**

**ANIMALIS FAMILIA**  
YOU CREATE A FAMILIAR FROM A CREATURE YOU ARE BONDED WITH. THIS FAMILIAR IS ALWAYS WITH YOU, OBEYS COMMANDS AND CAN TELL YOU SIMPLE THINGS.  
TO LEARN: 150.  
**MUST BE FOCUSED ON ONE CREATURE OF YOUR CHOICE THAT YOU HAVE TAMED.**

# Magicae Temper

## WEAPON MAGIC

**CLANDESTINE ANTS**  
MAKE A PERSON FEEL AS THOUGH THEY ARE BEING BITTEN BY ANTS. THEY CANNOT DO ANYTHING ON THEIR MOMENT EXCEPT MOVE FOR ONE MOMENT.  
TO LEARN: 35.

**INVISIBLE SWORD.**  
THE USER CAN CALL ON AN INVISIBLE WEAPON AT ANY TIME.  
D10 DAMAGE  
TO LEARN: 35.

**INVISIBLE TRAP**  
A CREATURE IS TRAPPED IN AN INVISIBLE TRAP. DOES NOT IMPOSE THRESHOLD. CAN ONLY BE USED ONCE A DAY.  
TO LEARN: 35.

**ARCANE LASHING**  
AN ETHEREAL WHIP LASHES FROM A POINT. ROLL A D4. THE ARCANE LASHING DOES D4 X 5 DAMAGE.  
TO LEARN: 35.

**TRUE MARK**  
A BULLET OR ARROW DOUBLES DAMAGE. CAN BE USED TWICE A DAY.  
TO LEARN: 35.

**MAGIC WEAPON**  
IGNORE ANY RELOADING MOMENTS, AND DOES NOT REQUIRE AMMO. IMBUED ON ONE WEAPON ONLY.  
TO LEARN: 35.

**ARCANE SOLDIER**  
AN ETHEREAL FIGURE APPEARS, TIED TO AND CONTROLLED BY THE WIELDER. CAN HOLD ANY WEAPONS GIVEN TO IT. THIS ETHEREAL SOLDIER TAKES ALL DAMAGE. CANNOT BE USED UNTIL AFTER THE FOLLOWING WITCHING HOUR.  
TO LEARN: 35.



NOCTURNE'S  
RETIRE

DAWN

SUNRISE

EARLY MORNING

MID MORNING

NOON

EARLY  
AFTERNOON

MID AFTERNOON

LATE AFTERNOON

DUSK

TWILIGHT

SUPPER

NIGHTFALL

NOCTURNE'S  
AWAKENING

MIDNIGHT

WITCHING HOUR

# EXPEDITION: INCREDI-ZOOLOGY

APPLY PASSPORT PHOTO HERE

GIVEN NAMES

SURNAME

KNOWN BY OTHER NAMES

MOTIVATION

LANGUAGES KNOWN

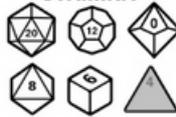
## STRENGTH



## AGILITY



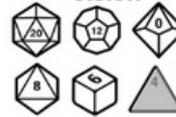
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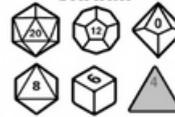
## FINESSE



## VISION



## CHARM



## ABILITIES

THESE SKILLS REPRESENT YOUR NATURAL ABILITIES OR HEIGHTENED ABILITIES.

**GOOD WITH ANIMALS**  
REROLL A TAMING DICE. YOU MUST TAKE THE NEW RESULT.

**FOCUSED STUDY**  
RE-ROLL A LEARNING DICE. YOU MUST TAKE THE NEW RESULT.

**CHARMER**  
ONCE A DAY YOU CAN MAKE ANYONE FRIENDLY FOR 3 MOMENTS.

**NATURAL FORTITUDE**  
YOU REGAIN A POINT OF HEALTH A DAY (DOES NOT COST ACTIVITY POINT)

**AGILE**  
CAN CLIMB A CLIMBABLE SURFACE - DOES NOT COST A MOMENT'S ACTION.

**CALM MIND**  
ONCE A DAY, IN A MOMENT YOU CAN REACT AFTER OTHERS.

**BOXER** - D6 FISTS (INSTEAD OF D4) D10 STRENGTH ROLLS

**RESILIENT**: WHEN DOWN TO 0 HEALTH, YOU REGAIN 5 HEALTH (ONLY ONCE PER DAY)

**NATURALLY ENERGETIC**  
YOU ONLY NEED 3 PHASES OF THE CLOCK TO REST

**LUCKY**  
ONCE A DAY YOU CAN RE-ROLL ANY ROLL YOU WANT.

**QUICK REFLEXES**  
ROLL A D4. IF 3 OR 4 YOU DODGE AN ATTACK.

**PUNCH BACK**  
IF YOU ARE HIT AT CLOSE RANGE, YOU CAN TAKE A D4 REACTION.

## HEALTH

YOU START WITH 20 HEALTH. ADDITIONAL HEALTH IS AVAILABLE.



ACCESS THIS, BUT FORGO AN ABILITY

ACCESS THIS, BUT FORGO AN ABILITY

ACCESS THIS, BUT FORGO AN ABILITY

## REPUTATION

### BLOODLUST

YOU INCREASE THIS EVERY TIME YOU KILL A HUMAN.



YOU HAVE DONE SOME BAD THINGS. PERHAPS THEY WERE JUSTIFIED. PERHAPS THEY WEREN'T...



YOUR HAND TO HAND COMBAT IS A D6. YOU ALSO HAVE ACCESS TO THE BLACK MARKET.



YOU HAVE SHOWN YOURSELF TO BE COUTHROAT AND ARE ABLE TO GET ACCESS TO UPPER ECHELON BLACK CHARACTERS EASILY.



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YOU INCREASE THIS EVERY TIME YOU LEARN A MAGICAE.



YOUR MAGICAE LEARNING DICE IS A D6



YOUR MAGICAE LEARNING DICE IS A D8.



YOUR MAGICAE LEARNING DICE IS A D10



YOU CAN LEARN MAGICAE AT HALF THE COST.

### ACADEMIC

YOU INCREASE THIS EVERY TIME YOU LEARN A SKILL.



A STUDENT OF THE WORLD, YOU HAVE A D6 AS YOUR LEARNING DICE. YOU ARE WELL VERSED IN HOW TO STUDY.



YOUR LEARNING DICE IS A D8. YOUR FINDINGS ARE WELL REPORTED ON.



YOUR LEARNING DICE IS A D10



YOUR KNOWLEDGE IS SO GREAT THAT YOU CAN LEARN AT HALF THE COST.

### MARKSMAN

WHEN YOU ROLL THE MAXIMUM OF ANY DICE.



YOU ARE A FLEETING MARKSMAN.



IF YOU GET ANY NUMBER BELOW THE MAXIMUM DICE ROLL, YOU CAN CHOOSE TO RE-ROLL THE DICE. ONCE DAILY. YOU MUST USE THE NEW ROLL.



YOU CAN RE-ROLL ANY 1'S THAT YOU ROLL.

## LEGENDARY

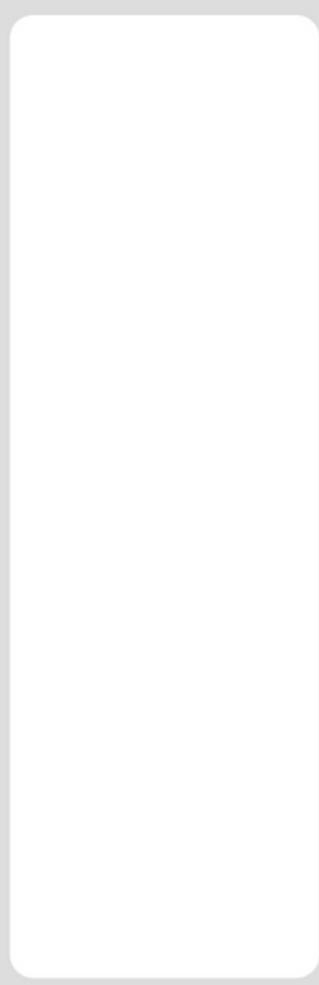
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MAGICAE MASTER OF THE ARCANES.

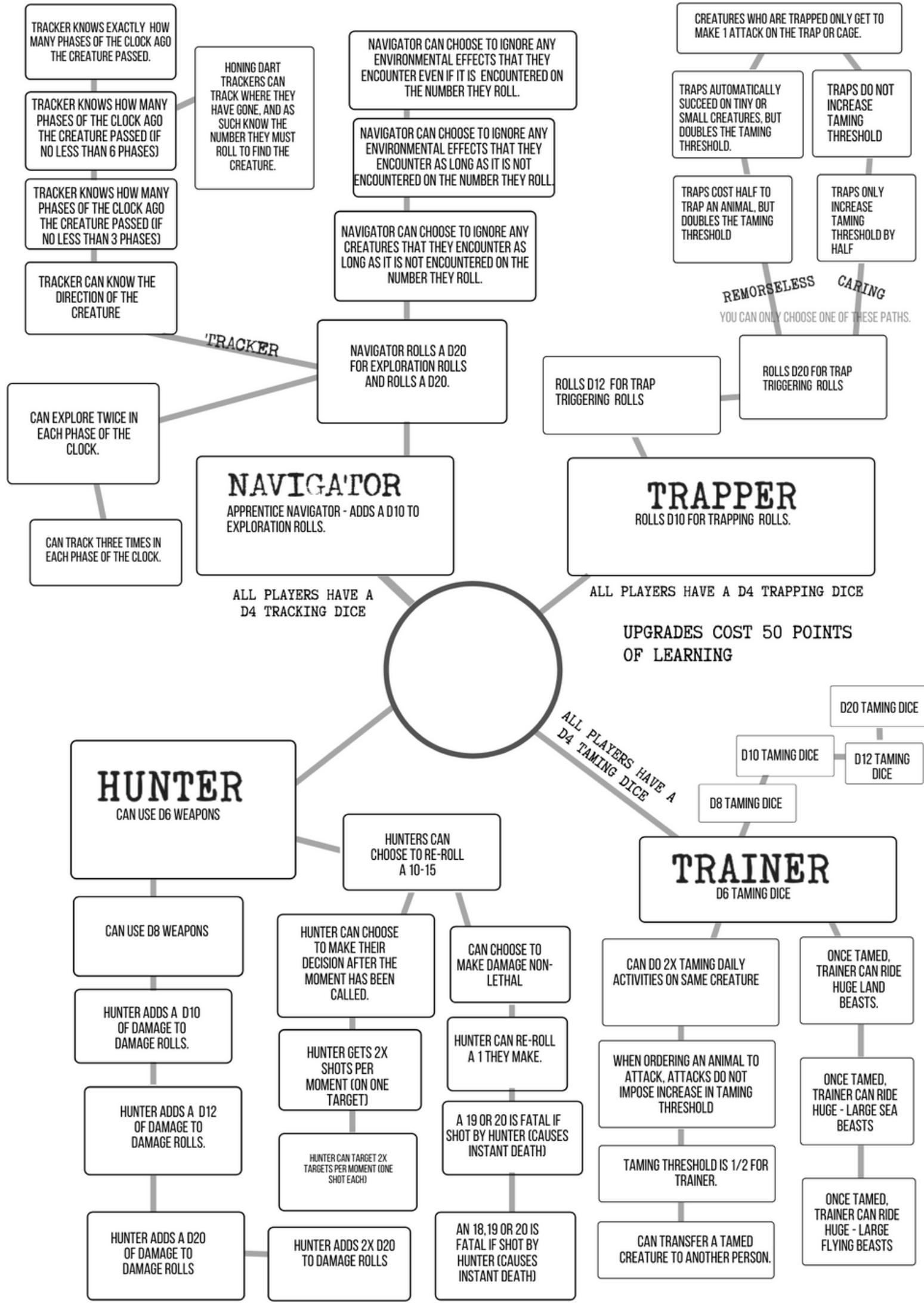
YOU ARE AN ESTEEMED PROFESSOR AT A UNIVERSITY.

THERE IS A STATUE SOMEWHERE OF YOU.

## ITEMS IN POSSESSION



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# Magicae

## Transformation Magicae TRANSFORMATION MAGIC

**CAN SHIFT INTO A TINY ANIMAL.**  
TO LEARN: 40.  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES. LASTS FOR ONE PHASE OF THE CLOCK.

**CAN SHIFT INTO A SMALL ANIMAL.**  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES LASTS FOR ONE PHASE OF THE CLOCK.  
TO LEARN: 40.

**CAN SHIFT INTO A MEDIUM ANIMAL.**  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES. LASTS FOR ONE PHASE OF THE CLOCK.  
TO LEARN: 60.

**CAN SHIFT INTO A HUGE ANIMAL.**  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES. LASTS FOR ONE PHASE OF THE CLOCK.  
TO LEARN: 150.

**CAN SHIFT INTO A GARGANTUAN ANIMAL.**  
YOU MUST DECIDE ON THE ANIMAL AND ACTIVELY LEARN THIS SKILL TOWARDS THAT ONE CREATURE. YOU CAN LEARN THIS MULTIPLE TIMES. LASTS FOR ONE PHASE OF THE CLOCK.  
TO LEARN: 300.

**CAN TURN ANOTHER HUMAN OR CREATURE INTO A TINY ANIMAL.**  
YOU MUST ACTIVELY LEARN THE FORM OF A CREATURE TO TURN THE PERSON OR CREATURE INTO. YOU CAN LEARN THIS MULTIPLE TIMES WITH MULTIPLE CREATURE FORMS.  
TO LEARN: 100

## Tempestative Magicae WEATHER MAGIC

**CALL RAIN**  
ALLOWS YOU TO CALL A RAIN STORM THAT WILL LAST FOR FOUR PHASES OF THE CLOCK. ONLY LASTS ONCE A DAY.  
TO LEARN: 50

**CALL THUNDER** - THIS ALLOWS THE USER TO CALL DEAFENING THUNDER FOR A MOMENT. THE THUNDER HIDES ALL NOISE FOR THREE MOMENTS.  
TO LEARN: 50

**CALL LIGHTNING** - THIS ALLOWS THE USER TO SPECIFICALLY CALL LIGHTNING TO A SPOT. MAY USE THIS ABILITY AT 2 MOMENTS NOTICE. LIGHTNING DOES D12 DAMAGE.  
TO LEARN: 100

**AVOID THE ELEMENTS**- WHEN NAVIGATING YOU CAN CAST THIS MAGICAE TO NEGATE AN ENVIRONMENTAL EFFECT. CAN USE TWICE A DAY.  
TO LEARN: 60

**CHANGE WEATHER** - YOU CHANGE THE WEATHER FOR THAT DAY TO WHATEVER YOU WANT. LASTS A DAY. YOU MUST LEARN THIS MAGICAE AGAIN ONCE YOU LEARN IT.  
TO LEARN: 30

**CALM STORM** - YOU CALM A STORM THAT HAS COME UP UNEXPECTEDLY. YOU CAN USE THIS ANYTIME A STORM IS IN PROGRESS. ONCE USED YOU MUST LEARN THIS MAGICAE AGAIN.  
TO LEARN: 50

## Respirational Magicae TRAVEL MAGIC

YOU CAN SLOW TIME IN A PARTICULAR LOCATION, WHILE MAINTAINING WORLD TIME. YOU AND YOUR TEAM-MATES GET 3X ACTIVITY POINTS WHILE TRAVELLING THIS WAY. YOU CAN USE THIS ONCE A DAY.  
TO LEARN: 35.

YOU CAN TRAVEL SOMEWHERE IN A MOMENTS NOTICE. YOU MUST RE-LEARN THIS SPELL ONCE CAST. YOU CAN USE THIS SPELL IN ANY MOMENT AT ANY TIMES AS LONG AS YOU ARE ABLE TO SPEAK.  
TO LEARN: 20.

YOU CAN INSTANTLY KNOW WHAT IS TWO TRACKING COORDINATES AHEAD OR BEHIND WHERE YOU ARE. YOU MUST RE-LEARN ONCE CAST.  
TO LEARN: 30

## Animalis Magicae ANIMAL MAGIC

**CALM ANIMALS**  
YOU LEARN TO CALM AN ANIMAL. THIS REDUCES THEIR TAMING THRESHOLD AND CAPTURE THRESHOLD BY -20  
TO LEARN: 100

**TRACK ANIMALS**  
YOU CAN USE THIS MAGICAE TO SUCCESSFULLY TRACK THE CORRECT DIRECTION OF A CREATURE.  
TO LEARN: 100

**SLEEP ANIMAL**  
YOU LEARN TO MAKE AN ANIMAL GO TO SLEEP. YOU ROLL A D6, IF THE CREATURE GETS EQUAL OR ABOVE WHAT YOU ROLLED THEN IT DOES NOT SLEEP. OTHERWISE IT IS ASLEEP FOR FOUR PHASES OF THE CLOCK.  
TO LEARN: 100

**SPEAK TO ANIMALS.**  
YOU CAN SPEAK SIMPLE COMMANDS THAT ANIMALS CAN UNDERSTAND. FLIP A COIN. IF HEADS, THE CREATURE OBEYS.  
TO LEARN 30

**ANIMALIS RAGE**  
CAN MAKE ANIMALS TURN SUDDENLY AGGRESSIVE TOWARDS A PERSON OF YOUR CHOOSING. LASTS FOR THREE MOMENTS.  
TO LEARN: 50

ANIMALS ARE FRIGHTENED OF YOU AND WILL TRY TO RUN AWAY FROM YOU. LASTS FOR THREE MOMENTS.  
TO LEARN 50

**BOND WITH CREATURE.**  
YOU FORGE A BOND BETWEEN YOU AND A CREATURE. THIS BOND IS UNSHAKEABLE AND NO ACTION CAUSES RE-TAMING. YOU MUST RE-LEARN AGAIN ONCE THE SPELL IS USED.  
TO LEARN: 150  
**MUST BE FOCUSED ON ONE CREATURE OF YOUR CHOICE THAT YOU HAVE TAMED.**

**ANIMALIS FAMILIA**  
YOU CREATE A FAMILIAR FROM A CREATURE YOU ARE BONDED WITH. THIS FAMILIAR IS ALWAYS WITH YOU, OBEYS COMMANDS AND CAN TELL YOU SIMPLE THINGS.  
TO LEARN: 150.  
**MUST BE FOCUSED ON ONE CREATURE OF YOUR CHOICE THAT YOU HAVE TAMED.**

## Magicae Praesidium PROTECTION MAGIC

**SHIELD OF THE MAGICAE USER**  
A SHIELD APPEARS AROUND THE USER AND 2 OTHERS. ROLL A D20 - THIS IS THE AMOUNT OF DAMAGE PREVENTED.  
TO LEARN: 50

**TURN ENEMY**  
THE ENEMY TURNS AWAY AND APPEARS CONFUSED FOR THREE MOMENTS UNLESS ATTACKED.  
TO LEARN: 50

**NOT TODAY**  
YOU CANCEL ALL IMPACTS OF THE DAMAGE.  
ONCE A DAY.  
LEARN: 50

**REVIVAL**  
YOU REVIVE A FELLOW PARTY MEMBER TO HALF HEALTH. YOU MUST RELEARN ONCE USED.  
TO LEARN: 50

**REDIRECT**  
ONCE A DAY, ANY DAMAGE MEANT FOR A PERSON CAN BE REDIRECTED TO ANOTHER PERSON.  
TO LEARN: 50

**WE ARE A TEAM**  
IF DAMAGE WOULD DROP SOMEONE TO 0, YOU CAN SHARE THE DAMAGE BETWEEN THE PARTY MEMBERS. LEARN: 50

## Magicae Temer WEAPON MAGIC

**CLANDESTINE ANTS**  
MAKE A PERSON FEEL AS THOUGH THEY ARE BEING BITTEN BY ANTS. THEY CANNOT DO ANYTHING ON THEIR MOMENT EXCEPT MOVE FOR ONE MOMENT.  
TO LEARN: 35.

**INVISIBLE SWORD.**  
THE USER CAN CALL ON AN INVISIBLE WEAPON AT ANY TIME.  
D10 DAMAGE  
TO LEARN: 35.

**INVISIBLE TRAP**  
A CREATURE IS TRAPPED IN AN INVISIBLE TRAP. DOES NOT IMPOSE THRESHOLD. CAN ONLY BE USED ONCE A DAY.  
TO LEARN: 35.

**ARCANE LASHING**  
AN ETHEREAL WHIP LASHES FROM A POINT. ROLL A D4. THE ARCANE LASHING DOES D4 X 5 DAMAGE.  
TO LEARN: 35.

**TRUE MARK**  
A BULLET OR ARROW DOUBLES DAMAGE. CAN BE USED TWICE A DAY.  
TO LEARN: 35.

**MAGIC WEAPON**  
IGNORE ANY RELOADING MOMENTS, AND DOES NOT REQUIRE AMMO. IMBUE ON ONE WEAPON ONLY.  
TO LEARN: 35.

**ARCANE SOLDIER**  
AN ETHEREAL FIGURE APPEARS, TIED TO AND CONTROLLED BY THE WIELDER. CAN HOLD ANY WEAPONS GIVEN TO IT. THIS ETHEREAL SOLDIER TAKES ALL DAMAGE. CANNOT BE USED UNTIL AFTER THE FOLLOWING WITCHING HOUR.  
TO LEARN: 35.

