

COOLRPG VOLUME I

Player Guide

Everything you need to adventure in the Western Lands



Xinle, LLC · October 11, 2026

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Welcome to **CoolRPG Volume I**, a classic fantasy adventure built on the free tabletop rules of the *Basic Fantasy Role-Playing Game*. You begin as a single hero in the frontier town of **Morgansfort**, at the edge of the **Western Lands**: a wild country of old dwarven mines, orc-haunted forests, island ruins and pirate-held coasts. Gather companions, take jobs from the people of Morgansfort, explore the dungeons the module made famous, and carry your name to the free cities beyond.

This guide explains how to play. For a quest-by-quest route see the **Walkthrough**; for the history and people of the Western Lands see **Backstories**.

Starting the Game

Where to play. CoolRPG Volume I runs on Android (Google Play) and in a web browser. Your progress is saved on the device you play on.

The title screen offers:

Command	What it does
New Game	Create a character and begin in the Hall of Transference
Continue	Load one of your saved games
Options	Music and sound volume, dash, message speed and similar settings
Credits	The people and artists who made the game
Help	A short in-game help text
Exit	Leave the game

A short intro film plays the first time the game loads; press **OK** or tap to skip it.

🍷 Controls

Action	Keyboard	Mouse / touch
Move	Arrow keys	Click or tap the destination
Confirm / talk / open	Enter , Space or Z	Click or tap the target
Cancel / main menu	Esc , X or Insert	Right-click, or two-finger tap
Dash	Hold Shift (or set <i>Always Dash</i> in Options)	-
Large minimap	Tab or the Map menu command	Map in the main menu
Scroll lists	Page Up / Page Down	Swipe

Tip: *Message windows wait for you. Press OK (or tap) to read on; nothing happens behind a message while it is open.*

🍷 Creating Your Character

Every story starts in the **Hall of Transference**, on a series of illustrated cards and a parchment character sheet.



The roll card: six ability scores rolled 3d6 each, with your estimated Hit Points in the red orb

1. Ability scores. Six scores are rolled 3d6 each: **Strength** (melee power), **Intelligence** (a Magic-User's spellcasting), **Wisdom** (a Cleric's spellcasting), **Dexterity** (agility; a Thief's key score), **Constitution** (toughness and hit points) and **Charisma** (presence). The four prime requisites always roll at least 9, so no class is ever locked out. You may **reroll up to three times**, then **Approve & Continue**.

2. Sex. Male (+2 Strength) or Female (+2 Constitution, -1 Strength). Boons show in green, banes in red.

3. Race. Human, Elf, Dwarf or Halfling. Each adjusts your scores; the card shows exactly how.



Choosing a race: boons on the left of the portrait, banes on the right

4. Class.

Class	Prime requisite	Plays as
Fighter	Strength 9+	Front-line melee, any weapon or armour
Cleric	Wisdom 9+	Healing and divine magic, blunt weapons, any armour
Magic-User	Intelligence 9+	Arcane spells, dagger or staff, no armour
Thief	Dexterity 9+	Precision and stealth, light armour

A class whose requirement you do not meet shows a red X.

5. The character sheet. Spend your **5 bonus points**, name your hero, and confirm. You may lower a score (to a minimum of -1) to gain a point elsewhere, but not below your class's prime requisite.

CHARACTERSHEET

Name:

Level: 1

Race: ELF

Class: MAGE

Points Remaining: 5



Strength	— 18	✚
Intelligence	— 17	✚
Wisdom	— 11	✚
Dexterity	— 10	✚
Constitution	— 8	✚
Charisma	— 11	✚

CONFIRM & CONTINUE

The parchment character sheet

6. Magic-Users only: pick your first spell, such as *Magic Missile*, *Sleep* or *Shield*.

The Weapons Cache. Open the chest in the Hall of Transference for **500 gold** and your class's starting kit, equipped automatically. The cache can be opened once. Then step out toward Morgansfort.

🍷 Morgansfort, Your Home Base



Morgansfort's wards, with the travel portal at the heart of town

Morgansfort is the walled frontier town of the Western Lands, ruled in his father's absence by Baronet Halden Rathwynn. Everything you need is here:

Place	Why you go there
The Toothless Dragon Tavern	Quest givers and rumours. Dusty Rennick, Bart and Kardon Karien all drink here.
The Iron Helm Inn	Rest for 10 gold (full HP and MP) and Manage Party with Lorynn the innkeeper.
The Chapel of St. Queril	Father Thelbain and his clerics heal, resurrect and train Magic-Users.
General Goods	Potions, gear and supplies.
The Mystic's Residence	A semi-retired Magic-User who sells magic goods and trains spells.
Garrison Barracks	Captain Argos of the watch has work for capable adventurers.
The towers and stables	Several of the eight companions wait here to be met.

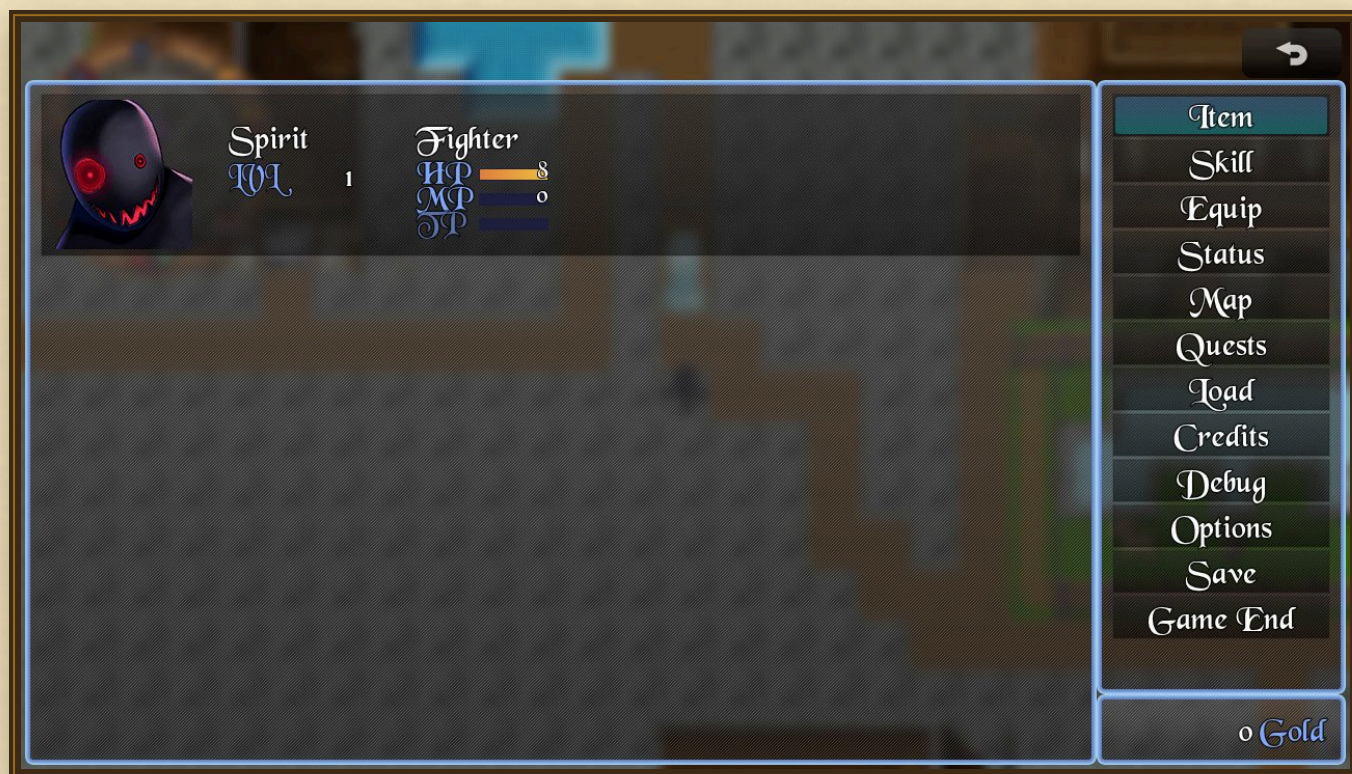


The Toothless Dragon Tavern: a gold "!" marks someone with a job for you

Quest markers. A gold ! floats over anyone with a quest to offer; a blue ? means a quest is ready to hand in.

🍷 The Main Menu

Press Cancel (or right-click / two-finger tap) on the map.



The main menu

Command	What it does
Item / Skill / Equip / Status	The classic RPG Maker screens for your party
Map	Opens the large parchment minimap
Quests	The quest log, with steps and journal entries
Load	Load a saved game without returning to the title
Credits	The full credits roll
Options	Sound, dash and message settings
Save	Save your game to a slot
Game End	Return to the title screen
Remove Ads	<i>(Android, while ads are showing)</i> buy the ad-free version

☞ Compass, Minimap and Labels

The **compass** in the upper-left corner shows your class icon and the points of interest around you: quest givers, shops, dungeon entrances and travel portals. Press **Tab** (or choose **Map**) for the **large minimap** on a parchment background.



The large minimap

Important places carry a floating **label**: dungeon names on the world map, *Travel Portal* in every city, and *Exit* or *Stairs down* on the way in and out of dungeons.

☞ Quests and the Quest Tracker

Quests are given by the people of the Western Lands. Accepted quests appear in the **Quest Log** (main menu, *Quests*), each with its giver, its area, a description and a journal of steps. Completed steps are ticked.



The Quest Log

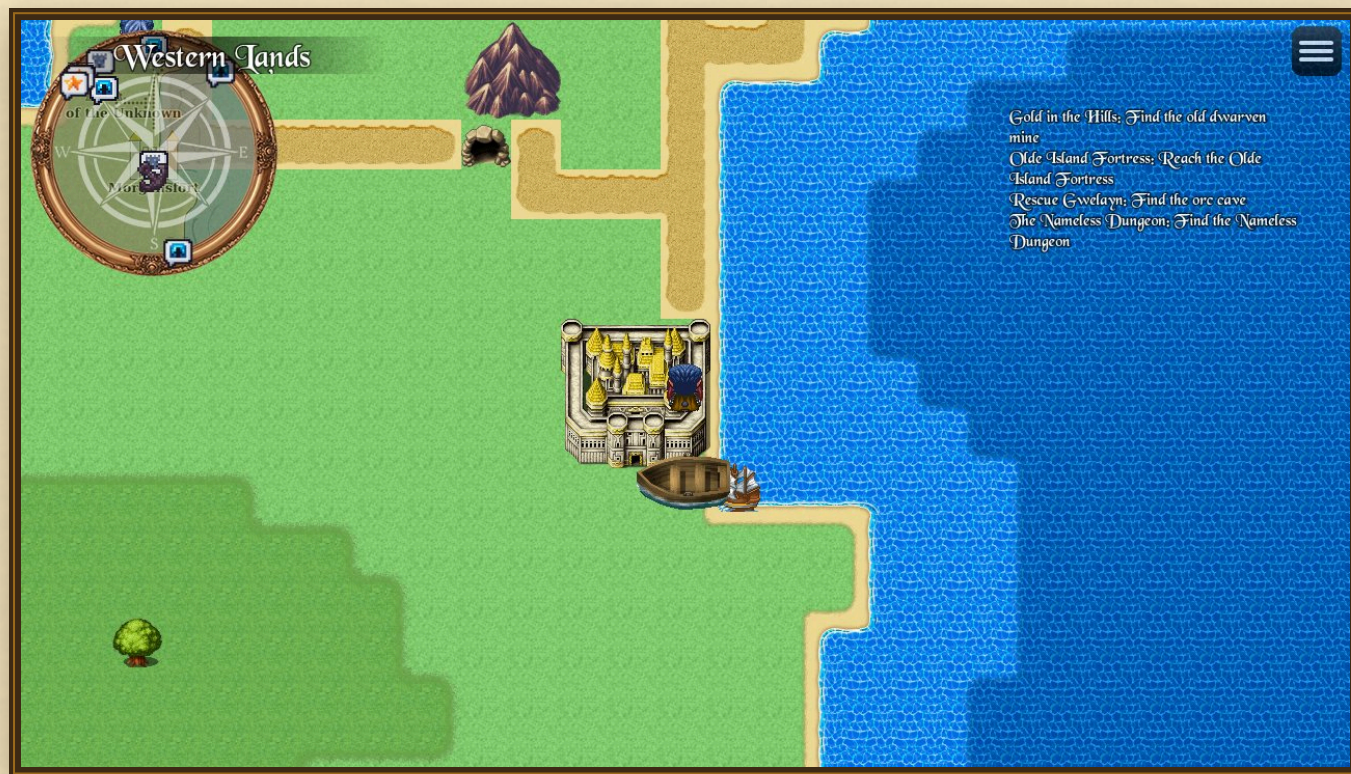
The quest you are working on is **pinned** to the top-right of the map, showing your current objective (for example *"Wolf packs driven off: 2/3"*). Use *Track on Map* or *Don't Track* in the log to choose what is pinned.



The on-map tracker shows the current objective

There are six quests in this volume: **Gold in the Hills**, **The Olde Island Fortress**, **Rescue Gwelayn**, **The Nameless Dungeon**, **Proof of Worthiness** and **The Pirate King**. See the Walkthrough for each.

❧ Exploring the Western Lands



The world map near Morgansfort

Walk the **world map** to reach cities and dungeons. Dungeon entrances are marked on the map and the compass. Inside a dungeon:

- **Rooms tell their own story.** The first time you step into a keyed room its description plays, and any ambush or trap springs. A room's event happens **once**.
- **Treasure is taken once.** Chests and hoards stay empty after you loot them.
- **Ways in and out are labelled.** Stairs, ladders, doors, ropes and hatches carry a label such as *Exit* or *Stairs down to Level 2*; walk onto them (or press OK) to use them.
- **Traps hurt.** Pits, gas, darts and crushing walls deal damage but never end your game on their own.

☛ Combat

Battles are fought side-on, your party on the right and the enemy on the left. Each round, choose for every hero:

Command	Use
Attack	A weapon strike
Skill	Spells and special abilities (costs MP)
Guard	Halve damage until your next turn
Item	Drink a potion or use a scroll

Monsters follow the Basic Fantasy rules, including their special tricks: oozes that corrode gear, jellies that split, gargoyles that shrug off ordinary weapons. Defeated enemies give **experience** and sometimes **treasure**.



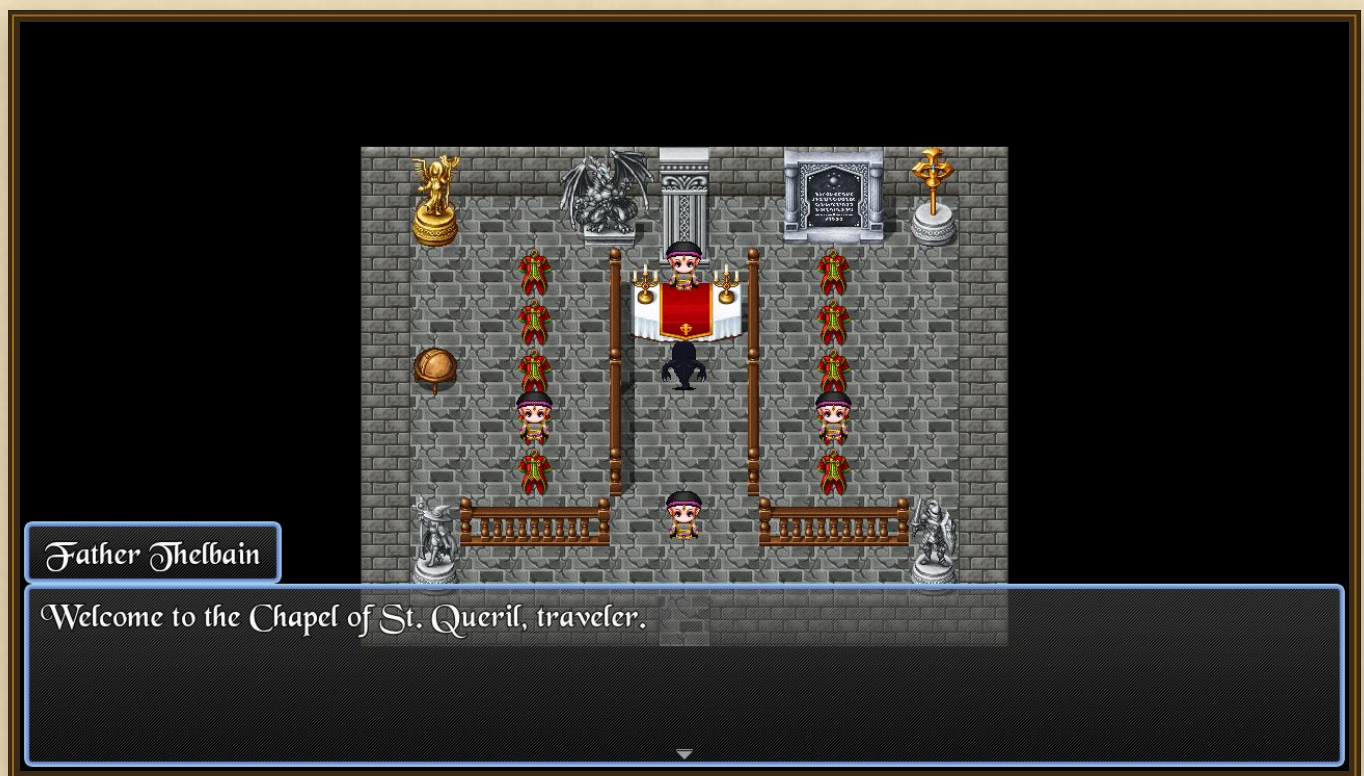
A battle with an orc war band

Falling in battle. A hero reduced to 0 HP is knocked out. If the whole party falls, the game is over; reload your last save. Fallen companions can be **resurrected** at any church.

☞ Magic, Mana and Healing

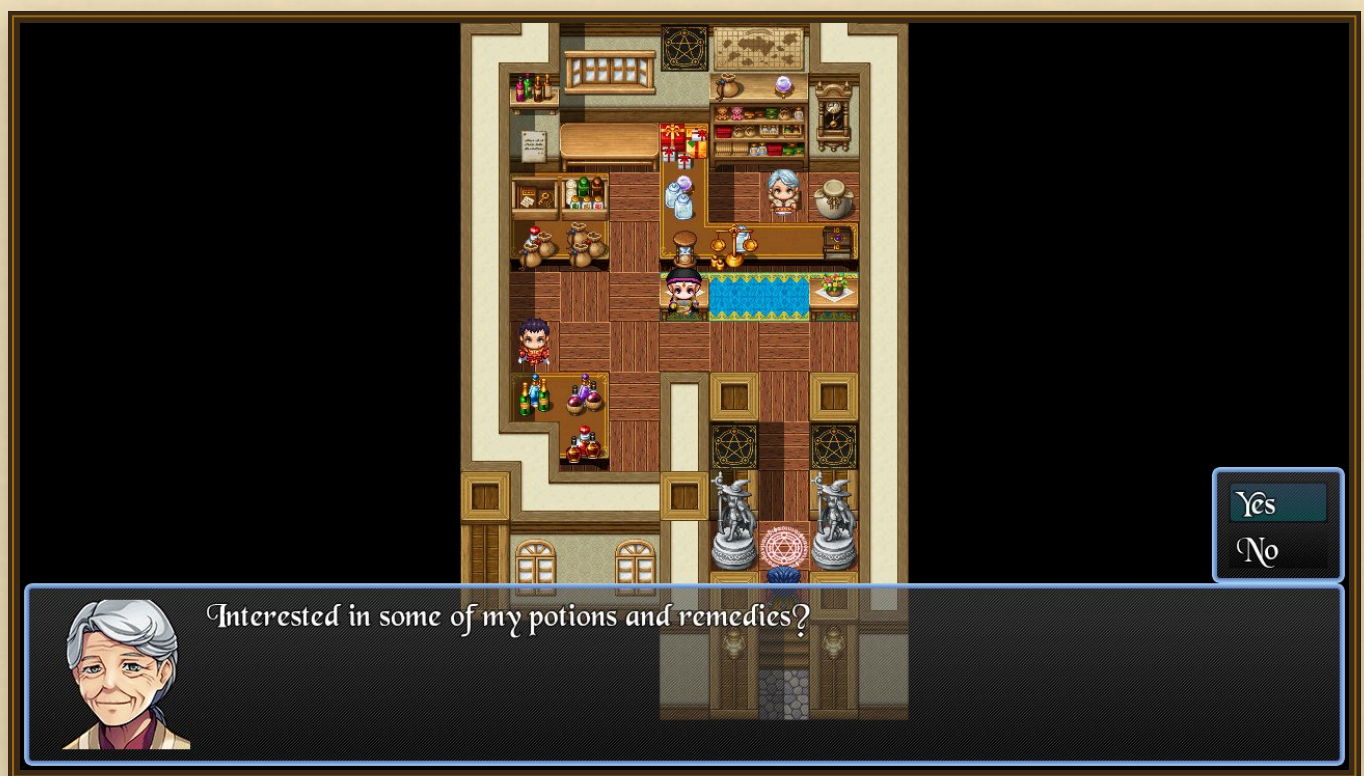
- **Mana.** Magic-Users draw on **Intelligence**, Clerics on **Wisdom**. Higher scores and levels mean more MP.
- **Spell cost.** 5 MP per spell level (a 1st-level spell costs 5, a 3rd-level spell 15).
- **Learning spells.** Magic-Users learn new spells from a **trainer** at any church or Magic Shop, for the price of that spell's Magic Tome. Each new level opens spell slots; a tome you have no slot for is not used up. Clerics learn their prayers automatically as they level.
- **Natural recovery.** While exploring (never in battle) everyone slowly regains HP (faster with high Constitution) and casters regain MP. Recovery pauses while menus or conversations are open.
- **Potions** come in Small (25%), Medium (50%) and Large (full) sizes.
- **Inns** restore everyone completely.

☞ Churches, Shops and Inns



Father Thelbain's services at the Chapel of St. Queril

Service	Where	Price
Heal the party (HP, MP, ailments)	Any church	10 gold x level, per hero who needs it
Resurrect a fallen hero (returns at 1 HP)	Any church	500 gold x the hero's level
Train a Magic-User spell	Churches and Magic Shops	The price of that spell's tome
Rest for the night	Any inn	10-20 gold depending on the city



Shopping at General Goods

The **Mystic's** magic stock changes every half hour of play and only offers goods suited to your party's level.

🔮 Companions and Your Party

Your party holds **four** heroes: you and up to three companions. Eight adventurers can be found around Morgansfort: **Darion, Morningstar, Apoqulis, Barthel, Lucas, Bork, Thorus and Aura.**

- **Talk to them first.** A companion can only join after you have met them.
- **Room in the party?** They offer to join on the spot.
- **Party full?** They will wait for you at any inn.
- **Changing the party** happens only at an inn: choose **Manage Party** from the innkeeper. Your own hero can never be swapped out.
- Companions keep their level, experience and equipment while they wait.



Lorynn at the Iron Helm Inn: rest, or manage your party

🍷 Equipment

Each hero has seven slots: **Weapon, Shield, Head, Body, Neck** and **two Rings**. The Basic Fantasy class rules apply: Magic-Users wear no armour, Clerics use blunt weapons, Thieves wear only light armour. Magic items (+1 swords, rings of protection and more) are found in dungeons and sold by the Mystic and the Magic Garments vendor.

🍷 The Cities and the Travel Portals

Beyond Morgansfort lie the free cities and kingdoms of the Western Lands: **Slateholm**, **Ravenstone**, **Avenrho**, **Novatia**, **Beth** and **Corvis**. Each has an inn, a church, a market, an apothecary and a tavern full of rumours.



Slateholm, the free city on the fens

Every city has a **Travel Portal** near its centre: a column of blue light labelled *Travel Portal*. Talk to it to travel instantly to any city you have already visited. **Avenrho**, the Elvish capital, only opens its gate to those who have earned the trust of its wardens (see *Proof of Worthiness*).

🍷 Saving Your Game

Save from the main menu (**Save**) into any slot. Load with **Continue** on the title screen or **Load** in the main menu. On Android, every save is also kept in a second store on the device, so a save survives the app being closed or restarted.

Achievements

CoolRPG Volume I awards achievements in the game and, on Android, through **Google Play Games**:

Achievement	Earned when
First Steps	A party member reaches level 2
Getting Stronger / Veteran Adventurer / Master Warrior	Levels 5, 10 and 20
Monster Slayer / Battle Hardened / Combat Master	10, 100 and 500 monsters defeated
Magical Discovery	Your first magic weapon, armour, ring or wand
A Hero Is Born	First arrival in Morgansfort
Strength in Numbers	Your first companion joins
Gold in the Hills	Xikek the Loud is slain
Island Explorer	The chieftain's tomb is opened
Safe Return	Gwelayn is brought home
Into the Nameless Deep	You report the dungeon's depths to Captain Argos

Ads and Remove Ads (Android)

The free Android version shows a small banner at the bottom of the screen. Choose **Remove Ads** in the main menu to buy the ad-free version through Google Play; the banner disappears at once and stays gone on that device, for every save. If you reinstall, the purchase is restored automatically the next time the game starts.

🍷 Tips for New Adventurers

- **Use your rerolls before you commit.** You cannot reroll once the sheet is confirmed.
- **Recruit early.** A party of four survives what a lone hero cannot.
- **Rest before a dungeon.** Inns are cheap; resurrections are not.
- **Read the rooms.** Room descriptions often warn of what lies ahead.
- **Carry potions.** Natural recovery stops in battle.
- **Talk to everyone in the taverns.** Rumours point to treasure, and sometimes to trouble.
- **Save often,** and always before facing a dungeon's master.

🍷 Getting Help

The full guides, patch notes and the community forums are at **www.coolrpg.us**. Report a bug in the *Bug/Issue Tracker* there, or email **support@coolrpg.us** with your device (or browser) and what you were doing. The in-game **Help** on the title screen has a short version of this guide.

🍷 Credits

CoolRPG Volume I is made by **James Barrett** and **Xinle, LLC** with **RPG Maker MZ** (Gotcha Gotcha Games / KADOKAWA). Rules and setting are adapted from the **Basic Fantasy Role-Playing Game**, **BF1 Morgansfort** and **AA1 Adventure Anthology One** by Chris Gonnerman and Contributors (CC BY-SA 4.0, basicfantasy.org).

Art and plugins by Tyler Warren, Helena Eyng, Celianna, WinLu, PVGames, Rasak, Clockwork Raven Studios, whtdragon, AssetSmithy, bluecarrot16 (commissioned by Sander Frenken), Sevarihk, MuMu Animation, VisuStella, Casper Gaming, WinterDream Games Creator and AG APK Builder / Anaryx Plugin; the Black Chancery font by Earl Allen / Doug Miles. The complete list is in the game under **Credits**.

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