



Adventurer's Guide to **TERRA RANDOMA**

Terra Randoma is a turn-based tactical roguelike RPG in a procedurally generated open world. You come to an island full of curiosities, your actions affect this world and your story emerges as you play.

The game is released Early Access on 17 December 2020. Although Early Access version is fully playable and fairly stable, the game is, and will be, in continuous development for some time, as it has been past several years. Some of the content here may be subject to change, there may be issues of balancing and bugs and we will be adding lots of more content. We are determined to take this passion project where it goes, and count on community input.

We prepared this general guide as an overview of the game. Please let us know if you think there is any vital information missing.

Email us at info@terrarandoma, write to us at Steam forum or DM us at twitter.com/terrarandoma

You are CONFUSED for 37 turns.



COMBAT

Combat is turn-based and grid-based like classical roguelikes. Combat in Terra Randoma is very fluid, you don't have to stop for anything unless you want to. Switching between melee and ranged weapons is instantaneous. There is a quick access bar at the bottom of the screens where you can put your talent stones, like heavy strike or whirlwind attack.

During combat, you need to pay attention to your stamina level. Weapons and equipment have weight, and heavier load will mean more stamina consumption.

Battlefields and Dungeons where combats take place are all procedurally generated.

ENEMIES

Enemies in Terra Randoma are very intelligent. They can "smell" you and follow you. They can make use of the terrain and hide behind objects, as much

as you can. If they get severely injured, they may panic and run (but they may as well decide to come back later on). Some enemies on the other hand are fearless – for example: golems do not panic because they don't have a brain; Minotaur does not panic because he is too brave.

Enemies do not only give you physical damage, they may also slow, confuse, stun, poison or disease you. They can give you fire or frost damage too. They come in different species and vary endlessly from each other thanks to the enemy modifier system with prefixes and suffixes. There is 10% chance the enemy will spawn with a modifier like "Wealthy", "Elite", "Vampiric", etc.

Enemy factions include rat-kin (rats, bats, rat-men), bandits, wild creatures (snakes, spiders, hyenas, boars, mushroom-men), undead (skeletons, ghosts), slimes, golems, minotaurs and gorgons. We will add more factions as we develop the game.



CHARACTER CUSTOMIZATION

Your character in Terra Randoma has three attributes: Strength, Dexterity and Intelligence. There are fifteen skills categorized with respect to these attributes. At the beginning of the game, you choose between 6 backgrounds and 12 star signs.

There is no class restriction so you have complete freedom to choose how to customize your character. You will gain 1 attribute and 1 skill point each time you level up and you are free to distribute them the way you see fit. You can also buy skill points from the adventurer's guild. With every 5 points in a certain skill, you gain some perks. You can hover over each skill for more details.

Health, Stamina and Hunger bars are at the left bottom of your screen at all times. You can see all your stats in your character sheet in one screen.

SPEED

There is a turn-based speed system in Terra Randoma. Some enemies are fast, moving two tiles per turn and some slow, moving one tile per two turns. But that is not the end of story. Your character has varied levels of speed too, depending on your character build, load you carry and equipment you wear.

Let's say your base speed is %100. This means you have one action per turn, which you use to move or attack. If your speed is %200, you have two actions per turn. The higher your speed, the more frequently you will get a free action. So if it is %150, then you will have a free action after your second turn. If it is %110, then you get a free action every ten turns and so on.



WEAPONS AND ARMOR

There is an item generator in Terra Randoma using prefixes and suffixes that can produce hundreds of thousands of different weapons and equipment.

The weapons and armor can be made of different materials from wood to aquatril (an ore uniquely found in Terra Randoma), from linen to all kinds of leather. The weight of the equipment depends on what material it is made of. Material also affects damage of a weapon or defence of an armor.

The prefixes include descriptions like “reliable”, “unforgiving”, “ruthless”, “blazing” and “enigmatic”. They give bonuses to all sorts of stats including critical hit, attack, defense and health. The suffixes include descriptions like “of fire”, “of the vicious viper”, “of the smiling phantom”, and “of the chilling touch”. They give status effects like fear, stun, poison and disease.

INVENTORY MANAGEMENT

When you open your backpack, you can see not only your backpack and your weapons & equipment, but also your character’s statistics. So you know exactly what happens when you wear or take off an equipment. It takes only seconds to optimize, tidy up and get going.

What you carry in the backpack is not limited to weapons and armor. You will have your fair share of old school inventory management between consumables like potions and food, valuable daily items, gems, different materials that enemies drop, and books with randomly generated names.

The system is weight-based. How much your character can carry depends on Strength Attribute and in particular, Athletics Skill. Weight of each item is easily seen when you hover on the item and by looking at the bottom right corner of each item card.



SETTLEMENTS

There is a new map each time you start a new game in Terra Randoma, but it is always an island or archipelago. There are 6 towns, an Adventurer's Guild and an Alchemist Tower.

There is a tavern in each settlement where you can eat food and rest, while also meet NPCs willing to give you a quest. There is also a Governor assigning you special quests if you have enough reputation points.

The starting map randomly ranks the towns as rich, medium, poor and very poor. The rich settlements have the biggest market, so there is more variety and quantity of everything you can buy: food, potions, equipment and armor.

Your actions effect the prosperity level of cities. They grow as you trade with them and accomplish missions given by their citizens and lords. By doing good, you earn reputation.

There are also events and crisis that happen at and to the cities, like a Good Harvest where food is abundant and cheaper, or Famine, where you can find no food sold at the market.

MAP

You can zoom in and drag our procedurally generated overworld map. There are indicators on the map showing prosperity level of each town, your reputation level in each of them, as well as events and crisis. There is a key on the left for explanations.

TRAVELLING & INCIDENTS

Traveling in Terra Randoma is fun! There is a chance of encounter with every step you take, like the hex-crawling games of the 80s (except we have squares not hexagons). If you want to travel safely, you can. In order for you to determine that, we have the danger levels shown with exclamation marks at the top of the screen.



There are four types of tiles on the overworld: plain tiles, forest tiles, mountain tiles and water tiles. The plain tiles are less dangerous than forest tiles, which are less dangerous than mountain tiles. The water tiles are neutral right now, but we will add pirates and aquatic monsters. There is also a day and night cycle. It is safer at day time than at night. So if you want trouble, you go to the mountain tiles at night and see hell lose upon you. If you want a peaceful journey back home, however, then you'd be wise to travel at day time through the plain tiles.

The chances of a friendly encounter, for example, with a traveling merchant, or discovery of a hidden treasure, are slim on more dangerous tiles. Likewise, the chances of a hostile encounter, like a bandit ambush or beast attack, are slim on safer tiles. Negative encounters can be dealt not only with battle but through some skill checks.

There is also a weather condition: Rain. It slows down travel speed on the overworld, and makes recovery at camps less effective due to lack of campfire. It also reduces effectiveness of the ranged weapons and disables any fire effects your weapons or talent stones have.

CAMPING, HUNTING, FORAGING

When you are on the overworld, you can camp on any tile, except water tiles. At the top of the screen, you can see the danger level of each tile shown with exclamation marks. So when you click that "Camp" button, you see a percentage showing you the chances of enemies launching an attack while you sleep.

But camping isn't all about resting. You may simply camp for the purpose of finding food. Food is not cheap, nor very abundant in the dungeons. Each step on the over-world plain tiles takes 1 hour (and twice as much on the forest and mountain tiles), so hunger will be an



issue when planning your route. You also need to pay attention at hunger during combat because your character gets hungry faster when his stamina level falls below the half.

You can forage for food or hunt to find meat. Both options may mean that you encounter all sorts of hostile beasts in order to be able to earn your food.

KNOWN ISSUES

- The last chapter of the main quest is not in the game yet. This includes the Final Boss and any final Dungeon/Battlefield associated to it. However, the quest chain leading to this part is fully playable and the journal shows all achievement.
- The hero's armor in the game changes when you wear a different equipment but the weapon stays the same.
- Music and sounds are in for the most part, but we will add more.

- Tavern should be fuller of life, with more people and probs. We are also thinking the Tavern Keeper can give you tips if you drink with him.
- Mountain battlefields are rather plain, need to add more variant tiles there.

PLANNED FEATURES

- Potion crafting / Cooking
- Traps
- More music and ambient sounds
- More enemies, talent stones, overworld incidents
- Further details can be read in FAQ for Early Access on the forum

Please do not hesitate to contact us to report any issues, or simply talk.

Thank you!