

mleko a miod

„אלתירא“

Kanaán

Ashersleben (ah-shares-lay-ben)

Ashersleben is the most liberal and metropolitan of the five nations of the Homeland. They share the largest major port on the continent with Domovina, and clash frequently with their neighbor.

Domovina (dah-mah-vee-nuh)

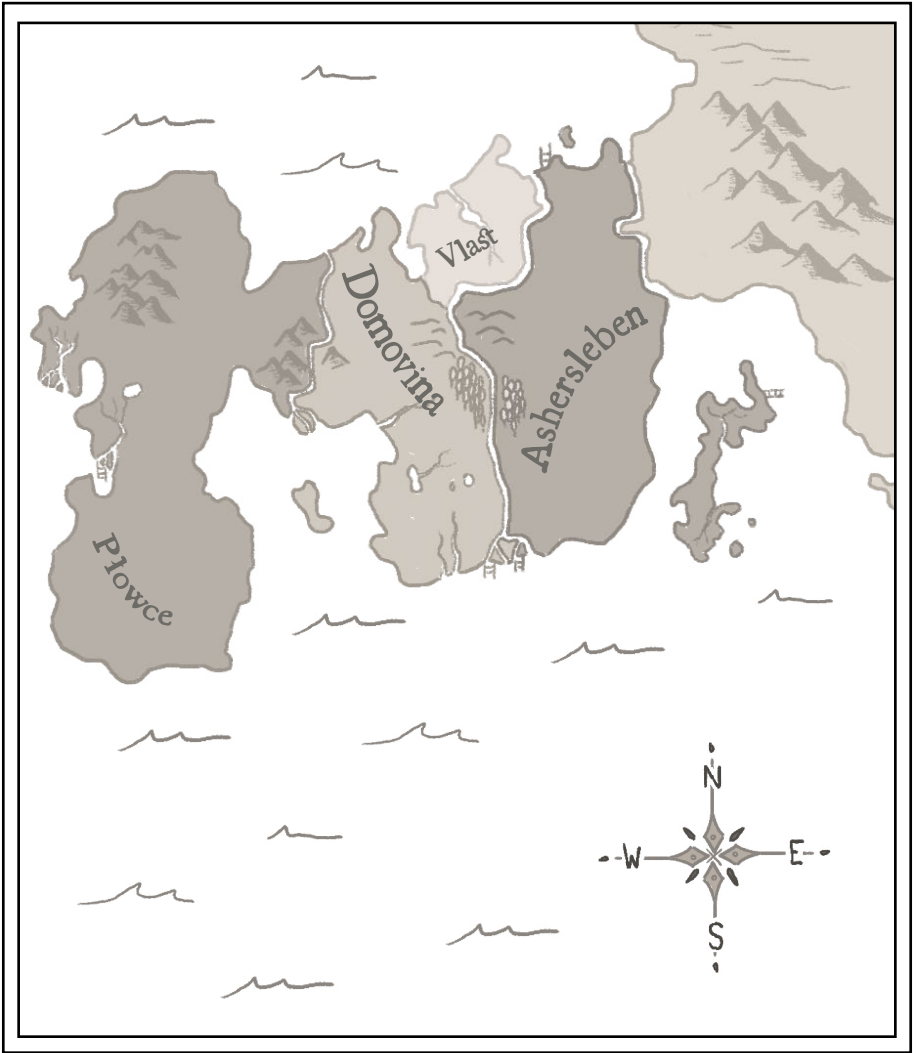
Domovina as a military power has dominated the continent for over a century. They have a codified martial culture that is the envy of many a nation, and citizens in the military enjoy privileges greater than the average man.

Vlašt (vl-uh-st)

A maritime nation between the titans of Ashersleben and Domovina. While their land infantry is dwarfed by other nations, they have an enviable naval force that draws from their large population of fishermen, whalers, and privateers.

Płowce (pwohv-tsuh)

A miserable nation of farmers to the west. They have been saved from conquest by their muddy winter season, which stalls the progress of soldiers.



At the beginning of each game, players must choose a home country for themselves (these may overlap with the other players in the party) and a country in which the whole party will start. This mostly determines the way in which human NPCs receive the players.

What Do I Need To Know ?

Mleko a Miód is a roleplaying game for 2-4 players based on Apocalypse World and, more specifically Dungeon World which takes place in the fictional continent of Kanaän. Themes, stories, and look are inspired by those of the Central European jewish population of the late 19th and early 20th century.

In order to play, you'll need 3 d6 dice.

Determining results of actions in this system is relatively simple. Players choose an action and roll two d6 dice, adding the modifiers which are determined by their skill set.

10+ is a success

7-9 is a partial success

1-6 is a failure, but characters gain +1 experience

Characters may choose two basic moves and one special move at the beginning of the game, but may choose one additional move (special or basic) for each level, which are bought with experience points equal to 4+their current level.

Fatal Flaws are a major weakness in your character that need not necessarily be tied to an actual stat decrease.

The GM will probably test your fortitude and character growth throughout the story, so be prepared for whatever you choose to come up against.

Skills

Skills determine the ease with which characters succeed at actions. Skills are determined by rolling 3 d6 dice, and ranges of numbers rolled equate to modifiers for actions.

The modifiers and skills are as follows:

3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Cleverness covers actions that require knowledge, wisdom or wiles.

Eloquence should be used when trying to convince or ingratiate.

Strength is physical as well as mental, and involves forcefulness as well as fortitude.

Selflessness is the propensity for helping others. This manifests as assist rolls which turn around the luck of companions.

Skill is mastery of crafts and the general skills that come with them, such as steadiness of hand and tinkering.

Magic is tied to spells, which are described on the following page.

Magic

Magic in this world, known as Gematria (Hebrew numerology), is less an innate sense and more a topic of research. Everyone can use it to some extent, but is tied to spiritual enlightenment, which is honed through intense study.

Spells are cast through two letter incantations, which correspond to meanings and number values. The letters are as follows:

א (aleph)		1	ג (gimmel)		3
אב	ab	father	גב	gab	back
אד	ed	fog	גב	geb	pit
או	ow	desire	גב	geb	locust
אח	ach	brother	גג	gag	roof
אט	at	gently	גד	gad	luck
אי	iy	island	גז	gez	wool
אל	el	divinity	גל	gal	wave
אם	em	mother	גן	gan	garden
אן	an	where	גף	gaph	wing
אף	aph	nose	גר	gir	stranger
אש	esh	fire			
את	at	you	ד (daleth)		4
			דג	dag	fish
ב (bet)		2	דד	dad	breast
בג	bag	food	דך	dach	crush
בד	bad	cloth	דל	dal	poor
בד	bad	separate	דם	dam	blood
בז	baz	falcon	דן	den	judge
בז	baz	plunder	דע	dea	know
בן	ben	son	דר	dar	pearl
בץ	bots	mud	דת	dat	edict

ה (he)		5
הא	he	behold!
הד	hed	echo
הם	hem	them
הר	har	mountain

ו (vuv)		6
וו	vav	hook

ז (zayin)		7
זד	zed	wicked
זך	zak	clear
זך	zak	pure
זן	zan	species
זק	zaqu	please
זר	zer	bouquet

ח (chet)		8
חב	chob	obligation
חג	chag	festival
חד	chad	sharp
חי	chai	life
חל	chol	bulwark
חם	cham	hot
חן	chen	grace
חף	chaph	innocence
חץ	chets	arrow
חת	chat	fear

ט (tet)		9
טב	tab	good
טל	tal	dew
טף	taph	children
טף	taph	table

י (yod)		10
יד	yad	hand
ים	yam	sea
ים	yem	lake
יש	yesh	there is
יש	yesh	substance

כ (kaf)		20
כד	kad	jar, vessel
כה	koh	strength
כח	kocha	power
כי	kiy	force
כל	kol	all
כן	ken	honest
כס	kes	throne
כף	keph	scale
כף	keph	sole
כף	keph	spoon
כר	kar	pillow

ל (lamed)		30
לא	lo'	no, not
לב	leb	heart
לב	leb	heart
לח	lach	damp

מ (mem)

40

מד	mad	measure
מה	mah	what?
מי	miy	who?
מן	man	out of
מס	mas	tax, fee
מר	mar	bitter
מת	met	death

נ (nun)

50

נא	na'	raw
נד	ned	wall
נח	nach	rest
נך	nech	wicked
נס	nes	miracle
נס	nes	banner
נע	na'	moving
נץ	nets	falcon
נץ	nets	blossom
נר	ner	light

ס (samech)

60

סב	sab	elder
סד	sad	splint
סט	set	sin
סך	sech	amount
סל	sel	basket
סם	sem	drug
סם	sem	medicine
סף	seph	threshold

ע (ayin)

70

עב	ab	cloud
עד	ad	until
עז	ez	goat
עט	et	pen
על	el	on/about

עם	im	in/near
עף	eph	flying
עץ	ets	tree
ער	er	awake
עש	ash	moth
עת	et	time

פ (pay)

80

פג	pag	unripe
פה	peh	mouth
פז	paz	gold
פח	pach	trap
פך	pak	flask
פס	pas	line
פר	per	bull
פת	pet	bread

צ (tsade)

90

צב	tsab	turtle
צג	tsag	display
צד	tsad	side
צו	tsav	order
צח	tsach	fresh
צי	tsi	fleet
צל	tsel	ghost
צל	tsel	shadow
צן	tsen	briar
צף	tsaph	float
צר	tsar	narrow

ק (qof)

100

קם	kam	enemy
קן	kan	nest
קו	kev	string
קט	kas	small

קר	ker	cold
קל	kel	easy
קש	kash	straw
קץ	kets	end
קת	kat	butt,stock
קב	kab	crutch
קת	kat	butt,stock

תא	ta'	chamber
תן	tan	jackal
תם	tam	innocent

ר (resh) 200

רז	raz	secret
רץ	rats	runner
רע	ra'	bad
רך	rach	soft
רק	rak	only
רם	ram	high

ש (shin) 300

שה	seh	lamb
שי	sha'	gif
שש	shesh	six
שד	shad	breast
שד	shed	demon
שך	sech	prickle
שר	shar	poet
שט	set	rebel
שן	shen	tooth
שם	sham	name

ת (tav) 400

תה	teh	tea
תת	tet	under
תג	tag	badge
תל	tel	hill
תך	tak	stitch
תא	ta'	chamber
תו	tav	sign, mark

A note for those who can't read the Hebrew alphabet:

There are letters in the aleph-bet that change appearance when at the end of a word they are written in their secondary forms sometimes in this book, but appear in their primary forms on the die.

The letters this applies to are:

kaph	כ → ך
mem	מ → ם
nun	נ → ן
fey	פ → ף
tsade	צ → ץ

How To Use

Spell level is determined by a roll of the aleph-bet (22 sided) die, but there are acceptable ranges for each industry.

Players must roll the aleph-bet die twice to get two letters. They may then use the combined meaning of these two letters to create a spell which their character will attempt to perform.

There is an index of spells only available to the GM.

If the player rolls a combo that corresponds to a word, they may use that spell and add it to their lexicon.

Players start out with two spells, rolled for at the beginning of the game, but new ones may be earned for every 100 spell points gained. A player may gain these spell points instead of gaining a new spell, or in the event of a failed spell roll.

Failed Spell Rolls

These happen when a player rolls a spell they already have or a letter combination that doesn't form a word.

The player may instead add the value assigned to each letter to their pool of spell points.

After a player reaches 100 points, they may roll for a new spell.

The Lexicon

The number of spells a person may have at one time corresponds to their industry, but if a spell exists in the player's lexicon they may cast it with just the 2xd6 roll as any other move.

If a player rolls a new spell that they like more than one in their lexicon, they may replace that spell with the new one.

The different industries' spell caps are as follows:

Military, Government, and Business	3
Home and Hearth, and Art	5
Academia	7
Spirituality	12



Industry

Players must decide what facet of society they are a part of. The prestige that characters can have within their field during the game is limited to mid-level or lower.

Military +2 Strength, +1 Eloquence

As a soldier, you enjoy some liberty and prestige in most environments, but must also answer to your superiors unquestioningly. You may be the rank of corporal or lower. **Your HP is 10 + strength.**

Academia +2 Cleverness, +1 Eloquence

You live a quiet life of study, and have fairly dependable expertise on a particular field. Choose your field at the beginning of the game (ex. sociology, psychology, literature, history, chemistry). **Your HP is 4 + strength.**

Spirituality +2 Selflessness, +1 Magic

You are in the midst of your Torah study, but do not have a congregation. You have special insight into the workings of the world and the heart. **Your HP is 4 + strength.**

Home and Hearth +2 Skill, +1 Selflessness

You live a humbler life as a farmer, factory worker, or the keeper of a small household. You have very little influence on the upper echelons of society, but are more intune with the land you live in. **Your HP is 8 + strength.**

Government +2 Eloquence, +1 Cleverness

You occupy an humble administrative position in your community. What form this takes is up to you (ex. leader of a small political party, courthouse clerk, etc.)

Your HP is 6 + strength.

Business +2 Eloquence, +1 Skill

You own a small business of your own. You enjoy more resources and a better rapport with fellow businessmen and those who require what you sell. Your HP is

4 + strength.

Art +2 Skill, +1 Eloquence

You have no prestige in society, but an abundance of talent in your chosen medium and the ability to sway hearts and minds. Your HP is 7 + strength.



Basic Moves

All players get to select two moves (to begin with) from the list of basic moves. Players can perform actions they haven't chosen, but must take a hit of -2 to their dice roll.

Players must describe their intended action and then roll.

Investigate

Examine an object or location for special properties.

10+ means one may ask two of the four specific questions below of the GM.

7-9 earns only 1 question

“Is there anything useful to me here?”

“Is there anything dangerous to me here?”

“Who can I trust?”

“What happened here recently?”

Trick

You attempt to perform some whimsical slight of hand or verbal jape.

10+ means that the other character has been sufficiently fooled

7-9 means your character avoids harm, but harms relations with the character, this equates to -1 on future eloquence rolls

Evade

You attempt to remove yourself from harm's way.

10+ means you successfully, gracefully even, avoid being hurt or captured

7-9 means you mitigate damage, but are still in trouble

Combat

Failing all else, you must engage an enemy with your fists to escape bodily harm

10+ you manage to defend yourself with very few repercussions

7-9 you get a good jab in, but are still susceptible to counterattacks or the keen eyes of the authorities

Aid

Assist another player after a failed action at the risk of damage to yourself.

10+ Add +2 to your companion's dice roll

7-9 you take half of the negative effects of your friend's failure

Fiddle

With a little artful finesse, your character picks a lock or unravels the workings of mechanical devices.

10+ you unlock the item with your steady hand and careful eye

7-9 you handle the object clumsily, opening/using it, but breaking it and any tools you used

Special Moves

Players can only choose 1 move for their profession at the beginning of the game but may choose 1 more for each level gained.

Military

Issue Orders

Issue an authoritative command to characters below you in rank

10+ characters recognize your authority and do as you say

7-9 characters will perform action for a small price

Dress Wounds

Heal damage done to yourself or others

10+ characters receive +2 health back

7-9 characters receive +1 health temporarily, but lose it after 3 turns if more professional medical attention is not available

Request Support

Call upon your superior officer for added support in negotiation

10+ Your superior makes a request in your stead

7-9 your superior officer attempts to help, but you lose authority (-1 eloquence for 5 turns)

Brute Force

You use your combat training to push through physical and mental barriers

10+ Push through blockades unscathed

7-9 make it through with some difficulty, taking -1 hit to health

Academia

Expert Opinion

Convince a character of the veracity of a fact within your field

- 10+** Characters are convinced by your authoritative statement
- 7-9** Characters decide to confirm this new information (roll eloquence)

Encyclopedic Memory

Recall information from your studies about a time, place, etc.

- 10+** The GM gives you accurate information on 1 thing of your choosing
- 7-9** Your memory is flawed, you receive half-truths

Field Study

Notice something utterly fascinating about your surroundings

- 10+** If available, you receive helpful information or items from the area
- 7-9** You find a clue but stumble upon danger in the process

Polyglot

Language barriers, supernatural or otherwise, are overcome through years of study

- 10+** You understand the language of otherwise unintelligible characters
- 7-9** You can understand, but have trouble speaking. -1 to all eloquence rolls after this

Spirituality

Blessed Are You

Common folk are more likely to come to the aid of a rebbe.

- 10+ People respond to your character and rousing speech and will come to your aid
- 7-9 Everyday people are easily frightened. They offer small assistance, but no more

Lord Our God

In a tough spot, you can pray for divine intervention

- 10+ If your health is dangerously low, it will remain unaffected by attacks for 3 moves
- 7-9 If your health is below 5, you gain back +1 health.

Ruler of the Universe

God's Creation delights and astounds you

- 10+ You manage to ingratiate yourself with creatures of the forest
- 7-9 Creatures do not harm you, but demand proof of your good will

Burning Bush

You seek answers through concentrated internal dialogue with God. Can be used once per story.

- 10+ You gain a tidbit of useful information to be used at a later occasion
- 7-9 The information you gain is cryptic

Home and Hearth

Story and Song

You're more familiar
with creatures of
legend

10+ You recall knowledge
about a creature's abil-
ities, weaknesses, likes,
dislikes, etc.

7-9 Your knowledge is
strongly influenced by
superstition, and creatures
may be offended by your
assumptions

Will of the People

You rally behind a
person or a cause with
unmatched devotion

10+ You deter the attack
of an enemy on a
companion

7-9 Your companion is
saved, but you are still
in harm's way

Play Dumb

People underestimate you,
but it comes in handy
sometimes.

10+ Potential enemies
ignore you, believing you
not worth the effort

7-9 Enemies grow sus-
picious of your simple-
ton-farmer facade.

A Hearty Meal

The food you cook heals
the soul

10+ Restore +2 health to
those that eat food that
you've cooked

7-9 Something's off about
the food. Restore +1
health and endure criti-
cism from your compan-

Government

Schmooze

Being in the good graces of the rich and powerful is an art.

- 10+** Add +2 to eloquence rolls against humans
- 7-9** People will listen to you, but it leaves a bad taste in their mouth. Add +1 to this roll, but future rolls with this character meet more resistance.

Friends in High Places

You know a guy.

- 10+** You have friends in most human organizations and can call in a small (doable) favor
- 7-9** Your friends aren't as connected as they let on. You get a small semblance of what you asked.

Mediate

You excel at coming to mutually beneficial compromises

- 10+** You talk your friend out of a sticky situation.
- 7-9** Whoever or whatever was mad at your friend now directs their attention at you.

Galvanize

You know how to motivate a crowd

- 10+** You manage to stir up the emotions of a crowd
- 7-9** The crowd is excited, but you cannot control it. It may devolve into a riot.

Business

Acumen

Years of business experience mean you can recognize when you're being offered a raw deal.

10+ You trick a character into an inauspicious agreement

7-9 You may ask the DM if a character is attempting to fool you

Resources

Your business is thriving. You are not without means.

10+ You happen to have a (non-magical) key item in your shop

7-9 You can pay a small sum (1 exp.) to an associate for an item you need.

Check, Please

You're a shrewd bargainer, and you know how to save money

10+ You spend no money on an action that would otherwise have required it

7-9 You pay at a slight discount, but at the cost of future privileges and patronage.

Gossip

You're an expert at corporate espionage.

10+ You eavesdrop successfully with no repercussions

7-9 The conversation is inconsequential. No clues to be had here.

Art

Inspiration

Your work engages people and makes them seek self betterment.

- 10+ Your companion may roll an extra d6 on their last failed move
- 7-9 Your companion must reroll, but if they fail, you take half their damage.

Food for Thought

Art heals the soul and mind.

- 10+ You may sing to heal a small amount of damage (+1) to companions
- 7-9 Your performance is exhausting, and you lose 1 health in the process.

Soothsayer

Truly lovely words can calm human or beast.

- 10+ You befriend a former foe
- 7-9 You prevent an altercation with your enemies and live to see another day.

Craftsmanship

You know the tools for the job, and you just might have them handy.

- 10+ You happen to have a tool that just might work on your person
- 7-9 You know a tool that might help, but have no idea where to get one.

Creatures

You will come across many who bear you ill will, but also those who would come to your aid, should you require it.

Broxa

Broxa are witches who take the shape of birds at night. While not necessarily evil, they are known for stealing cows' milk from farmers while in their bird form.

Cleverness	17
Eloquence	15
Strength	12
Selflessness	13
Skill	14
Magic	15

Chort

A minor demon who loves to play games (though he loves to cheat even more). While not as openly malicious as most demons, he has been known to trick men into divesting their souls. He works for Chernobog.

Cleverness	16
Eloquence	15
Strength	12
Selflessness	3
Skill	15
Magic	16

Stats are intended for NPCs who have been effectively added to the party. Rolls against them should function as any other.

Chernobog

A demon lord who resides in the mountains and controls countless liaisons in the valley below. He's a figure shrouded in mystery, with unknown intentions and unknown appearance.

Cleverness	18
Eloquence	17
Strength	17
Selflessness	5
Skill	17
Magic	18



Dybbuk

A dissatisfied spirit of the deceased which clings to or possesses the living. Proper exorcism involves appeasing their spirit. They cling tightly to their host and cannot be forced into leaving against their will.

Cleverness	7
Eloquence	3
Strength	17
Selflessness	9
Skill	13
Magic	15

Elioud

Children descended from angels and sorceresses. They are larger than the typical human and of questionable moral integrity. They are unbelievably lucky.

Cleverness	15
Eloquence	16
Strength	15
Selflessness	5
Skill	14
Magic	17

Estries

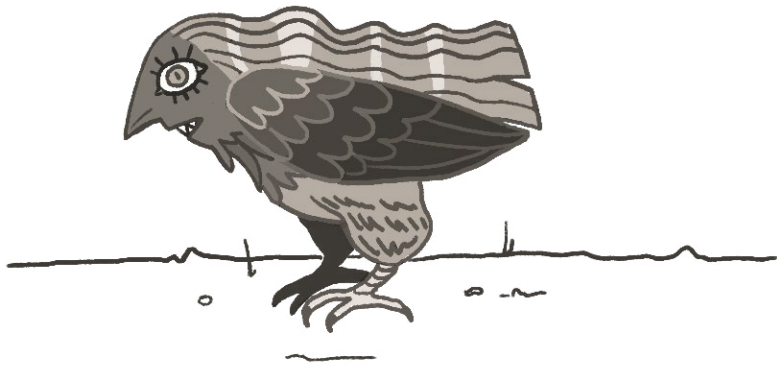
Estries live off the blood of pious men and women. While they possess and unearthly beauty at first glance, they, like demons, hide hideous feet akin to that of a goat or hawk. They can fly if their hair is unbound.

Cleverness	16
Eloquence	13
Strength	12
Selflessness	5
Skill	12
Magic	13

Giants

Giants are a proud people who are known to speak boastfully of direct ties to the likes of Goliath and King Og. While not especially energetic or spry (they have been known to sleep for centuries at a time), they make up for this with brute force, and are quick to anger.

Cleverness	4
Eloquence	8
Strength	18
Selflessness	14
Skill	14
Magic	14



Golem

A large man-like figure formed from clay. In his forehead is carved the word אמת (emet), or truth. Golems can summon the spirits of the dead and rally them to a cause. They serve as protectors of ghettos, synagogues, and the occasional shtetl.

Cleverness	4
Eloquence	3
Strength	17
Selflessness	18
Skill	12
Magic	13



Leshy

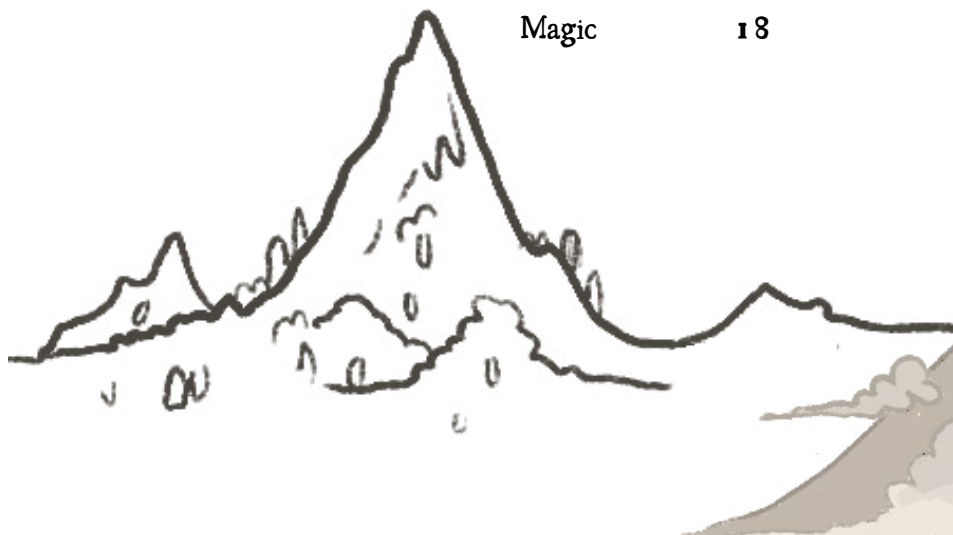
Rulers of the forest who are mostly indifferent towards humans, but are known to lead humans they believe to be untrustworthy astray in the forest. They preside over a formal court, at which all matters of the forest are decided.

Cleverness	17
Eloquence	16
Strength	14
Selflessness	16
Skill	15
Magic	18

Morana

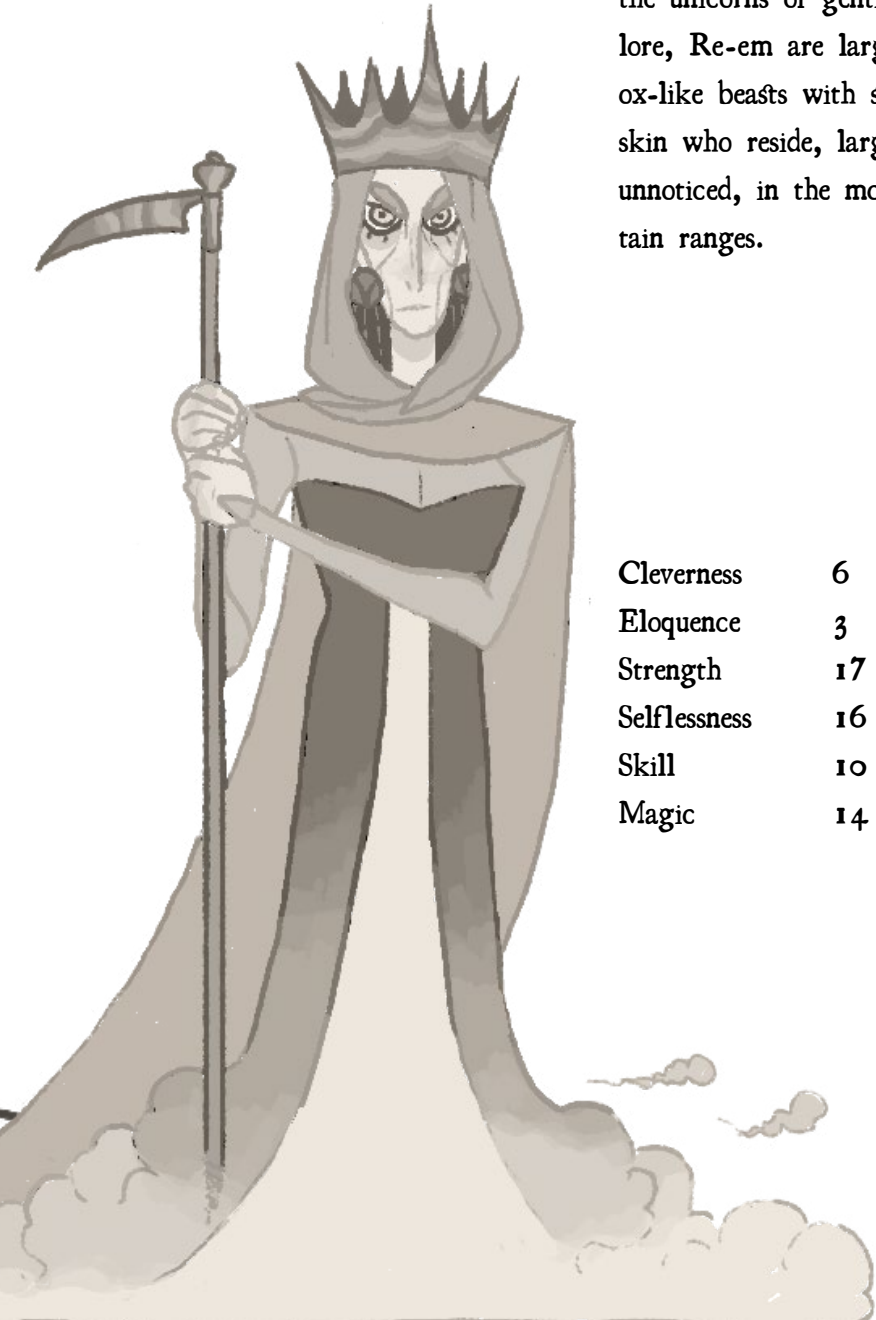
The Queen of Winter, she dies and is reborn every year to wreak havoc on the countryside. She is married to Chernobog, though she is loath to spend her limited days within the confines of his castle.

Cleverness	17
Eloquence	18
Strength	17
Selflessness	9
Skill	17
Magic	18



Re'em

A sturdier breed than the unicorns of gentile lore, Re-em are large, ox-like beasts with stone skin who reside, largely unnoticed, in the mountain ranges.



Cleverness	6
Eloquence	3
Strength	17
Selflessness	16
Skill	10
Magic	14

Rusalka, Vodník

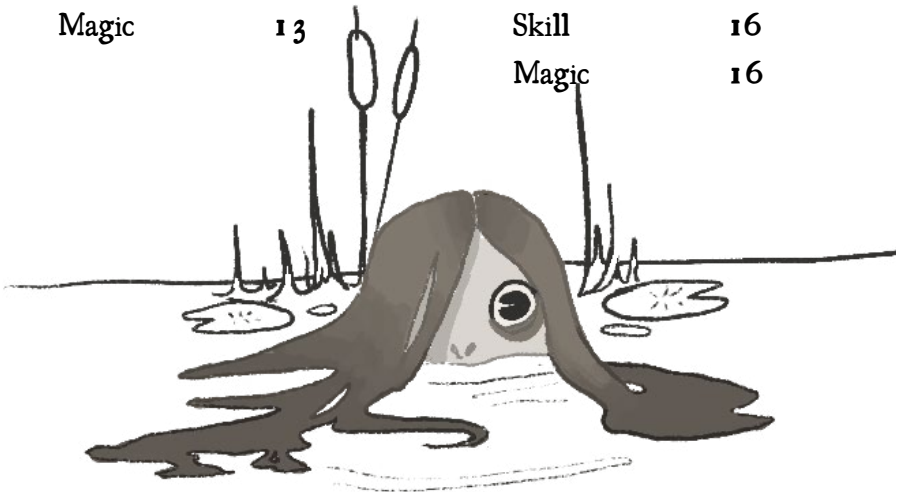
The unquiet spirits of the drowned. They spend most nights howling and moaning and singing tragic songs about their sad fates, but if one dares to come too near, they may be dragged into the water and meet the same end.

Cleverness	16
Eloquence	16
Strength	11
Selflessness	3
Skill	13
Magic	13

Shedim

Shedim are the oldest enemy of man. They can take the form of whomever or whatever they wish to tempt a human from their path or burden them with maladies of mind and body, but they cannot disguise their feet, which usually take the form of cloven hooves or talons. They answer to a King called Asmodeus.

Cleverness	15
Eloquence	17
Strength	15
Selflessness	3
Skill	16
Magic	16



Vila

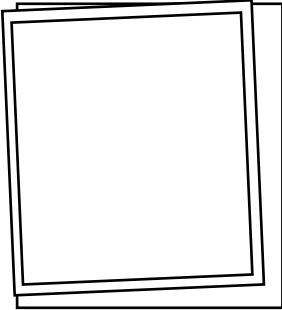
Feminine spirits of the forest who live a cloistered life, hunting in small troupes from the backs of stags. They are hostile towards outsiders, especially foolhardy men.



Cleverness	16
Eloquence	8
Strength	16
Selflessness	18
Skill	16
Magic	17

Completed on the of in the year

Certificate of Citizenship



Name:

Industry:

Possessions:

Skills and Certifications

Country of Origin

.....

Health

Fatal Flaw

Cleverness..	modifier.....	Selflessness..	modifier.....
Eloquence..		Skill.....	
Strength.....		Magic.....	

Exp.

Basic Moves

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Special Moves

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Stamp of
Overseeing Officer

The **Lexicon**

A large rectangular box with a solid black border, containing 20 horizontal dotted lines for writing. The lines are evenly spaced and extend across the width of the box, providing a guide for text entry.