

JI-HERP

The central figure is a muscular, winged warrior with long dark hair and glowing yellow eyes. He wears a dark, patterned loincloth and has a golden snake coiled around his chest. He holds a sword aloft in his left hand. Behind him is a large, glowing yellow halo. The background is a dark, fiery, and smoky landscape. In the foreground and midground, several dark, armored figures are visible, some wearing helmets with horns or spikes. The overall tone is dark and intense.

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[Ji-herp on Game on table top](#)



Ji-Herp is a unique role-playing game where gods, heroes and mortals battle for cosmic balance. The world of Ji-Herp is haunted by conflicts between Order and Chaos, Light and Darkness. Here, religious beliefs have a real and immediate impact on events, characters and the very future of the universe.

Players can embody champions of Order, agents of Chaos, defenders of Light and Darkness or heralds of Satan with a range of archetypes, races and ethnicities inspired by religious myths. The new edition of Ji-Herp will feature:

- A fluid, strategic rules system based on percentage of success, with an emphasis on moral decision-making and the consequences of each action.
- A richly developed world with rival factions, fallen empires and divine secrets waiting to be discovered.
- Never-before-seen illustrations and a complete update of graphic content to enhance immersion.

Game Leader's Kit

A rigid cardboard game screen, richly illustrated on the player's side and arranged on the leader's side to make his work easier. A large colour world map. A supplement containing game aids and a scenario.



Farlonne

A completely new campaign, Farlonne will allow you to explore the island of the same name. These, until now, unknown lands will prove to be extremely dangerous, as multiple factions battle it out for supremacy.

These wars risk uncovering dark secrets that could shake Ji-Herp to the core, when a divine figure from Genesis resurfaces.

Discover a short story [here](#).



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Genesis

In the beginning, the Universe was Order and Chaos, Light and Darkness. Worlds were born and died, suns shone and dimmed. The infinite Universe glowed and filled with the tumult and genius of Chaos, of Order.

From the light sprang Thought, and what she saw seemed bland and futile.

To give meaning to her existence, she created Life, choosing worlds to carry it, which she fertilised.

And from the conflict between Order and Chaos emerged the ancient peoples. Under the influence of these beings, these two primordial forces took the path of Balance.

Finding her work incomplete, Thought decided to create her own descendants.

The first of his children was born of Fire. He looked up at his creator, recognised him as his father and named him God.

The child's strength was great, far too great for him to mix with other beings. So, God placed him at his right hand, forbidding him to intervene in his creation. Satan was his name.

From the Earth, he created Man, and named the first two Adam and Eve. Satisfied, He generated a people in their image.

Satan then said to his father:

-Father! You didn't make Man like me, I am strong and he is weak. Why is that?

-He doesn't need to be strong, because I am his Father.

-You are condemning him to a life of suffering and servitude! If he were like me, he could dominate his destiny.

-His strength lies in the freedom of his choices and his actions.

-In this world, there is no freedom without power. You're making a mistake.

-Your judgement is clouded, my son. Moreover, my choice is made.

-You are making my brothers a herd at the mercy of the wolves, when they are worthy of sharing my power. What kind of father are you to promise them such a miserable fate?

-I warn you, my son: this work is mine and sacred, and you must not interfere.

-This is unjust! Know that I will devote my eternal existence to helping Man achieve the perfection that is mine.

The universe shook with divine anger.

-You think you're perfect, but your immense pride proves otherwise. For your rebellion, I banish you.

-As for me, I will disown you and use my power to build my own kingdom.

This conflict awakened a conscience in the heart of the Darkness. It had five faces, each representing a facet of Absolute Evil...

Satan left his father's celestial kingdom and from the heart of the flames rose a magnificent empire that he named Hell. On the day the last stone was erected, five knights paid him a visit. Their footsteps echoed in the immense golden alleyway that led them to the throne of the young fallen Archangel, the Archangel of flames, the Archangel of light.

Their faces were hidden behind veils of shadow and their armour flashed with black light.

-Who are you and what do you want with the Lord of Hell?

-We are those who are one and yet many. We are of your peers the strongest and we come to you in peace for you to join our cabal.

-I have no use for you, you are no better than the one who tore you from your cold, putrid non-existence. I will use you as I would use him, and I will bring Man to my right through the Darkness as through the Light.

One of the knights stepped forward, bringing his dexter to a sharp black blade. Satan, the first son of God, rose up almighty in his rage and the knight fell to his knees. The others picked him up and left the kingdom of Hell.

They could have confronted him and perhaps defeated him, but they preferred to seduce and bewitch him. Time, they told themselves, is the best weapon. But can time really do anything other than glide over the man who was the first of the divine children and who will undoubtedly be the last of living beings.

The world

Three great continents emerged from the oceans, giving the world of Ji-Herp its present form.

The various races developed there. Later, Cain, Abel and Seth shared them in order to guide each of the human peoples living there.

The furthest south, the largest of them, would bear the name Asean. To the north would be Akapan and to the east Tersainte.

ETHNIC GROUPS AND PEOPLES

The ancient races

The Elves

First people to appear on Ji-Herp, their essence is related to that of the plant world. The Elves are divided into 4 lineages.

Drias Elves

The primordial Elves, they built their civilisations in the heart of the greatest forests, with which they share an essential bond.

White Elves

Fleeing human conflict, these elven peoples settled underground where they developed a new civilisation.

Grey Elves or High Elves

Following in the footsteps of Queen Zarabelleï, the High Elves left their forests to build stone cities in the image of humans. They consider themselves superior to their elven cousins.

Vendor Elves

A powerful clan of mage Elves, the Vendor disappeared from the face of surface of Ji-Herp during the great wars. During their 'reappearance' they had become a people with strange and closed customs.

The Dwarves

The Dwarves were born of the mountains and the

ocean, they are strong and robust, but short in comparison to other humanoids.

The Klotians

Brutal giants with limited intelligence, they believe they are the direct descendants of the gods.

The fairy folk

Born of pure magic, they are innately magical. They are divided into two peoples.

Goblins

Small, humanoid creatures with a generally unattractive physique. They are solitary and resentful, but love a joke, even a humiliating one if, at the very least, they are the perpetrators.

Fays

These tiny, winged humanoids can take the size of a small human. They love jokes and are cheerful and peaceful.

The Metamorphs

Born of Chaos, they are a mysterious and discreet people with strange abilities. Their real name is: the Gemians.

The Felids

Originating in the jungles of Akapan, these intelligent humanoid beings are descendants of the felines.

They have divided into two castes.

High Felids

Descended from large predators, the High Felids have a high self-esteem. Their power often gives them right.

Low Felids

Descended from the smallest predators, they had to break away with the High Felids who treated them almost like slaves. They are hospitable but can

easily lose their temper.

The Humans

Created by God, long after the ancient races had appeared, they have become the dominant species on Ji-Herp. They are divided into 5 peoples.

Sularites

The Sularites are the most widespread ethnic group in Ji-Herp's civilisations, ranging from republics to feudal systems.

Aruns

The Aruns developed their cultures as clans and tribes living in the colder regions of southern

of Aséan.

Yatsurais

A people isolated from the others, they form an imperial civilisation with highly hermetic customs and traditions.

Ekashites

These dark-skinned Men are the only human population living on Akapan. They are divided between city-states and sedentary tribes.

Ethites

Mainly inhabiting the lands to the north of Tersainte, their civilisations are tinged with wisdom and the spirit of the desert.

Human affiliates

Werewolves

The Lycans, a half-human, half-wolf people born of the Arun tribe of Red Fangs, were exterminated. The Werewolves are their descendants.

Vampires

This curse only affects humans who have accepted or undergone the ritual of another vampire. Their power comes from the forces and curse of a chosen

one who has betrayed Satan.

Incarnate Angels

Incarnate Angels are deserving souls who have been given a mission to accomplish on Ji-Herp.

Now mortal, they retain certain abilities from their celestial life, but have few memories of it.

Incarnate Angels of Hell

Infernal counterparts of the Angels, they suffer the same afflictions and enjoy similar benefits.

Incarnate spirits and avenging spirits

These souls lost in limbo, who have not joined either Hell or Paradise, sometimes manage to extricate themselves from their condition by incarnating in a dying human. The incarnated spirits are often agents of Order or Chaos, the avenging spirits, tormented souls who will not rest until their death is avenged...

The Eternals

Created by an unknown Chaos god, these exceedingly rare beings are immortal. This undeniable advantage is, for most, a curse without comparison.

The Dragon Men

Ancient Sularite people, the Dragon Men were born from the the magical union of brave knights and benevolent dragons during a pact sealed on the Table of Origins.

They now form a new race of humanoids.

RELIGIONS

Ever since God created Life and Satan split with him, other entities began to appear. On a world as young as Ji-Herp, thinking beings need gods, just as the gods need them.

All major events are intrinsically linked to cults and deities. Religion occupies a very important place in everyone's life. Every day, new legends, new heroes, and new myths still appear.

At the dawn of time, the first thinking beings wondered about the nature and meaning of their existence and the gods answered their prayers. These chose certain individuals and made them their chosen ones, to spread their words and laws.

And so, the first priests were born.

Little by little, the different cults organised themselves becoming what they are today.

The gods have such a hold over their followers that everyone acts, consciously or unconsciously, in the interests of the gods.

Today, each pantheon has its own temples and worshippers, but the rituals practised differs from one god to another.

Ji-Herp is a world in which religion and mysticism play a key role. The presence of the gods is undeniable and there are many signs they send to their followers. In such a context, it's not difficult to have "faith". The gods are more interested in the actions of mortals than in proofs of devotion and prayers when it comes to deciding to whom they will bestow their graces.

Even the most blasphemous of blasphemers can attract the kind attention of a deity if, without even knowing it, he or she is acting in the deity's interest. On the other hand, a priest can spend his whole life in the service of a god and still remain anonymous in his eyes.

The Light

The power of Good, of Light, is embodied by the entity that Humans, and by extension other peoples, call God. Throughout Ji-Herp, there are many people who follow the precepts of the Light, whether they be Humans, Elves,

Dwarves or others. Although the Ancient Peoples are not his children, God knows how to recognise in them those who are his servants.

The Church

To the south of Ethite country lie the lands of the Church. This religious organisation consists of a rigid theocracy with considerable political power, and over time has become distinct from other cults dedicated to the Light. In these kingdoms, God is the only supreme being and Man his only son. All other cults are considered blasphemous, all non-humans are seen as creatures of Darkness and magic as devilry.

Much of the responsibility for this situation lies with the "Holy Inquisition", which has gained increasing power within the Church since its inception.

Chaos

There is no cult dedicated to Chaos as a force, but the number of cults devoted to chaotic entities is vast. With the exception of Tersainte, temples to these deities can be found on every continent of Ji-Herp. Each cult has its own hierarchy and special features.

Order

In this type of religion, there is no cult dedicated to the essence of Order either, but as with Chaos, to specific deities. The only temples or organisations dedicated to the entities of the Order are found in Asean and in the south of Akapan. Each cult has its own hierarchy and particularities.

The Darkness

The consciousnesses that inhabit the darkness of the Universe were awakened during the conflict between God and his first son, Satan. These forces, as their name suggests, represent the antithesis of Light and Good. But while Light is unique, Evil has many faces. Their preferred methods vary from one god to another, ranging from gratuitous and blind violence to the most devious manipulation.

Satan

Satan is the first and most powerful of the Archangels. He is also the first Man. He is unique in the universe, the first-born of God's children, a divine man. The cause of his disagreement and break with God, the Creator, was the weakness of the new generation of Humans and their

dependence on him. Having denied his Father, he devoted himself to making his brothers powerful enough to take charge of their destinies. He soon realised that the condition of the Ancient Peoples was not too different, so he extended his attentions to all the peoples evolving on Ji-Herp.

For this omnipotent entity, the notions of Good, Evil, Order and Chaos are secondary considerations. He stands at their borders, somewhere in the shadows, manipulating these forces and sowing the seeds of power that will make mortals his equals one day in eternity.

He is often mistakenly identified with a force of Evil or Chaos. Even though his message and intentions have often been misunderstood and misinterpreted, he is the protector of the races that inhabit the world. He stands as a shield against the powers that enslave them. He fights for them to have a more glorious destiny than that reserved for them by the other deities, whoever they may be. He wants mankind and all the other races to rid themselves of the burden of the gods. Until that time comes, anyone who seeks a shred of the power he possesses is worthy of his attention. Satan is interested in all those who hold or seek power. It makes no difference to him whether they serve Light, Darkness, Order or

Chaos. Sometimes the people who are his best representatives are not even aware of it, at least until he makes contact with them by one mean or another. Satan is not represented in any particular way, his appearance changing according to each ethnic group and belief system. His natural form is that of an Archangel of incomparable dark beauty.

Spiritual inclination

Spiritual inclination does not necessarily reflect the character's beliefs, but rather the higher power to which their actions and lifestyle bring them closer.

There are five spiritual inclinations: Light, Darkness, Chaos, Order and Satan.



Characters

All ethnic groups/peoples are playable.

ATTRIBUTES

Attributes quantify a character's mental and physical abilities. Their scores vary from one individual to another. In Ji-Herp, there are seven attributes.

Strength: represents the character's muscular strength, ability to move loads and power. The higher this score, the easier it will be for the character to inflict additional damage, or leap great distances.

Constitution: represents stamina, the ability to resist blows, poisons and disease. A character with a high constitution will have a high number of hit points, recover faster from wounds and be able to exert prolonged effort.

Body: the name of this attribute is self-explanatory. The higher the score, the greater the character's height and/or mass.

Dexterity: this score represents a character's agility and speed of reaction. A high score in this trait means that the character has certain gifts for work requiring precision or delicacy, as well as for acrobatic prowess.

Intelligence: this attribute represents a character's speed and ability to learn new things, adapt to new situations, in a word their alertness. A high score indicates an aptitude for disciplines requiring reflection, while a low score reflects naivety or even stupidity, making the person an easy target for manipulators.

Spirit: Spirit is soul, will and psychic power.

Charm: this attribute derives as much from the character's physique as from his or her spirit, combining aesthetic beauty and charisma. It allows to gauge the physical attraction a character can provoke in others, or the ease with which he or she wins people over or impresses them.

CAREERS

Warrior

Warriors are the most formidable fighters. From an early age, they are accustomed in the ways of neutralising their opponents by force.

They can be found working for nobles, merchants and even temples. There's always work for a good Warrior, in times of peace or war.

Knight

Knights, whether men or women, are respected and appreciated for their courage and fighting spirit. They are not as fearsome as Warriors, but make formidable adversaries. Not all of them protect the Widow and Orphan, and some display an egocentricity that seems to place them above the considerations of the "common people".

A knightly character is always respected and listened to by the common people. In return, the common people are entitled to seek their protection.

Marauder

Generally speaking, people who embrace this career love the great outdoors and are solitary persons. Marauders are also fighters, sometimes as formidable as Warriors.

Marauders' knowledge of natural environments and animals makes them excellent hunters and trainers. They can survive with the minimum of equipment in the most hostile environments. The safest way to cross wilderness areas without too much risk is to enlist the services of one of these specialists.

Pirate

Sea transport is not only the fastest, but also the only way for ordinary mortals to reach Ji-Herp's various continents. River or sea routes are therefore often used to transport people and goods from one place to another. Sailors can choose to work honestly aboard a ship, but some embark on the more dangerous but oh-so-lucrative career of pirate or privateer.

Priest

The influence of deities is very strong on Ji-Herp. So it's only natural that these powers should have their representatives or messengers among the mortals. Priests are those people who, educated since childhood, transmit the precepts of the gods.

Priests play a very important role in societies, because, after all, they are the ones in charge of the spirituality of the people. They are present at the highest and lowest ranks of the social ladder.

The priest is an educated person with access to a colossal amount of knowledge. Of all the classes in

existence, apart from magicians, they are the most knowledgeable. It's their job to pass it on. Anyone wishing to acquire knowledge generally applies to a temple, and the vast majority of tutors are clerics.

Thief

In cities and rural areas alike, there are many people who live outside the law. Thieves can be robbers, burglars or brigands. They have but one objective in life: to appropriate by illegal means what others possess. They are the kings of the slums, and their outlaw guilds can be powerful and influential enough to make some nobles tremble.

Assassin

Anyone can stab someone in the back with a dagger. But if you want to get rid of a nuisance with certainty and discretion, it's best to call in a professional. The Assassin is the one who, even more than the Warrior, profits from the death of others. Like Thieves, Assassins are outlaws, and the authorities in every country seek to eradicate them. But it's not easy to rid a society of its own making. Assassins exist because people need their services and are willing to pay a fortune for them.

Bard

Bards are entertainers and performers. Gifted Bards are generally well received wherever they go. Certain ancient traditions state that all Bards have the right of free passage, whatever the political situation at the time. Most lead a bohemian life, moving from town to town to practice and perfect their art. People naturally seek out the company of Bards, so they are accepted in all social classes.

Despite this, they are also rogues, and not all are perfectly honest. Some use their talents as thieves, spies or assassins.

Bards often follow adventurers for a time, hoping to find inspiration for new legends, songs or poems in the face of danger. Others go on adventures simply to make their fortune.

Mage/Enginomancer

Of all the careers out there, the users of occult forces are the ones who provoke the most reactions. Few people remain unmoved by the subject of magic. Some loathe these inexplicable phenomena, while others remain mute in admiration of these demonstrations of power. Those who master magic or Enginomancy are rare, but always feared. They are prepared to sacrifice years of

their lives to learn the basics of these arts, which are incomprehensible to the uninitiated.

Depending on the country and religion, they are either respected or hated. Either way, they still possess a wealth of knowledge and power to impress even the most courageous. In the eyes of all, they are shrouded in mystery, and they take pleasure in maintaining this situation so as to remain enigmas.

Artisan

Together with farmers, craftsmen form the economic basis of all societies. A skilled Craftsman, whatever his speciality, is never short of money or work. He can always find something to do in any populated area. Although most Craftsmen are sedentary, a certain number travel from town to town or country to country to develop their skills. Some even set off on adventures to discover the secrets of ancient civilisations or other peoples.

SKILLS

The **Skill Base**, which determines a character's skill level, is the sum of the following elements:

Bonus to Skill Base, which is given directly by the skill. For example, 10% for Acrobatics.

Skill Base, which is the sum of points obtained through career and point distribution during character creation, plus experience acquired afterwards.

A distinction is made between Skill Base and Skill Score.

The **Skill Score** is the sum of the Skill Base, the Bonus modifier coming from attributes and any temporary or permanent bonuses or maluses given by circumstances, talents, magic, etc.

All these modifiers are irrelevant when determining whether a character is a master in his or her field. Only the Skill Base is decisive.

A Skill Base of 90% means you are a master of your art. This can have consequences in combat, for example.

List of skills and specialisations

Acrobatics

Animal control (Riding, Animal training)

Arcane - hermetic

Artistic expression (Juggling, Music, Dance, Disguise, etc.)

Athletics (Climbing, Swimming, Jumping, Running, etc.)

Erudition (Cartography, Languages, Heraldry, etc.)

Expression (Spiel, Comedy, Eloquence, Merchandising, Command, etc.)

Handicrafts (Crafts: blacksmithing, gunsmithing, tailoring, etc.)

Healing

Initiatory knowledge (Theology, Legends)

Larceny (Pick-pocketing, Pick Lock, Conjuring, Disguise, Prestidigitation, etc.)

Martial skills

Weapon category (specific weapon)

Throwing

Dodge

Unarmed combat

Natural science (Alchemy, Plants, Poisons, Animals, Survival, etc.)

Perception (Sense, Search)

Sixth sense - Hermetic (equal to 1/5th of Perception Score)

Specific skills:

Craftsman: Assess

Marauder: Trapping

Pirate: Navigation

Warrior: Strategy

Stealth (Hiding, Silent movement, Shadowing, Concealment, etc.)

Paths and talents

Talents are special abilities that grant additional bonuses or advantages to characters. They are classified into paths. A path is made up of several talents.

Paths are divided into two categories: common (open to all) and specific (dependent on the character's career).

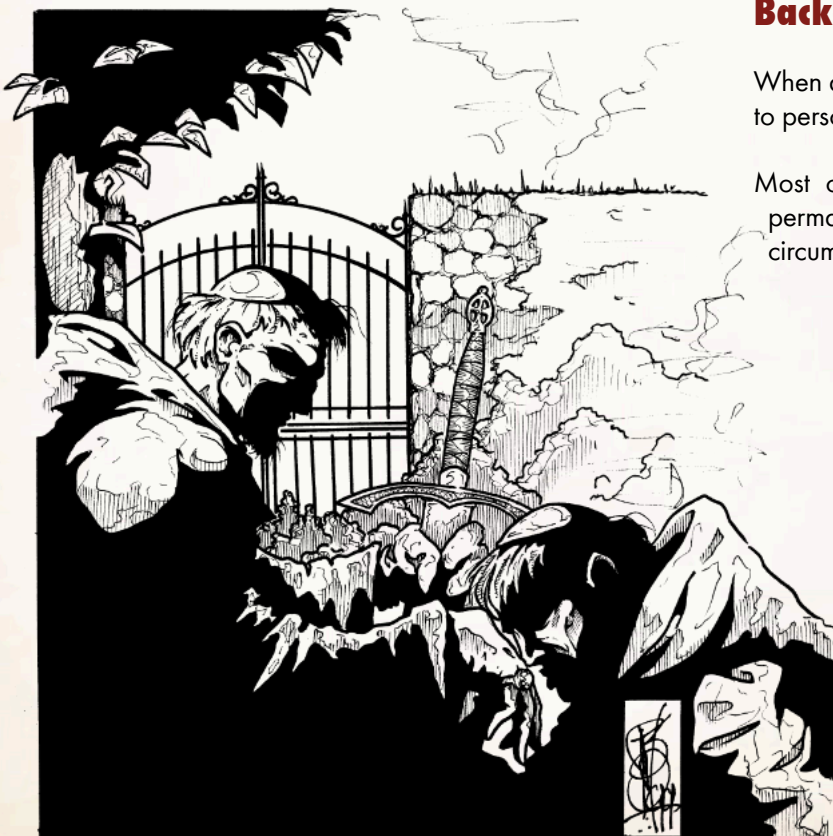
There are many paths, such as the path of nature, of life, of the secret arts, of the duellist, of the weapon master, of the purifier, etc.

At creation, a character can choose two paths and has two talent points.

Backgrounds

When a character is created, he or she is given a history to personalise and/or spice up his or her personal story.

Most of these are not immutable or guaranteed as permanent assets for characters. They can be lost if circumstances so dictate.



Game system

The golden rules are always shown in orange.

BREAKDOWN OF ACTIONS

Time is divided into game turns (or action turns). On average, a game turn lasts three seconds. Except in certain cases of combat, a character can only take one action per game turn. These are quick actions such as hitting, jumping, etc. Other actions take several turns.

One turn allows a character to **act once**, or to **move ten metres** quickly. If the character acts and moves, he will only travel three metres. These data are the norm for an average human adventurer.

The Game Leader (GL) decides the exact duration of all actions that are not resolved on a turn-by-turn basis.

DICES

Dice rolls are made by rolling a certain number of dices, the results of which will determine a success, a failure or an amount.

PERFORMING TESTS

Bonuses/malus

From time to time, some scores may be increased or decreased by a bonus/malus. These can be given by the GL or the game system for a number of reasons: a particular situation, a very good or very bad character's interpretation, a magic item, spell, power, protection, encumbrance, etc.

Bonuses of the percentage gain or loss type should be understood as an addition or subtraction of the amount to the initial score.

Example: a 30% score with a 10% bonus becomes 40% (and not 30 + 10% of 30: 33%).

If, during a test, a malus of any kind reduces a skill to a negative score or 0%, the character retains a score in this skill of 10%.

Percentage tests

Skill tests are carried out using two 10-sided dice, which are read as percentages (this pair of dice is generally

called a D100, because it can give a result ranging from 1 to 100).

One of the dice (defined in advance) represents the tens, the second the units. So, after the throw, you can read the dice and determine the percentage displayed. For example, if you roll a 5 on the tens and a 3 on the ones, the result is 53%. If the tens roll a 0 and the units a 2, the result is 2%. And so on.

For a test to be successful, the result of the dice, possibly modified by bonuses or maluses, must be equal to or less than the percentage of the character whose skill the player is testing.

In addition to the circumstantial bonuses and maluses that can be applied by the Leader (they are generally generated by the environment and circumstances), others can result from advantages or disadvantages specific to the Character, the objects used, or the influence of magic.

Margin of success

This score can be used in a variety of situations, such as opposing attributes or skills against each other (Stealth versus Perception, for example). It is calculated by subtracting the result of the dice roll from the skill score. In some cases, such as combat, only the tens value is kept.

Example: during his Acrobatics test, Alpha, who has a score of 70%, rolled a 46. His margin of success is therefore 24% (in combat, it would have been 30%).

Attribute oppositions

For example, in an arm wrestling match.

Each opponent performs a test under their attribute x 5%.

If both pass, the margins of success are calculated and compared, the higher margin winning. In the event of a tie, there is a status quo.

If only one passes, he wins.

If both fail, there is no change.

Master stroke

A masterstroke is a percentage test with a success margin

of 50% or more. A masterstroke generates additional beneficial effects in terms of success. The skill system gives examples of these possible effects.

The master stroke only applies to general and martial skills and not to arcane skills.

Total failure

Whatever the skill score, a result of 98, 99 or 100 on a dice roll is always considered a 'Total failure' or 'Critical failure'. This means that any character, even if they have a score over 100% in a skill, fails miserably if they roll a 98, 99 or 100 on their dice roll.

As with the Master Stroke, Total Failure only applies to martial and general skills.

For general skills, consider that the effects are always disastrous. It may be the opposite of the effect of the Master Stroke or that of the expected result. In all cases, the character firmly believes he has succeeded in his action if the disastrous effect is not obvious.

Example: a total failure in Acrobatics will cause the character to fall from the roof where he was standing and prevent him from making another Acrobatics check to break the fall. In the case of a normal failure, he could have tried to catch himself or break his fall.

Other tests

These other tests are essentially damage rolls, but can be any randomly calculated effect. To resolve them, simply roll the number of dices indicated and add them up.

Example: a long sword causes 2D6+5 basic damage, a roll where the dice show 2 and 4 respectively gives a total of 11 (2 + 4 + 5 = 11).

The damage caused by a weapon, fall, spell, etc. is applied as a reduction to the Hit Points (HP) of the character or thing targeted. However, the amount of damages can be reduced by the protection of armour, a rune or a spell. A door can also act as protection, absorbing damages up to the level of its structure, instead of the person taking shelter behind it.

Example: a battle-axe inflicts 2D6+6 damage. Our hero has studded leather armour protecting him for 4 and 21 hit points. The result of the damage roll is 14, so the hero loses 10 (14 - 4) hit points, with 11 (21 - 10) remaining.

INJURY AND DEATH

When a character suffers damage, he reduces his hit points by the amount determined. If their hit points drop below 0, they die. They are out of combat, unconscious, and have only a few moments of life left before they die.

HEALING

The Heal skill, as well as magic and alchemical preparations, can restore a character's Life Points. Healing can only be applied once to the same wound and only reduces the effects of a wound up to the limit of the damage inflicted.

Example: a wound that has caused a loss of 3 hit points can only be healed by 3 points, even if the healing test indicates a recovery of 6.

They allow you to recover 1D4+2 HP, plus an additional 1D6 in the event of a masterstroke.

This skill can be enhanced with the Doctor talent.

Spells allow you to instantly recover as many points as the caster's roll indicates, as many times as the spell is cast, up to the injured person's maximum Hit Points total.

Alchemical preparations increase rhythms. A talent, Master Alchemist, allows you to magically increase the effects of alchemy.

MENTAL AND PRESENCE

Mental

Mental, expressed as a percentage, represents a character's chance of withstanding psychological shocks.

A percentage representing the level of trauma is always subtracted from this score.

Presence

Some people with supernatural traits or a particularly well-developed aura are capable of terrifying or impressing opponents. Presence is the aura with which certain objects and all beings are endowed. When a creature or character wishes to obtain this type of reaction, their Presence score acts as a penalty on the Mental test made by their interlocutors or opponents.

Insanity threshold

Some people are psychologically more fragile than others, and therefore more prone to developing madness. However, even the most well-balanced person, through trauma, will eventually lapse into insanity. The Insanity threshold determines how many shocks a character can withstand before they start to lose their mind.

When a character fails a Mental check or suffers a shock

(at the GL's discretion) of any kind, an Insanity threshold box is ticked.

When the number of boxes equals the Insanity threshold score, the character contracts insanity. The boxes ticked are erased and everything starts again. In this way, a character can contract several madneses through mental trauma and even end up dying from them.

The functioning of the Mental, Presence and Insanity are not necessary for this short adventure, as they are not significant. They are detailed in the basic book.



Combat

INITIATIVE

When a fight begins, each opponent must calculate his rank in the turn. To do this, they make an Initiative roll. This will determine the order of action of the characters for the entire combat scene. The Initiative roll is made only once at the start of the fight.

The roll consists of rolling 1D10 and adding the character's Initiative score, modified by his armour and weapons (and possibly magic). The highest score goes first, followed by the others in descending order.

Example: Alpha has an Initiative score of 4, an armour that gives him -1 and a weapon that gives him +2. He rolls his D10 and gets a 6. His total score is $6 + 4 - 1 + 2 = 11$.

At the same time, Beta rolls a 5 and Gamma a 9. Alpha acts first, followed by Gamma and finally Beta.

In the event of a tie in Initiative totals, the character with the highest Dexterity will go first, followed by the tied characters in order of decreasing Dexterity. If by chance two or more characters are tied again in terms of Dexterity, decide between them using their Spirit score and then their Intelligence score, in the same way as above.

Summary: $1d10 + \text{Initiative bonus} +/\text{- modifiers}$ (weapons, armour or other)

COMBAT ACTIONS

Combat test

Based on skill from 0 to 100% (maximum score 130%), the attacker performs his test.

An assault takes place in two phases. Each character carries out his assault(s) at his moment of initiative during the game turn.

The first phase consists of a test by the attacker to see if his assault is successful. The defender then carries out a test to see if he can counter the attack. If the attacker can make several attacks, the two phases start again. Otherwise, the roles are reversed, with the defender attacking and the attacker defending.

Attack

The character whose turn it is to attack makes a check

against his combat score. If the result is less than or equal to his score, he succeeds; if the result is higher, he fails.

Some results have additional consequences (see the paragraph on master-strokes and total failures).

Margin of success

In the event of a success, the attacker calculates the difference between his tens die (or tens unit, depending on how his die is scaled) and the tens unit of his combat score. This number is multiplied by 10 to give the attacker's margin of success.

Example with a score of 75% for the attacker and a successful test of 32%: 7 (unit of tens of his score) - 3 (unit of tens of his dice result) = 4 , then $4 \times 10 = 40$. The margin of success is 40%.

This margin is deducted from the opponent's combat score when he tries to defend himself.

Example with a score of 82% for the defender. To succeed in his defence, he will need to obtain a result on his test of $82 - 40 = 42\%$ or less.

Defence

During the second phase of an assault, the defender performs a test to see if he can counter the attacker's assault.

He performs a test under his combat score, reduced by the attacker's success margin.

Regardless of his combat score and the margin of success, an active defender will always have a minimum of 10% to pass a Defence check.

If his test is successful, he parries, deflect or dodge the attack and do not suffer the assault. However, certain results have additional consequences (see the section on masterstrokes and total misses).

If several attackers attack the same target, each attacker beyond the first causes a cumulative 10% penalty to Defence. No more than 3 attackers can attack an opponent (depending on size, of course) and on the weapons used.

Example: Alpha has a defence of 82%. He suffers 3 attacks, divided between 2 different opponents (the

second is a weapon master and therefore attacks 2 times).

The first attack gives a margin of 40%, so Alpha must perform a 42% Defence: (82-40). No malus. Second attack gives a margin of 20%, Alpha must defend at 52%: 82-20-10 or 82-30 (20+10). 10% malus.

The third gives a margin of 70%, Alpha must defend at 10%: 82-70-10 or 82-80 (70+10). According to the golden rule, the Defence will not be 2%, since the minimum is always 10%. The malus is still 10%, since it's the same opponent.

Master stroke in combat

A masterstroke is an attack whose success margin is equal to or greater than 50%.

In this case, if the attack is not countered, damage is increased by 1D6.

Damage

Damage is calculated by adding the result of the damage dices; indicated by the weapon used, the spell cast, or the event occurring (such as a fall, for example); adding any bonuses, and subtracting any malus.

In the case of armed combat, the character's damage bonus is added.

Any protection (armour, obstacles, magic, etc.) must then be deducted from this result.

The final sum represents the number of HP to be deducted from the character's current HP.

Special features

There are specific points for certain combat actions: weapon masters, combat with two weapons simultaneously, mounted combat...

Here, we'll only cover unarmed combat and encumbrance, which will be useful for the discovery scenario.

Armour encumbrance

Armour encumbrance is subtracted from the score of all physical skills used. Perception is only affected when wearing a heaume or helmet.

Unarmed combat

Unarmed combat (without category I weapons) and martial arts can only be used to defend against attacks from an opponent using category A (daggers and similar) and I (unarmed combat) weapons. Apart from this, if the fighter has metal reinforcements on his forearms specifically designed for combat, he can defend himself against attacks with weapons of other categories.

The rest of the time, the fighter will have to use his or her Dodge skill to avoid taking damage.



Arcana

* Magic generates an effect using the energies of Order or Chaos.

* The effects produced by magical energies last naturally and dissipate, if they are abnormal (unnatural), as soon as the magical energy ceases to be used.

Examples: generating fire on a person burns them, the wound generated by the burn lasts naturally, but the fire stops.

Conversely, generating fire on an easily flammable object burns it and the (natural) fire can continue. Chances depend on the intensity of the spell and the material affected.

Transforming a weapon into a bouquet of flowers only lasts for the duration of the spell or if the flow of magic is maintained (additional Arcane Points are spent each time the spell is maintained).

* The effects produced by magical energies can be prolonged by maintaining the concentration and flow of magic injected into the spell.

Example: the fire persists and continues to burn the victim of the spell, adding further damage. The weapon continues to be a bouquet of flowers

* A rune or science that naturally alters something does so permanently.

Example: increased weapon damage, increased armour protection.

* A rune or science that does not naturally alter a thing must be triggered and only alters its support for as long as arcane points are used to maintain the effect.

Example: a healing rune casts a healing spell when triggered and consumes arcane points (the effects of the spell, healing, are naturally permanent).

ARCANE FIELDS

Magic and Enginomancy give access to 4 distinct areas:

- Spells
- Summoning sorcery
- Enchantments (runes and sciences)
- Rituals

Spells can be used to create instant effects, while invocations can be used to summon and control animals, elemental beings or beings from the divine realms.

Enchantments can be used to make objects or materials magical. Finally, rituals are used to combine the forces of several arcanists to amplify the effects of magic or practice necromancy.

Chaos spells are more powerful than Order spells. Conversely, the Order's sciences are more powerful than the Chaos runes.

SYSTEM

This section will only show a simplified system for using spells. This is the basis for the discovery scenario.

Casting spells

The character chooses what he is going to do (use the Spheres) with his Essence. They take a test under their Essence score. If they score less than or equal to this, the spell is cast.

Whether he succeeds or fails, the arcane points are used up.

Example: if the character has 60% Fire Essence and wants to create a fireball, he uses the Creation Sphere and spends a total of 3 arcane points (1 for creation + 2 for fire).

If he wants to extinguish an existing fire, he uses the Destruction sphere and spends 5 arcane points (3 for Destruction + 2 for Fire).

In both cases, he has a 60% chance of success.

Arcane points are regained after a night's rest.

Arcanists know all the Spheres linked to the Essences they possess.

Spells effects

Essence score	Damage Chaos magic	Damage Enginomancy	Strength	Volume in m ³	Length in meters
01 à 10	1	1	1	0.3 à 1	Jusqu'à 50
11 à 20	1D6	1D3	2 à 6	1 à 6	Jusqu'à 100
21 à 30	1D6+3	1D3	7 à 9	2 à 9	Jusqu'à 150
31 à 40	2D6	1D6	10 à 12	2 à 12	Jusqu'à 200
41 à 50	2D6+3	1D6	13 à 15	3 à 15	Jusqu'à 250
51 à 60	3D6	1D6+3	16 à 18	3 à 18	Jusqu'à 300
61 à 70	3D6+3	1D6+3	19 à 21	5 à 21	Jusqu'à 350
71 à 80	4D6	2D6	22 à 24	5 à 24	Jusqu'à 400
81 à 90	4D6+3	2D6	25 à 27	7 à 27	Jusqu'à 450
91 à 100	4D6+6	2D6+3	28 à 30	10 à 30	Jusqu'à 500

Spells costs

Each Sphere and Essence has a cost counted in arcane points. Every spell caster has arcane points, as do creatures in whom magic is innate.

Each time a spell or invocation is cast, the combination drains the caster of the arcane points corresponding to the Sphere plus the Essence.

The costs of the Spheres and Essences are as follows:

Spheres	Essences	
Creation 1	Air 2	Vegetal 2
Destruction 3	Earth 2	Metal 2
Alteration 2	Water 2	Body 3
Manipulation 1	Fire 2	Spirit 4
Perception 1	Electricity 2	Cold 2

Note: the cost of Air, Earth, Water, Fire, Electricity, Cold and Plant essences is halved when the element is strongly present. For example, on a mountain for Earth, during a windstorm for Air, etc.

A few examples of spells

This section will give you a more precise idea of the use and effects of Chaos magic and Enginomancy. The following are examples only. Sometimes, other combinations are possible to achieve the same effect with different elements.

Sanitise a poisoned well: Alteration-Water

Stun someone: Destruction-Spirit, Creation-Earth

Increase the speed of a ship: Manipulation-Water, Manipulation-Air

Injure a living being: Destruction-Body, Manipulation-Body, Alteration-Body

Break a sword: Manipulation-Metal

Cut down a tree: Destruction-Vegetal

Create ice under an opponent's feet: Creation-Cold

Create a hole in the ground: Destroy-Earth, Manipulate-Earth, Alteration-Earth into Air

Destroy an opponent's weapon: Destruction-Metal

Become invisible: Manipulation-Air

Raise a wall of rock: Create-Earth, Manipulate-Earth, Alteration-Air into Earth

Set fire to the air around an opponent: Alteration-Air into Fire

Entangle an opponent's horse: Alteration-Earth

Entangle someone: Creation-Vegetal, Manipulation-Vegetal

"Hear" what someone is thinking: Perception-Spirit (plus Spirit versus Spirit if the person is non-consenting)

Put out a fire: Manipulation-Fire, Creation-Water,

Destruction-Air, Destruction-Fire

Make a weapon: Creation-Metal, Alteration-Vegetal into Metal

Make a metal object fly across a room: Manipulation-Electricity, Manipulation-Air

Heal a wound: Manipulation-Body

Read a person's mind: Manipulation-Mind (plus Spirit versus Spirit if the person is non-consenting)

Perceive a faint odour: Perception-Air

Project a fireball: Creation-Fire

Project a bolt of lightning: Creation-Electricity

Project a gust of wind: Creation-Air

Know if someone is carrying a weapon: Perception-Metal

Know if a storm is approaching: Perception-Electricity

Sense if someone is close: Perception-Body

Sense if someone is hiding in a forest: Perception-Vegetal

Finding water in the desert: Perception-Water

Find the tracks of horsemen: Perception-Earth

Empty all the mugs in an inn: Destruction-Water, Alteration-Water into Air

See the heat of a being in the dark: Perception-Fire

Flying: Creation-Air, Manipulation-Air

Special points

Perception

The Perception Sphere can, in some cases, be used on its own, without Essence. Indeed, when a mage seeks to perceive traces of magic or an enginomancer traces of enginomancy, they can cast a spell using only their Perception Sphere. If the roll is successful, they will know if the thing or person targeted is the carrier or victim of a spell. The character uses his Spirit to perform the test (Spirit x 5%).

This can also be used to detect the presence of runes or enginomantic "sciences". The caster will also learn which Essence was used, but not which Sphere. To find out the exact magic or enginomancy, the caster must cast a Perception spell plus the Essence discovered. If he succeeds, the Magician will know what type of spell was cast and how to modify or destroy it.

Spirit

The Spirit Essence relates to the Spirit Attribute of beings and things and, as with all other Attributes, bringing this to zero does not lead to death, but to unconsciousness. Unconsciousness lasts until the Attribute returns to its initial score, after a night's sleep (seven to nine hours).

What's more, any spell cast against an Attribute, unless the target is willing, will only be effective if the caster succeeds in a Spirit versus Spirit Attribute opposition roll. Controlling someone's mind can't put the victim in a situation that would be physically harmful.

Invisibility

By using Manipulation-Air, a mage or enginomancer can make himself partially invisible by deflecting light rays. The light continues to mark the surface of the person affected by the spell. So, if you can see through it, the body or object will appear translucent, as if it had taken on the substance of white glass.

- if someone is looking for an invisible person, they will have a 50% detection penalty if the invisible person tries not to be noticed.

If the invisible person runs or makes large gestures, the malus is reduced to 20%.

- In combat, the invisible person inflicts a 20% penalty on the opponent's combat skill. This is to reflect the fact that

he is partially invisible, but his movements give him away. The invisibility user is considered to be too close to his opponent for a greater penalty to be applied.

Fly

It is possible to make a person fly, even against their will. In this case, the person will "fly" (if their weight is not too great compared to the strength of the spell) but at a height that corresponds to the effect of the spell. A person who does not wish to fly away will resist the spell and the effect will be considered as a projection.

If the person affected by the spell is willing and the aim of the spell is not to inflict damage, then the height of the flight will not be limited.

Example: a mage with 25% Air wants to lift a Klotian with 25 Body. If you look at the strength of his Air magic on the spell effects table, you'll see that it's between 7

and 9. So the magician is far from being able to succeed, and will instead be dealt a crushing blow.

The same magician, having survived the Klotian, returns after years of training to avenge his humiliation. Faced with the same Klotian, he reuses the same Manipulation-Air combination, but this time he has 85%. A look at the strength shows that it's between 25 and 27, so he has no trouble lifting the Klotian. But the Klotian will only fly to a height corresponding to $4D6+3$ damage, i.e. 6 to 7 metres, then fall back down.



Scenario

The Sully

This is a simple introduction to the basic mechanics of the Ji-Herp universe.

The PCs have just crossed a sun-drenched plain, with a few fields of cereals that seem well cultivated, but strangely deserted. They arrive, thirsty and exhausted, at the entrance to a small village, Mollën, which also seems deserted.

Inside, they are drawn, against their will, into the annual game of "The Sully", in which the humans, dressed in white, try to bring a relic to the church in the centre of the village, avoiding being stained by the ancient races, covered in mud.

Characters

Téwill, a Goblin, craftsman with innate magic.

Rodan, a High Felid, marauder.

Alkian, a Sularite, errant knight.

Olkia, an Ekashite incarnate Angel, bard.

Zan, a Grey Elf, thief.

Setting the scene

The PCs come from the city-state of Shambal and work for one of the great merchant guilds. They have been asked to escort a young merchant and his cart to the Sularite kingdoms to the east. But the mission soon turned out to be a fiasco. While travelling through a dense forest, the young merchant and his cart disappeared during the night, leaving no trace.

The group tried to find him, but only discovered a few cloths and the remains of the cart's wheels scattered across the surface of quicksands.

The adventure begins here, with the macabre discovery of the effects of Iskander, the unfortunate merchant.

"After days of walking, wandering through this great forest in search of Iskander, you have found bits of torn cloth and pieces of the broken wheels of his cart scattered across the surface of some disturbing quicksands."

The PCs can perform Perception tests and will be able to pick up some goods from the surrounding area (cloth, some jewellery of little value). The wood seems to have been broken and eaten away by an acid.

Note

Iskander had a panic attack and fled in the night with the cart, only to be swallowed up by the tentacles of a marsh monster that would take weeks to digest him.

Why such a crisis and why no guard duty? What happened that night? It's up to you to decide.

Here's one option, and it's up to you whether you use it or not:

Arriving at the end of the day, the group moved off the trail to set up camp for the night. Rodan is unfamiliar with these territories and none of the members of the small expedition paid much attention to the dried moss scattered around the campsite and hidden by the dry grass.

While everyone was busy setting up, the mushrooms were trampled and released tiny (and invisible in the early evening) toxic spores. The effects were not immediate and unfortunately did not affect everyone in the same way. More robust, the characters simply dozed off without realising it, drifting off into strange dreams.

Iskander, for his part, suffered a panic attack while under the hallucinatory effects of the spores...

While you're at it, make them take a **Nature Science (Survival) test**. They will realise that they are lost, but that, at the edge of the marsh, the forest seems less dense. On the other hand, they have spent days searching for Iskander and their food and water supplies have run dry!

Once out of the forest, they reach a large steppe and can see smoke on the horizon, a sign of rural activity.

The PCs start to feel hungry, but above all thirsty. The sun is beating down hard and there is little shade on the steppe.

No predators in sight.

You can give them a few tests under the Constitution Attribute to see how they react to the long walk, the heat and the deprivation.

The PCs cross the steppe without a hitch and soon come across fields of grain that were harvested a short while ago. There are even bales of straw, but no farmers.

By mid-day, they can make out the shape of a small village protected by a log enclosure around 5 feet high.

Scene 1

Discovering the village of Mollën and the situation

At the entrance to the village, humans and other races stand apart in the meadow. They face each other as if a

conflict is about to break out. There's the whole village, women, children and elders.

The humans are dressed in white robes, while the members of the ancient peoples seem to be covered in black mud.

As they approach, the PCs will see that the two groups are challenging each other, but in a ritualistic way, with guttural chants and sudden movements.

In fact, this is the "opening" ceremony of The Sully. The ritual resembles a haka.

When the PCs report in, the villagers interrupt the ceremony and the three elders, a Human, a Dwarf and a Grey-elf, come to meet them.

Mollën is an unusual village. The group of ancient races includes 6 Grey Elves, around thirty Dwarves and even 2 Low Felids.



They will be served fresh water from the two wells as well as some dried fruit and rye bread. The PCs will return to full health.

While they are eating, the elders will be anxious, even agitated.

Scene 2

Participants against their will

After a last piece of fruit, the elders reveal to the PCs that:

"The village "champions", strong men and women, have fallen victim to food poisoning. The elders are therefore looking for the best candidates among their young men and women. The PCs have come at just the right time, it's almost a sign!"

They will have to take on the role of 'champions', whatever their race. Their status as foreigners allows them to bypass the established rules and take on the role of Humans.

In exchange, they will be the village's guests at the great harvest festival that will follow The Sully's ceremony. No water or dried fruit this time, but game, wine, dancing and libations.

Scene 3

The Sully

The PCs are introduced to the rules and rudiments of The Sully and to their 'opponents'.

The champions in white have to cross the village and bring the famous 'Sully', a sewn leather bag that appears to contain two small objects, to the centre of the village's Temple of Light.

When one of the champions in white finds himself covered in mud, he is eliminated from the game (but he can continue to follow the progress of the Sully, as a witness, at the back).

The aim is for one of the champions (as pure/clean as possible) to reach the temple and place the Sully on the altar, so that the priest can officiate.

The degree of cleanliness of the champion who brings the Sully to the priest is supposed to predict the quality of the coming year's harvest.

No weapons are used during the Sully, but grappling and kicking or punching are permitted. The aim is more to 'dirty' than to hurt, and for champions, it's better to progress than to fight.

There are no special rules on armour, but it might get disturbing.

The elders will act as guarantors of players' belongings, following the crowd from a distance and acting as judges in the event of a report. Players may decide to keep their equipment, but the elders will remind them that weapons are forbidden. God might consider it blasphemy to take part in The Sully armed.

Magic is also forbidden (or at least not to be seen).

The penalties incurred are, for the champions, a little soiling on their robes, and for the opponents, to take a few steps back and give the champions a few seconds head start.

Historical background

The village was plagued by fevers and crop failures when human champions from the east defeated the source of the evil, a dark sorcerer. To this day, at the end of each harvest, the village re-enacts this founding feat. Normally, The Sully is a good-natured and festive event.

But one of the 'adversaries' has heard of one of the PCs, and not in a good way.

The person in question is Cunégonde Gulrus, a surly Dwarf whose family was recently expelled from Shambal due to the criminal actions of several of its members.

At the time, one of the PCs discovered that a young Dwarf from the Bulgort family was embezzling goods from the guild and reported him to his superiors, causing the clan to fall into disrepute.

Their coat of arms represents a Dwarf alchemy rune. The Gulrus clan were renowned for their ointments and poisons.

An argument will inevitably break out between the Gulrus and the PCs, leading to a tussle: the first fight (with bare hands, just 1 or 2 rounds), before the elders calm the situation down.

You'll have to be wary of this opponent, who may not play by the rules...

Background

Even though they won't have much time, the PCs can talk to the villagers, who are relieved to have champions for their annual Sully.

The information available are:

There's been a certain amount of tension over the last few months. The Humans are beginning to outnumber the ancient peoples and have demanded more votes in the Council of Elders.

The old Dwarf Ymris Gulrus is particularly aggressive in his diatribes against the god of men. But he is also said to be a little deranged.

The Sully

A sort of egg-shaped ball made of stitched leather and reinforced with metal strips. If you shake it, you will hear a knocking sound between one bone object and another made of metal.

Open the sack:

It contains a human vertebra with the name Saint Ormus engraved in silver letters, as well as a bronze ring bearing the name Enaëlle.

A test in Initiatory Knowledge (Theology) will reveal that Ormus is a patron saint of the harvest and that the ring must in fact represent the crown of the goddess of fertility. Seeing them together in this way is quite astonishing.

Scene 4

The race

A dozen or so representatives of the ancient peoples hide in the village, most of them stationed visibly at the entrance.

The PCs run to the temple, avoiding the mud of their opponents.

The damage will therefore be 'simulated' but each wound will be a stain, a flow of mud on the white clothes.

Depending on the choices made by the characters and their actions during the race, they will have to deal with various incidents.

The Gulrus clan

The clan was renowned for its members undeniable talent for alchemy. The patriarch, Ymris, mastered a few rudiments of enginomancy. He is manipulated by Cunégonde, his apprentice, who prefers sorcery to enginomancy.

Cunégonde

Cunégonde is at the root of the problems at Shambal. It was she who organised the embezzlement of the clan's resources in order to feed its need for components for its devil summoning trials.

When the clan was expelled from the city, it divide into several groups. Some, suspecting Cunégonde, preferred to split.

She found refuge in the village of Mollën with Ymris and the young Gramus. As the village was relatively isolated, they were unaware of the clan's problems.

Cunégonde pretended to want to settle in the village, as the region's climatic conditions were conducive to relieving Ymris' ailments.

Above all, Cunégonde found a new playground where she could hone her witchcraft skills. It was while rummaging through the archives of the church that she discovered a cryptic grimoire carefully hidden away.

This book, which had belonged to the sorcerer who had terrorised Mollën many decades before, contained some of his knowledge.

Cunégonde decided to carry out an unfinished experiment that would summon an evil being to Ji-Herp: Uzgaroth, whom she hoped to use in her service.

She poisoned the champions, hoping to delay The Sully. Then, taking advantage of the tumult of the festival, she moved into the temple to conduct her experiment.

But that was without counting on the arrival of the adventurers.

Events in the village

1: Main entrance, risk of melee with a dozen villagers.

2: Small alleyway that looks deserted. The PCs can either go in stealth mode or hurry (remember that the Sully makes noise, as do any weapons and armour).

3: In the open square, the PCs will be spotted by 3 villagers, including Cunégonde. During the scuffle, Cunégonde pulls out a dagger and tries to seriously hit one of the characters.

4: A new alleyway, but one that turns out to be a dead end. 4 villagers arrive at the end and move forward to neutralise the champions.

5: The door of one of the houses suddenly opens and an old woman invites the champions to enter. A Human healer who happens to be the acolyte of Servane, the village priestess. Possible treatments. In an emergency, she will show them a way through to get to the temple as quickly as possible, avoiding the main entrance. On the other hand, they'll have to be discreet, but they'll be able to avoid the villagers up ahead.

6a: As the champions make their way stealthily through the alleyways, they are ambushed by a group of 3 villagers led by a blind Dwarf.

The Dwarf hits the ground and it becomes slippery: greasy mud (he uses enginomancy, which is forbidden). The Dwarf has mastered the Essence of Earth.

6b: A group of 5 villagers are stationed near the entrance to the temple, determined to prevent the champions from entering.

But when they arrive at the temple, the gods seem to be working against the champions. A savage creature occupies the premises and attacks them.

The PCs will have to get rid of it before the ritual can be completed.

Situation in the temple

Servane, the temple priestess, is leaning against the altar of Light, wounded.

As they enter, a fairly tall, thin, horrible creature with shiny grey, scaly skin and a long, tentacled proboscis hides behind the benches with a sinister hiss before pouncing on whichever character appears weakest.

The PCs can go back out to collect their weapons from the elders or grab improvised weapons: censer mace, plank, cross, etc., to confront the devil. No villagers will enter the temple.

Cunégonde Gulrus - Naine

Mage (witch)

Strength 14 Dam. bonus: 0

Body 9 Initiative: 2

Constitution 20 Hit Points: 25

Dexterity 13 Armour : 0

Intelligence 19 Presence: 14

Spirit 17 Mental: 114

Charm 11

Dagger (Cat A): 55% / 2D6+2 Dodge: 40%

Unarmed combat: 30% / 1D6+2

Arcana:

Cunégonde masters the Devil's Essence: 75%

Opposing villagers

Dam. bonus: 0 Initiative: 2

Hit Points: 20 Armour: 0

Fighting : 60% / 1D6+2 Dodge: 60%

Athleticism: 50%

Villagers don't carry weapons, they fight well with their bare hands and can defend themselves against bare-handed attacks or category I weapons with their Brawl skill. Against other attacks, they will use their Dodge skill.

Note:

In accordance with ancestral tradition, villagers who wish to do so follow an apprenticeship in 'brawling' and unarmed combat with Corlin, a master craftsman. They train throughout the year, especially before The Sully.

Uzgaroth - Devil

Nature: Darkness

He has powerful claws and can generate a demonic "chant" with his trunk. He can use these two attributes simultaneously.

Demonic chant: victims must make a Spirit check (25% penalty). If they fail, their senses are dulled, inflicting a 20% penalty on all their tests where one of the 5 senses is involved, for as long as they can hear the "chant".

Strength	30	Dam. bonus: +8
Body	17	Initiative: 4
Constitution	25	Hit Points: 34
Dexterity	13	Armour: 0
Intelligence	12	Presence: 35
Spirit	20	Mental: 125
Charm	1	

Claws (Cat I): 70% / 2D6+9 Dodge: 70%

Total initiative: 4

Uzgaroth doesn't have a carapace or any other form of armour, so he can't use his combat skill (Claws) to defend himself (at the risk of suffering damage while protecting himself). Instead, it uses its Dodge skill.

Note:

The devil can cause serious damage to a character who is targeted (a claw strike causes 2D6+9 total damage).

Depending on your group's ideas (recovering weapons or not, weakening the devil with relics, etc.) it might be advisable for the devil not to focus on a single opponent. The aim is for the characters to be able to get rid of him at the cost of a few wounds, but not necessarily one or more deaths.

Cunégonde locked Uzgaroth in the temple crypt when he was summoned, unable to bind him to her service. But the devil escaped during The Sully.

If they try to heal Servane, she will reveal that the defile contains two relics that can help them defeat the creature.

The relics: bones and rings.

The bone can be placed in the reliquary and, after inspection, a small bronze statue of Enaëlle can be discovered, in the shape of a pregnant woman with the head of a she-wolf. The bronze ring is in fact a crown for this statue.

If the relics are placed where they belong, the creature of darkness immediately loses half its remaining HP and suffers a 25% penalty on its tests.

The Devil

When the characters see the Devil for the first time, they must make a Mental test.

To do this, they deduct the Devil's Presence from their Mental score and take the test.

If they fail, they lose their initiative and riposte for the first round. If they succeed, they are surprised, but suffer no malus.

Characters who fail must also tick one box on their Insanity Threshold.

Scene 5

The finale

Have the characters succeeded?

The relic of Ormus is supposed to protect the coming harvest, and this is usually the ritual performed.

The crown on Enaëlle, on the other hand, favours livestock and births.

If the champions fail, the villagers will be sullen and the elders worried.

However, the champions will be able to take part in the banquet, which will be quite festive, and sleep in a clean and spacious room in the village common house.

Is this just a game? If they fail, will the gods condemn the village to a year of famine?

Extension

The escape of the Gulus...

As soon as the champions enter the temple, Cunégonde collects Ymrís and goes to fetch her young cousin Gramus before putting their belongings in a handcart to flee towards the forest.

Tongues will be wagging in the village if the PCs ask questions about the Dwarves.

The Gulus have somehow turned a few members of the ancient peoples against the Humans. Most will be contrite.

In their old dwelling, the champions will find vials of poison residue (the one used to neutralise the Champions) as well as a few components used in sorcery.



Description

Name Alkian

Carrière Knight **Sex** M

Age 28 **Taille** 1.70 **weight** 80

Race/People Sularite

Birth place Eterberg

Appearance wears his brown hair cut short
"bon vivant"

Attributes

Strength 16 **Dam. bonus** 2

Constitution 17 **Initiative** 2

Body 15 **Mental** 108

Dexterity 12 **Presence** 8

Intelligence 13 **Insanity thresh.** 4

Spirit 14

Charm 14

JI-HERP

Compétences

Athletics 10 (1) <u>11%</u>	Animal con. (2) <u>57%</u>	Artistic exp. 10 (2) <u>12%</u>	Natural sc. 10 (4) <u>14%</u>
Athletics 20 (5) <u>45%</u>			
	Specific skills ()	Stealth 20 (0) <u>20%</u>	Healing 10 (2) <u>62%</u>
			Init. know. 10 (4) <u>14%</u>
Handicrafts 10 (2) <u>12%</u>	Erudition 10 (4) <u>44%</u>	Larceny (2) <u>2%</u>	
			6th sens (6) <u>6%</u>
	Expression 10 (2) <u>64%</u>	Perception 50 <u>80%</u>	

Talents

Path <u>Pure heart</u>	Path <u>Divine</u>
<u>Abnégation</u> <input type="checkbox"/>	<u>Protection of the gods*</u> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Hit points

Max 25

RR 3

Armour

Type: Half plate **Protection:** 7/3* **Encumbrance:** 15% **Init. Mod.** -3

Martial skills

	Score	Dam.	Initiative	Notes
Category (3) <u>C</u>	<u>83% / 93%²</u>	<u>2D6+7</u>	<u>0 / -1</u>	
<u>Long sword</u>	<u>Att 83 / Def 93%²</u>			
Category (3) <u>H</u>	<u>73%</u>			
<u>Cavalry spear</u>	<u>Att 73% / Def 73%</u>	<u>2D6+7</u>	<u>+1 / 0</u>	<u>2 hands</u>
Category ()				
Category ()				
Unarmed combat 10 (3)	<u>33%</u>			
Throwing 20 (3)	<u>23%</u>		Type	Defence bonus
Dodge 20 (3)	<u>53%</u>	Shield	<u>Targe²</u>	<u>+10%</u>



Inclinations

Satan 0 Order 0 Chaos 0 Darkness 0 Light 20

Arcanes

	Cold [2] ()	Runes [2] ()	Alteration [2]	Enginoman. [0]
Air [2] ()	Electricity [2] ()	Sigils [0] ()	Creation [1]	Control* [5]
Earth [2] ()	Vegetal [2] ()	Animals* [T] ()	Destruction [3]	Banish.* [2-5]
Water [2] ()	Body [3] ()	Devils* [T] ()	Manipulation [1]	Invocation* [2]
Fire [2] ()	Spirit [4] ()	Elemen.* [T] ()	Perception [1]	Link* [5]
		Order spirit* [T] ()	Magic [5]	
Arcana points				

Runes and Sciences

Special capabilities

Abnegation

During a combat scene, if one of your friends or loved ones is in danger, you are no longer afraid. You no longer need to make a Mental check until the end of the fight as long as you are trying to help them.

Under the protection of the gods

When you're not wearing any armour, you benefit from 3 points of natural armour.

Background

Twin

You are the twin of a personality with a good reputation. This can be an asset for you in that personality's zone of influence. The smaller the zone, the greater the advantage; the larger the zone, the less important the advantage.

Equipment

- Long sword

- Targe

- Half plate

Description

Name Rodan

Carrière Marauder **Sex** M

Age 30 **Taille** 2.00 **weight** 120

Race/People Hight felid

Birth place Akapan

Appearance Ginger lion

Attributes

Strength 21 **Dam. bonus** 4

Constitution 18 **Initiative** 6

Body 19 **Mental** 108

Dexterity 15 **Presence** 8

Intelligence 12 **Insanity thresh.** 4

Spirit 14

Charm 11

JI-SERP

Compétences

Athletics 10 (3) <u>13%</u>	Animal con. (4)	Artistic exp. 10 (2) <u>12%</u>	Natural sc. 10 (2) <u>42%</u>
Athletics 20 (6) <u>56%</u>			
	Specific skills (3)	Stealth 20 (-1) <u>49%</u>	Healing 10 (2) <u>42%</u>
	<u>Trap 63%</u>		Init. know. 10 (2) <u>12%</u>
Handicrafts 10 (2) <u>12%</u>	Erudition 10 (2) <u>12%</u>	Larceny (2) <u>2%</u>	
			6th sens (6) <u>6%</u>
	Expression 10 (2) <u>12%</u>	Perception 50 <u>80%</u>	

Talents

Path Of the earth **Path** _____

Brother of the wolds

Brother of the bears

1+/combat scene

Hit points

Max 28

RR 3

Armour

Type: Soft leather **Protection:** 2 **Encumbrance:** 0 **Init. Mod.** 0

Martial skills

	Score	Dam.	Initiative	Notes
Category (6) <u>J</u>	<u>76%</u>			
<u>Composite bow</u>	<u>76%</u>	<u>2D6+6</u>	<u>0/6</u>	<u>20 arrows</u>
Category (6)	<u>76%</u>			
<u>Scimitar</u>	<u>76%</u>	<u>2D6+4</u>	<u>0/6</u>	
Category ()				
Category ()				
Unarmed combat 10 (6)	<u>36%</u>	<u>2D6+4</u>		<u>Nat. weapon : claws</u>
Throwing 20 (6)	<u>26%</u>		Type	Defence bonus
Dodge 20 (6)	<u>56%</u>	Shield		



Inclinations

Satan 0 Order 0 Chaos 20 Darkness 0 Light 0

Arcanes

	Cold [2] ()	Runes [2] ()	Alteration [2]	Enginoman. [0]
Air [2] ()	Electricity [2] ()	Sigils [0] ()	Creation [1]	Control* [5]
Earth [2] ()	Vegetal [2] ()	Animals* [T] ()	Destruction [3]	Banish.* [2-5]
Water [2] ()	Body [3] ()	Devils* [T] ()	Manipulation [1]	Invocation* [2]
Fire [2] ()	Spirit [4] ()	Elemen.* [T] ()	Perception [1]	Link* [5]
		Order spirit* [T] ()	Magic [5]	
Arcana points				

Runes and Sciences

Special capabilities

Night vision, cat's claws

Brother of wolves: You never lose a trail you've discovered.

Brother of bears: If you have to defend a friend or loved one in danger, your fury guides you, and your first attack has a 20% bonus to touch. 1 time per combat scene.

Background

Bastard child of the king. You are the bastard child of a king or queen. Chased out of the kingdom at an early age with your legitimate parent by an adviser, who saved your life. You bear a natural birthmark that unquestionably links you to the royal line.

Equipment

- Scimitar
- Composite bow
- Quiver, 20 arrows
- Soft leather armour

Description

Name Téwill from the Valley of DèS
Carrière Craftsman **Sex** M
Age 80 **Taille** 45 cm **weight** 30
Race/People Goblin
Birth place Aséan - Valley of DèS
Appearance Noticeably overweight, affable, Looks older than his age

Attributes

Strength 8 **Dam. bonus** -2
Constitution 10 **Initiative** 0
Body 4 **Mental** 112
Dexterity 14 **Presence** 7
Intelligence 16 **Insanity thresh.** 4
Spirit 16
Charm 14

JI-HERP

Compétences

Athletics 10 (4) 14%	Animal con. (5) 35%	Artistic exp. 10 (4) 14%	Natural sc. 10 (6) 45%
Athletics 20 (3) 23%			
	Specific skills (6)	Stealth 20 (8) 38%	Healing 10 (5) 46%
	<u>Assess 76%</u>		Init. know. 10 (6) 46%
Handicrafts 10 (5) 95%	Erudition 10 (6) 46%	Larceny (5) 5%	
			6th sens (6) 6%
	Expression 10 (5) 45%	Perception 50 80%	

Talents

Path <u>Of Inspiration</u>	Path <u>Of Air</u>
<u>Pragmatisme 1f/scène</u> <input type="checkbox"/>	<u>Esquive impromptue 1 f/adv.</u> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Hit points

Max 12

RR 2

Armour

Type: _____ **Protection:** _____ **Encumbrance:** _____ **Init. Mod.** _____

Martial skills

	Score	Dam.	Initiative	Notes
Category (1) <u>H</u>	61%			
<u>Metal stick</u>	61%	2D6+3	+1/1	
Category ()				
Category ()				
Category ()				
Unarmed combat 10 (1)	11%			
Throwing 20 (1)	21%		Type	Defence bonus
Dodge 20 (1)	51%	Shield		



Inclinations

Satan 0 Order 0 Chaos 10 Darkness 5 Light 5

Arcanes

	Cold [2] ()	Runes [2] ()	Alteration [2]	Enginoman. [0]
Air [2] ()	Electricity [2] (6) 46%	Sigils [0] ()	Creation [1]	Control* [5]
Earth [2] (6) 76%	Vegetal [2] ()	Animals* [T] ()	Destruction [3]	Banish.* [2-5]
Water [2] ()	Body [3] ()	Devils* [T] ()	Manipulation [1]	Invocation* [2]
Fire [2] ()	Spirit [4] ()	Elemen.* [T] ()	Perception [1]	Link* [5]
		Order spirit* [T] ()	Magic [5]	
Arcana points 16				

Runes and Sciences

Special capabilities

Pragmatism: Once per scene, you can focus all your attention to automatically pass a test on one of your career skills or get a 20% bonus on any other test.

Impromptu evasion: Once per opponent, you can have a "normal" successful Attack check rerolled against you. The opponent must keep the second result.

Background

Good luck medallion: This medallion, charged with mystical energies, is capable of influencing its wearer's destiny. Once per scenario, you can use the medallion to escape an event that is bad for you. You can reroll a failed test, but you keep the second result regardless.

Equipment

- Iron fighting stick
- Medallion
- Grimoire

Description

Name Olkia Douram

Carrière Bard **Sex** F

Age 19 **Taille** 1.72 **weight** 55

Race/People Ékashite - Incarnate Angel

Birth place Akapan - Makil

Appearance Braided black hair, clear eyes; Athletic, dressed in bright, warm colours

Attributes

Strength 15 **Dam. bonus** 1+1D6

Constitution 14 **Initiative** 2

Body 14 **Mental** 108

Dexterity 13 **Presence** 8

Intelligence 14 **Insanity thresh.** 4

Spirit 14

Charm 16

JI-HERP

Compétences

Athletics 10 (2) 42%	Animal con. (4) 4%	Artistic exp. 10 (5) 85%	Natural sc. 10 (4) 14%
Athletics 20 () 4 54%			
	Specific skills ()	Stealth 20 (2) 52%	Healing 10 (4) 34%
			Init. know. 10 (4) 44%
Handicrafts 10 (4) 14%	Erudition 10 (4) 44%	Larceny (4) 4%	
			6th sens (6) 6%
	Expression 10 (5) 45%	Perception 50 70%	

Talents

Path <u>The marvellous</u>	Path <u>Of the fox</u>
<u>Soothing representation</u> <input type="checkbox"/>	<u>Scramble 1 + / scene</u> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Hit points

Max 21

RR 2

Armour

Type: _____ **Protection:** _____ **Encumbrance:** _____ **Init. Mod.** _____

Martial skills

	Score	Dam.	Initiative	Notes
Category (4) <u>A</u>	<u>44%</u>			
<u>Dagger - specialisation</u>	<u>64%</u>	<u>3D6+3</u>	<u>+2 / 4</u>	
Category ()				
Category ()				
Category ()				
Unarmed combat 10 (4)	<u>34%</u>			
Throwing 20 (4)	<u>4%</u>		Type	Defence bonus
Dodge 20 (4)	<u>34%</u>	Shield		



Inclinations

Satan 0 Order 0 Chaos 5 Darkness 0 Light 15

Arcanes

	Cold [2] ()	Runes [2] ()	Alteration [2]	Enginoman. [0]
Air [2] ()	Electricity [2] ()	Sigils [0] ()	Creation [1]	Control* [5]
Earth [2] ()	Vegetal [2] ()	Animals* [T] ()	Destruction [3]	Banish.* [2-5]
Water [2] ()	Body [3] ()	Devils* [T] ()	Manipulation [1]	Invocation* [2]
Fire [2] ()	Spirit [4] ()	Elemen.* [T] ()	Perception [1]	Link* [5]
		Order spirit* [T] ()	Magic [5]	
Arcana points				

Runes and Sciences

Special capabilities

Soothing performance: Your voice and music are soothing and allow people resting near you to double their rate of recovery (also works on priests' prayers: vigour and divine aura). This talent requires a successful Artistic Expression test and a performance lasting at least 15 minutes.

Confusion: Once per scene, you can sow doubt in the mind of an opponent who will miss all their attacks against you during this turn.

Angelic ability: can heal 2 health points on any target on contact, 1 time/day.

Background

Pet: You have a very well-trained tame animal (dog, cat, small monkey, etc.) that is loyal to you until death. Its intelligence remains that of a common animal.

Equipment

- Dagger

- Zither

Description

Nom Zan Dalai

Carrière Thief **Sex** F

Age 48 **Taille** 1,75 **weight** 60

Race/People Grey Elf

Birth place Muhan region

Appearance Long brown hair tied back
Smug little smile. Traveller's outfit.

Attributes

Strength 14 **Dam. bonus** 2

Constitution 14 **Initiative** 6

Body 16 **Mental** 104

Dexterity 19 **Presence** 4

Intelligence 15 **Insanity thresh.** 3

Spirit 12

Charm 17

JI-HERP

Compétences

Athletics 10 (3) <u>43%</u>	Animal con. (4) <u>4%</u>	Artistic exp. 10 (8) <u>18%</u>	Natural sc. 10 (2) <u>12%</u>
Athletics 20 (2) <u>22%</u>			
	Specific skills ()	Stealth 20 (3) <u>83%</u>	Healing 10 (6) <u>16%</u>
			Init. know. 10 (2) <u>12%</u>
Handicrafts 10 (6) <u>16%</u>	Erudition 10 (2) <u>32%</u>	Larceny (6) <u>86%</u>	
			6th sens (7)
	Expression 10 (4) <u>44%</u>	Perception 50 <u>30%</u>	

Talents

Path <u>Of larceny</u>	Path <u>Of life</u>
<u>One with the shadows</u> 1+/session <input type="checkbox"/>	<u>Daredevil</u> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Hit points

Max 22

RR 2

Armour

Type: _____ **Protection:** _____ **Encumbrance:** _____ **Init. Mod.** _____

Martial skills

	Score	Dam.	Initiative	Notes
Category (6) <u>C</u>	<u>66%</u>			
<u>Long sword</u>	<u>66%</u>	<u>2D6+7</u>	<u>0/6</u>	
Category ()				
Category ()				
Category ()				
Unarmed combat 10 (6)	<u>36%</u>			
Throwing 20 (6)	<u>36%</u>		Type	Defence bonus
Dodge 20 (6)	<u>36%</u>	Shield		



Inclinations

Satan 10 **Order** 0 **Chaos** 5 **Darkness** 5 **Light** 0

Arcanes

	Cold [2] ()	Runes [2] ()	Alteration [2]	Enginoman. [0]
Air [2] ()	Electricity [2] ()	Sigils [0] ()	Creation [1]	Control* [5]
Earth [2] ()	Vegetal [2] ()	Animals* [T] ()	Destruction [3]	Banish.* [2-5]
Water [2] ()	Body [3] ()	Devils* [T] ()	Manipulation [1]	Invocation* [2]
Fire [2] ()	Spirit [4] ()	Elemen.* [T] ()	Perception [1]	Link* [5]
		Order spirit* [T] ()	Magic [5]	
Arcana points				

Runes and Sciences

Special capabilities

One with the shadows: Once per scenario, you can turn a failed Stealth check into a success.

Daredevil Your body and mind are so resistant that you are able to survive for several minutes (Constitution minutes) while your Life Points are below your Constitution score. In other words, below the instant death threshold. You are, however, out of combat.

Background

Different upbringing: You have been brought up (for part of your childhood) by a people or race totally alien to your origins. Your social interactions with this people or race are facilitated. You speak the language of the people in question, in addition to your original languages.

Equipment

- Long sword

All the visuals and data presented in this document are not definitive and may change during the final editing of the game.



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