

WARACLE

ANCIENT ADVENTURES



BETA TEST BUILD 1.5
SEPTEMBER 3, 2018

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Thank you my friends, for your contributions and creative input. Without your support, creativity, opinions and experiences, *Waracle* would never be what it is now.

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Briana Higgins, Lead Designer

Dedicated to the memory of Scribbles. You were the best little grumpy Sith Lord.

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**SECTION I:
WELCOME TO
WARACLE**

WARACLE CHARACTER SHEET

Generic sheet for any build. Version 1.0

| | | | |
|----------------|----------------|--------------|------------------|
| Name _____ | | Player _____ | |
| Race _____ | Homeland _____ | Sex _____ | Gender _____ |
| Religion _____ | Height _____ | Weight _____ | Profession _____ |

| | | |
|---------------------------|--------------------------------|------------------------------|
| Combat | | |
| Base DB | Base AB | |
| Weapon | | |
| <input type="radio"/> AGL | <input type="radio"/> Bludgeon | <input type="radio"/> Touch |
| <input type="radio"/> STR | <input type="radio"/> Slashing | <input type="radio"/> Short |
| | <input type="radio"/> Pierce | <input type="radio"/> Medium |
| | <input type="radio"/> Improv | <input type="radio"/> Long |
| | | <input type="radio"/> Far |
| DR _____ | | |

Attributes

| | | | |
|-------------------|-----------|-------|--|
| STR Strength | + | | |
| Base | Modifiers | Total | |
| AGL Agility | + | | |
| Base | Modifiers | Total | |
| END Endurance | + | | |
| Base | Modifiers | Total | |
| INT Intellect | + | | |
| Base | Modifiers | Total | |
| PER Perception | + | | |
| Base | Modifiers | Total | |
| CHA Charm | + | | |
| Base | Modifiers | Total | |

Greetings, fair (or not so fair - really, we can't get a good look at you from here) reader! If your eyes skim these words, chances are you're eager to venture into the world of Waracle. What is Waracle, you may ask? Well, even if you didn't ask, the answer is straightforward: it is a roleplaying game (RPG). You may have played RPGs before; many are popular video game series such as *Skyrim* or *Dragon Age*. Waracle is a tabletop RPG, specifically - it has the most in common with games such as *Dungeons and Dragons*, *World of Darkness*, *Pathfinder*, *GURPS* and so on. This chapter introduces the basics of how a tabletop RPG functions. If you are familiar with the concept of tabletop games, you can skip this chapter and move on to Chapter 2: *The World of Waracle*, which goes into more detail about the game's setting.

WHAT IS A ROLEPLAYING GAME?

Tabletop RPGs are, as the name entails, games traditionally played around a table with a group of friends. The goal isn't to "win" like many board games, but rather to control a party of characters that go on a series of adventures. Essentially, it's an imagination-driven game designed to create stories and play interesting characters. There are two roles in a tabletop RPG: players, and a Game Master (GM).

Players each create a character and guide them through adventures created by the GM. The GM controls the environment, people the players may run into, and other aspects of the adventure, effectively acting as a sort of referee. The following sections will provide typical examples of a game session, as well as what materials you'll need to play. **CHAPTER 2: THE WORLD OF WARACLE** provides more details about the setting of *Waracle*, such as its geography and a brief history of the world.

WHAT DO YOU NEED TO PLAY?

Like many tabletop RPGs, *Waracle* requires a few basic materials. While there are additional tools, programs, and accessories that can enhance the play experience, the core materials are:

- » The *Waracle* playbook.
- » Character sheets for each player.
- » Dice: *Waracle* uses a ten-sided die (d10), and optionally a five-sided die (d5). You can use a d10 for d5 rolls instead.
- » Paper and pencil for notes.

Many of these materials can be substituted with apps and programs if you are playing online or using a laptop or tablet to play. Document files can replace paper and pencil, and if you are unable to use a set of dice, there

are many free online and mobile apps to simulate dice rolls for you. If you prefer physical dice, you can find them in most tabletop game stores, or online. You can find a list of recommended resources for both paper and digital formats in the **APPENDIX**.

Optional materials include maps, figurines, and a calculator/calculator app. If you a visual person, maps and figurines can help clearly view a battlefield and plan your tactics. A calculator may be handy if you have trouble with calculations (we won't judge - some of our designers aren't the best mathematicians, that's why they're on world-building duty!). As with the core materials, you can find a list of resources where you can acquire additional goodies like maps in the **APPENDIX**.

LET'S GET STARTED!

First and foremost, you'll need a group of friends to play with. One must take on the role of the Game Master. While there is no strict limit to how many people play, ideally you should have at least two players. A common average for a roleplaying group is about 4-6 players and a GM. Being a GM requires a extra work and responsibility, so make sure the role goes to someone willing to pull the extra weight and set the scene for the characters.

Players will each need to create a single character, known a Player Character (PC). *Waracle* centers around the adventures of the characters in your group. Playing and managing your character is your primary role in *Waracle*. **CHAPTER 2: CHARACTER CREATION** in **SECTION II: PLAYER GUIDE** will walk you through the process of creating a character. Over your adventures, your character will gain experience and improve their abilities and knowledge. Once everyone has created their characters, play begins. How your character acts is up to you, and the GM will stage the reactions to the world around you. *Waracle* is all about characters and the consequences of their actions, both good and bad.

CHAPTER 1 INTRO TO PLAYING

PLAYING A CHARACTER

So what does it mean to play a character? Almost anything! You control your character's actions and reactions, as if you were them. Your character will have abilities and stats you define during creation, which will help inform you of their background and skills: things that will affect how they handle situations.

During a game, the GM will describe the situation and set the stage for you and the other PCs. Once they have set the tone, you decide what your character does. You and the other players tell your GM what you wish to do, and from there you all work out what happens. Sometimes, situations are simple and glossed over, requiring little narration from the GM. Other times, the GM may require you to make a dice roll to determine the success of your action. These are tests based on your abilities, and are further detailed in the Player Guide. Sometimes you simply interact with the other PCs and the NPCs portrayed by the GM, other times you attempt dangerous or highly skilled actions that can greatly affect the outcome of the adventure.

What kind of character do you play? That's entirely up to you! There are nine different civilizations in *Waracle*, and no classes - everything is skill and ability based. You can be a focused expert, a jack-of-all-trades, or somewhere in between. How you set up your character is important - create someone that's interesting for you to play. Are they somebody nothing like you, because you like to explore new ideas? Awesome! Are they essentially a fictional version of yourself? Great! Don't force yourself to create a character that is boring or otherwise not fun for you - create what feels right for you.

You don't have to have a solid idea starting out - come up with a basic concept and fill in the details as you go through character creation. If you aren't particularly concerned with what type of character you'll control, talk with your GM - they may have templates or quick-start characters for you to tweak, or give you suggestions to get started.

Here is a final overview for roleplaying newbies - feel free to skip this paragraph if you're an experienced tabletopper. If you're unfamiliar with tabletop roleplaying, you may want to overview some of the basics. Regardless of your character creation approach, playing the game will help flesh them out and fill in their personal history. What is important is crafting an interesting story with your team that's fun for the whole group.

As a player, your most important tool will be your character sheet. This is a track record of your character's

abilities, equipment, and resources. A standard character sheet can be found at the back of this book, or downloaded from WARACLERPG.COM/GAME-RESOURCES. You can also keep extra scratch paper for temporary notes or calculations. Your sheet should represent the most up-to-date information on your character's key abilities. Be sure to update it regularly, and write in pencil so you can erase and modify as needed.

If you wish, you may keep your character sheet with your GM between game sessions so it doesn't get lost. While your GM should have at least one set of die, it's a good idea to keep your own die if possible. If you are playing a game with maps and minis, be sure to bring any of your figurines or maps if the GM isn't storing them as well.

ADVENTURES & CAMPAIGNS

Games of *Waracle* are comprised of campaigns and adventures. An adventure is a single story, similar to a TV episode or a single movie in a series, while a campaign is an overarching tale made up of several related stories, like an entire season or movie trilogy. Adventures are the chapters that fill the tome of campaigns.

During a campaign, your characters will run into all sorts of situations. Some might require fighting, others a quick tongue, and others still a quick hand. Campaigns are the adventures and stories your characters build, and are made up of different scenes called encounters. These encounters move the story along and ultimately reach a climax. These campaigns can last only one gaming session, or across many, depending on what your GM has set up and what the players do. At the end of each session, or whenever the GM deems appropriate, players are awarded experience points based on their actions. More information on how to award experience points are found in **SECTION III: GAME MASTER GUIDE**. More information on encounters can be found in **SECTION II, CHAPTER 4: ENCOUNTERS AND CHALLENGES**.

EXAMPLE SCENARIO

In this section, we'll show you an example play scenario to give you an idea of how a typical game of *Waracle* is run. Details such as dice rolls and particular rules aren't something to concern yourself with just yet - the **PLAYER GUIDE** and **GAME MASTER GUIDE** sections will go into more detail on the gameplay structure. This is here just so you can get an idea of the general flow of a game session.

In this scenario, Bryan is the Game Master (GM). Briana is playing a Quesachan soldier, Emily is playing a Yanter hunter, and Sarah is playing a Dulisi traveler.

Bryan (GM): You come upon a cave a few hundred feet north. What do you do?

Briana: I want to inspect the entrance of the cave.

Bryan (GM): Okay, make an Inspect check.

Briana: (Rolls die) I rolled a 5 and with my Inspect skill that's... 9 total.

Bryan (GM): You don't see anything of note. It's a simple cave opening.

Emily: Should we go inside?

Sarah: Yeah, let's go. But let's be careful. Maybe stick together and keep a lookout?

Emily & Briana: That sounds good.

Bryan (GM): You walk inside the cave. It's dark and you can only see a few feet in front of you. You come up to a fork in the cave. One path leads left, another right.

Briana: We should look down each path before going.

Emily: I want to sneak down the right path and scout ahead.

Bryan (GM): Go ahead and make a Sneak check.

Emily: (Rolls and checks her Sneak skill) 10.

Bryan (GM): You creep along and come into a large cavern. As far as you can tell, there's nothing in the room.

Sarah: I follow behind Emily and scan the ceiling.

Bryan (GM): Make an Observation check.

Sarah: (Rolls die and checks Observation skill) 15.

Bryan (GM): You notice a large spider on the ceiling. It looks ready to pounce.

Emily: Battle time!

REMEMBER THE BASICS

It's important to remember some key things before getting into the nitty-gritty of game mechanics. This section goes over some core concepts and principles to remember as you play *Waracle*.

BE A TEAM PLAYER

Waracle is a social game, requiring you to play with several others. While the playbook focuses mostly

on the rules and how to create a character or manage a game, it's important to remember that social games require cooperation. Each player will make their own characters with individual goals that motivate them, but through the course of adventures, your character group will form global goals that motivate them as a party.

Characters may sometimes have conflicting goals, come from different nations that aren't on the best terms, or even have conflicting personalities. It's good to create group dynamics and drama in the story, but don't allow in-character disputes to affect your real world relationships. RPGs are meant to be fun and inspire creativity, so do your best to avoid tension and unnecessary conflict with your other players. If you have a problem with another player, try to resolve it before a game session, or come to the GM to try and resolve the issue. Sometimes certain players, or even certain GMs, won't get along with a certain group dynamic. If resolution isn't possible and you can't abide playing with a problem team member, it may be time to find a new group to play with.

Some issues are not so dire, however. A common issue is some players aren't happy with their character - perhaps they were saddled with a particular role to fit the group dynamic, or after playing for a time they realize a different character type is more interesting to them. Or perhaps they've played the character a long time and want to try something new. This can be easily rectified - there's no law or rule that says a player can't create a new character and retire an old one. Such a situation should be discussed with the GM on how to handle the transition, and how to fit the new character into the group. It's better to figure out a change than force a player to continue with a character they aren't enjoying - fun comes first.

PARTY DYNAMIC

Unlike many RPGs, *Waracle* does not have a class system, but rather different branches of talent trees and skills. As such, it's very possible to have a varied group. Games can be very combat oriented, utterly roleplaying focused, or somewhere in between. When creating a team of characters, it's best to have an idea of what kind of campaign the GM is planning - action, drama, a mixture? - and build a team that best fits that scenario. The group and GM should come up with reasons why this particular party works together - or even roleplay out how they meet and end up on adventures together. Ideally a good party is balanced in some fashion - chances are you don't want more than one person focused in a particular area of skills - but it really comes down to your game group and what you're all most interested in playing.

CHARACTER BASICS

As a player, your role is to create a character and guide them through adventures. All characters are human in *Waracle*, but you can select from nine distinct cultures: Bizeem, Dulisi, Dushum, Kalvres, Quesachi, Temekumus, Trapper, Wisokwe, and Yanter. These different civilizations affect how your character looks, what skills they have some advantage in, what languages they speak, and what sort of equipment they tend to carry. More information on them can be found in **CHAPTER 1: CIVILIZATIONS** of the **PLAYER GUIDE**. Over the course of their adventures, your character will gain experience and other rewards, allowing you to strengthen their skills. Your character may start out as a nobody and work their way up to being an epic hero, or they may start out as an influential figure that falls from grace - many things can happen during an adventure!

Regardless of background, your character has six attributes that define the core aspects of their physical and mental capabilities. These are represented on a numerical scale ranging from 1 to 10, with 4 being average and 10 being Olympian. You also have 15 skills, representing different general areas of ability that don't require specialized training, such as Fitness or Inspect. The higher the level, the better ability in that skill. You cannot raise a skill past 5 total, barring bonuses from spells, talents or items.

When your character wants to attempt a particular feat that requires notable use of their mental or physical skills, the GM might require you to take a Competence test. These test will require the use of one of your attributes or skills, as defined by the GM. To make a test, you roll a ten-sided die (d10) and add the result to the appropriate stat. The final number is your result, which is measured against a set difficulty number, or against another character's roll. The higher numbered result wins. Once you have your result, you declare it to the GM and they will announce whether you pass or fail, and what happens based on the result. More on tests and how they're managed are in **CHAPTER 4: ENCOUNTERS AND CHALLENGES** of the **PLAYER GUIDE**.

Another important core aspect of your character is their health, which is measured in Hit Points (HP). Whenever your character is damaged in battle, by a trap, or other circumstances, they lose HP. When their HP drops to 0, your character is close to death and will die soon if they are not treated promptly. Character death is detailed in **CHAPTER 4: ENCOUNTERS AND CHALLENGES** of the **PLAYER GUIDE**.

GAME DICE

You will need dice to play. *Waracle* uses a ten-sided die (d10) almost exclusively, though sometimes smaller numbers call for a five-sided die (d5). While d5 dice do exist, they can be tricky to find sometimes. Instead, you can emulate the roll of a d5 by rolling a d10 and dividing the result by 2 (rounded up).

Throughout the book, you'll see many references to dice rolls, often written in shorthand form - d10 or d5. These indicate which dice to use. The "d" stands for "dice" and the number indicates the number of sides the dice has. For instance, a d10 is a ten-sided die.


Xd10 indicates the number of rolls, or number of dice of the same type to use, where X is the number. A 2d10 indicates two rolls of a 10-sided die, while 3d5 indicates three rolls of a five-sided die. Generally, these rolls are added together to get a larger result. Often, a single roll of a die is shown without the numerical suffix, as d10.

Sometimes you'll need to add modifiers to a roll that change the final outcome of the dice. These are indicated as Xd10 + Y where Y is the modifier. For instance, "3d10 + 2" means you roll a ten-sided dice three times and then add 2 to the final result.


Optionally, you can also use a percentile dice (d100). These are typically used only by the GM for special situations that have a percent chance of failure/success. Percentile dice work by either rolling a 100-sided dice, or rolling two d10s. When rolling two d10s, one dice is declared as the tens digit at the start, and the other the one digit. So if you rolled a 8 and a 2, the result would be 82%. More information on rolling percentage dice can be found in the **GAME MASTER GUIDE**.

ADVANTAGE & DISADVANTAGE

Occasionally when your character is using their skills and abilities to attack or perform a special feat, circumstances grant them an advantage or cause



d10 die: A decahedron, the result is shown on the top of the die. Most d10 die use 0 to represent 10.



d5 die: A rarer type of die, is often found in triangular prism form - though sometimes they appear as "rolling pins" or as decahedrons with 1-5 printed twice.

a disadvantage. When you have an Advantage or Disadvantage, roll a second d10 and take the higher of the rolls for Advantage, lower for Disadvantage. For instance, if you roll a 7 and a 3, the result would be 7 for Advantage, but 3 for Disadvantage. Your GM will tell you when Advantage and Disadvantage apply.

BASIC TENETS

There are a few final simple notes to keep in mind while playing:

- » **Specifics Win:** Anytime a specific rule contradicts a general one, use the specific rule. For instance, you can't craft more than 5 grenades per day, but if you have a talent that says you can craft an additional grenade daily, use the talent's rules.
- » **Round Up:** Unless otherwise specified, always round up if a result from a calculation is a decimal. For instance, if you use a potion that lets you recover 50% of your HP and your HP is 19, you would recover 10 HP.
- » **Guidelines:** Remember that this rulebook is a guideline to help you get started. If your group wishes to tweak them because a house rule makes the game more fun for you all, do so! It is the GM's final say in how to interpret rules, and what matters most in the end is to be consistent and fair in interpreting the rules set here.

WARACLE INFLUENCES

Unlike many fantasy RPG settings, which tend to derive from Central and Western European culture, history, and mythology, *Waracle* is a world that is more analogous to ancient civilizations of Stone to Iron Age technology. Its cultural and mythological influences spread from the Aztecs, Mongolians, Inuit, Bedouin to the Romani, Iroquois Confederacy and many more. The world was developed over the course of two years, with extensive research and effort into making it believable and unique. However, it's important to remember that *Waracle* is a fantasy setting, and we do not speak for the peoples of its real life influences. Great care was taken to be respectful and avoid stereotyping, but even the authors and designers are not free from our own biases and view of the world - there are details we may have missed, or topics we didn't think of, or concepts we interpreted incorrectly.

Some names were influenced by real life languages such as Nahuatl, but sometimes changes were made to make the setting more unique. Some location and item names use more common English terms to make

the game more accessible to a Western audience. These common terms can sometimes miss certain nuances present in their original context. This is not always intentional, and the team are not by any means linguists or historians, despite our passion for social studies and mythology. Do not take *Waracle* as a historical source or representative of actual peoples. We do not speak for anyone but ourselves and the fictional setting of *Waracle*. Included at the end of the book is a pronunciation guide for ease of use.

If you do wish to learn more about the history, mythology and cultures that helped shape *Waracle*, more information can be found at the official website, Waraclerpg.com/influences. You should also check out your local library, or even blogs dedicated to the history and study of topics often glossed over in Western classes. In the **APPENDIX** at the end of this book is a list of resources we recommend checking out. The best experts, however, are people themselves. Many descend from the groups we were inspired by, and no-one knows their culture better than themselves. If you know someone willing to talk about them and their people, take the opportunity to learn more about our own world!

HAVE FUN!

Many of the names of places and people in this book are based upon and inspired by languages of the cultured we studied. While great care was taken to retain a certain feel to each culture, do not feel beholden to the naming conventions when you play or build your own game. Make a Quesachan named Bob, make a Wisokwe town called Warmgrove - do whatever works best for you and your team. If you want to use names similar to those used in this book, check out the **LIST OF RESOURCES** in the **APPENDIX**. Yup, there's a lot of great extra info there!

Now that you know the basics, go make yourself a character and have fun!

The playbook isn't your only resource for enjoying *Waracle*! On the official game website, WARACLERPG.COM, you can find extra goodies such as character sheets, free maps, and other additional resources! At the end of this book is the Appendix, which includes a list of other resources from Goats Gruff Games and third parties that can expand and enhance your playing experience. The Appendix also includes a pronunciation guide for some common locations and terms found in *Waracle* that may not be familiar to a Western, English speaking audience.



Waracle takes place on an unnamed planet; people simply referred to it as “the world,” or “the mortal plane” or similar - while many scholars are aware the planet is round and much of it remains undiscovered, what concerns the average citizen are the lands they work on and travel for trade. In this chapter we will give you a brief overview of the relevant lands in Waracle, general political boundaries, and general world information such as an overall history, writing systems and the calendar. Note that while none of this information is required to play the game, it will give you a better understanding of the lore and flavor of the setting. If you are a player, Section II details the creation and management of a character, while Section III covers information for Game Masters.

MAP & TERRITORIES

While there are many lands as of yet undiscovered, *Waracle* focuses on four continents:

- » **Tequachi:** the western continent, bordered by the Boneyard Sea to the northeast, the Kihua Sea in the east, and the Azucentlani Ocean to the south and west. It is home to many Yanter, the Wisokwe, Bizeem, Kalvres, Dushum, and Trappers.
- » **Iyoteno:** the central continent, sometimes called “The Island” though it is thousands of square miles in size. Surrounded by the Kihua sea, it is the heart of the Quesachan Empire.
- » **Teoqui:** Directly east of Iyoteno, this large continent is perhaps the most climatically diverse. In the northwest coastlines, Yanter make their homes, and in the central and southern stretches, the Quesachi claim the rest of their empire.
- » **Teowaxi:** the lands to the South, connected to Teoqui. Home to the Temekumus in the north, it has many lands outside the desert - lands largely unexplored in the *Waracle* base game.

Even within the continents, there are peoples and cultures yet unexamined in the *Waracle* base game. Here we will explore some of the geography, calendars, and writing systems found in *Waracle*. You can see a more detailed world map on page 10 with all the major rivers, mountains, forests, and other geographical landmarks labeled. A map of political boundaries can be found on page 11.

QUESACHAN EMPIRE

The Quesachan Empire is the largest in the known world, encompassing all of Iyoteno and central to southern Teoqui. Spanning vast jungles, plains, and marshes, most of the Empire lies in tropical and subtropical climates. Separated only by a few hundred miles of the Kihua sea, both branches of the empire are connected through vast trade routes reaching across both land and sea. Though the empire is full of amazing sites and locales, the two below are most of note:

Teomacho: The Capital of the Empire and home to over 500,000 people, Teomacho rests on several islands on the edge of Lake Nochitl, at the foot of the Quetzalcoatl Mountains. The main city is located on the largest island some five square miles, though smaller islands make up the bulk of farmlands in the outlying areas. Surrounded by the waters of Nochitl on all sides, the city is only accessibly through gates at the Teoimapili River entrance, or through a bridge entrance a few miles east of the river. Several aqueducts and riverways run through the city to break it up into five districts, with roads connected by small floating footbridges. These foot bridges are put away at night, and even the main bridge entryway is made up of several floating pieces that can be pulled apart within ten minutes, in the event of an invasion.

Great gates cover both entrances, each flanked by giant statues modeled after the empire’s founders and leaders. These statues, approximately 15-20 feet in height apiece, are found throughout the city. Known only to a few dozen trustees (mostly higher military and government officials), these statues are actually dormant golems. Those who know this secret have command words to activate these golems for city defense, should the outer gates ever be breached. In the city’s near thousand year history, these measures have proved unnecessary.





The world's largest construct, Teonacico is a bridge that connects two continents into a single land route.

The Bridge: The Quesachan Empire is split by the Kihua Sea. At their closest point, Teoqui and Iyoteno are only fifty miles apart. To connect the two continents, the Quesachi built a bridge. Fifty miles long and 700 feet wide, it is known officially as *Teonacico* (God's Reach), though many simply refer to it as "The Bridge." Thousands of travelers and traders traverse its path daily, some by cart, some by foot. Golems and their handlers maintain the bridge all day and night, using maintenance tunnels built underneath the roads.

Every five miles is a guard checkpoint complete with stores and an inn for weary travelers to rest. A pair of magnet and golem-powered trolleys trek across the bridge several times a day, stopping at each checkpoint for departing and boarding guests. For a small toll, travelers may use these trolleys, as they cover a single trek across the bridge in about 2 hours.

NORTHERN WASTES

Yanter territory is the most unforgiving land of them all. Spanning northern Tequachi and Teoqui and across the Boneyard Sea, it is the land of ice. Most of the area is cold climate plains, icy waters, and tundra. Such places would be deemed uninhabitable for most, but the Yanter thrive off the cold land and seas. Only they and a few brave outsiders know the true beauty and wonders the land offers.



Only the hardest creatures survive the Northern Wastes.

Icegate: The Icegate is a stretch of forest that divides the Wisokwe northern border with the southern Yanter lands. So named as it is unusually cold for its location, the Icegate is often no stranger to snow. Likely the result of magical radiation (see **CHAPTER 3: MAGIC**), the trees are almost always covered in a thin layer of ice even in the spring. Sometimes these trees grow into each other, fusing into strange shapes and natural archways: the other source of the forest's namesake. It has a large number of irradiated creatures, many dangerous, especially in the northern reaches of the forest. The Yanter often brave this forest every winter to raid the Wisokwe, though even they sometimes prefer to take the coastal route and avoid the forest all together.

The southern end near the Wisokwe is more tame in comparison, and they rarely venture further into the forests where the more dangerous beasts and Yanter lie. Within their borders of the Icegate is a large meadow, considered by many Wisokwe to be sacred. It is only visited by certain mages and shamans, so that they may commune with the spirits believed to reside in the meadow, and many consider it a gateway to the spirit world.

SKY PLAINS

The Sky Plains are lush and plentiful lowlands, ideal for crops. So named for the clear skies often visible above, it is home to Bizeem and Wisokwe. Most of the lands are covered in lush grasses and multiple small, scattered forests - but perhaps the most notable landmark is the one that divides Bizeem lands from the Wisokwe.

Great Gash: A humongous gap in the earth, this canyon is 500 miles long and 20 miles wide at its widest. The deepest points are around 300 feet down, and the narrowest gap of the canyon is about a mile wide. Along these narrow points are trade routes that the Bizeem and Wisokwe traverse, along winding canyon paths and down into the deep canyon. As great rocks and dangerous waters surround the sea just beyond the canyon, and the Coldoak Mountains to the west are often too dangerous to traverse, the Great Gash remains the primary means of trade between the Wisokwe and the Bizeem. Like the Icegate, some believe the Great Gash was caused by magical radiation long ago, as several irradiated creatures prowl its lands.

WARACLE: ANCIENT ADVENTURES

Whatever the case, it can be a dangerous area to travel, though most merchants and travelers bring along caravan guards when crossing its long paths. A minor river runs along the length of the canyon, though it is shallow and narrow in most sections. Locals generally refer to it as Woundwater, and few travel along it due to many rapids and aggressive animals. Several bridges, both manmade and natural, span across this river for travelers to cross. The most noteworthy of these natural bridges is the Heaven Arch, wind shaped rock pillars that stretch high and across the river.

KHOPESH COAST

The Khopesh Coast is home to both the Kalvres and the Bizeem, boasting a mild climate year round, making it ideal for crops. For the many city states of the Kalvres, the heart of the city are the ziggurats. The nobility and other people of import of the city live closest to the temples, with the poorer further away. The temples hold limestone prayer wheels that have been painted and embellished with gold, while the rich commission statues be made in their likeness, offering constant prayers on their behalf to the gods. The most elite of the nobles can even afford an additional story to their houses.

Thunder Dome: Zaidu, the god of sports, is the patron of the city of Zaibastu. Within Zaibastu is an arena called the Thunder Dome where athletes compete year round. It’s also well known for the enormous statue bearing his likeness, unabashedly displaying his penis, which serves as a flag pole. When the seasons change, all the cities hold a tournament to claim a very phallic trophy and bragging rights for the remainder of the year. The trophy is placed in the triumphant city’s ziggurat for all to see.

Utora: The place known as the Utora, or “Sleeping Spirits,” is a mountainside covered in dragon bones. Atop the mountain peak is the full skeleton of one of the beasts, exposed to the elements. A holy site to the Kalvres, pilgrims from all over the empire come to touch the remains for good luck. Near the apex skeleton is a shrine where priests reside. Inside lies a dragon statue, built over a geothermal vent with steam shooting out of the nose. The steam is safe to touch, and doing so is said to be purifying. To reach this statue one must walk over a bed of coals, a ritual that the priests complete daily.

DRAKESPIKE MOUNTAINS

It is not the surface of the Drakespine Mountains that you will find the Dushum, but within them, as they have carved their cities deep within the earth. As fire and smoke are a bad idea in narrow cavern pathways, the Dushum use glowstones as a light source. Glowstones that the Dushum have uncovered are a very bright green, but with the use of red glass, it turns into an orange glow.

Catacombs: The catacombs of the Dushum reflect their caste system. The priests, nobles, dragon riders, and even their dragons have their own resting places in elaborate tombs, with entrances relatively close to the surface of Dushuma cities. Temple guards protect the tombs of particularly important deceased.

Commoner catacombs are simpler and deeper within the mountains, usually only small coffins or alcoves carved into walls. The untouchables, however, do not get such a privilege and have to resort to dumping their dead in the abandoned caverns underground. Their burial grounds are often macabre walls of neatly stacked bones.

Deep underground in the Drakespine Mountains are elaborate cities constructed by the Dushum, far from the prying view of outsiders.

WARACLE: ANCIENT ADVENTURES

Torach: From the top of Utora, one only has to look to see in the far distance, a large peak in the Drakespine Mountains. Atop this peak is Torach, or “Mourning Spirit.” Within Torach is a large, deep lake. Like Utora, it is a holy site, but is not open to the public. None but the highest Dushuma priests are allowed to travel to its shores. A dragon, believed to be the last living kin to those whose bones litter the mountain miles away, resides within the lake. It’s said that the dragon fell from the stars in the middle of a celestial battle, its tears becoming the lake as it mourned the loss of its clan.

REDWATER RAINFOREST

Hot and lush, lots of riverbeds. Dangerous terrain and people populate this ravenous rainforest, perhaps more unwelcoming to strangers than even the Northern Wastes. Dangers come in the shape of poisons, exploding trees, deadly spike traps, giant spiders hiding in the ground, and more. It is here the Trappers defend their hostile home against even more hostile invaders, the Kalvres. Their elaborate tunnel systems run under hundreds of miles of jungle, often along riverbeds. Crocodiles often patrol the waters, leaving no true safe refuge within this forest.

LIGHTBURN DESERT

So named for the harsh sun against the bright sands, the Lightburn Desert stretches from dune to dune, though large sections of it are flat and arid, breaking up the dunes with rock formations and oases. There are rumors that a giant tortoise swims through the sands as if traversing water, carrying an oasis on its back. The shining gem of the blinding desert is Eljabi, the trade city and only semi-permanent settlement within

The Lightburn Desert holds many buried secrets, long forgotten by even the nomadic Temekumus call its wandering sands home.

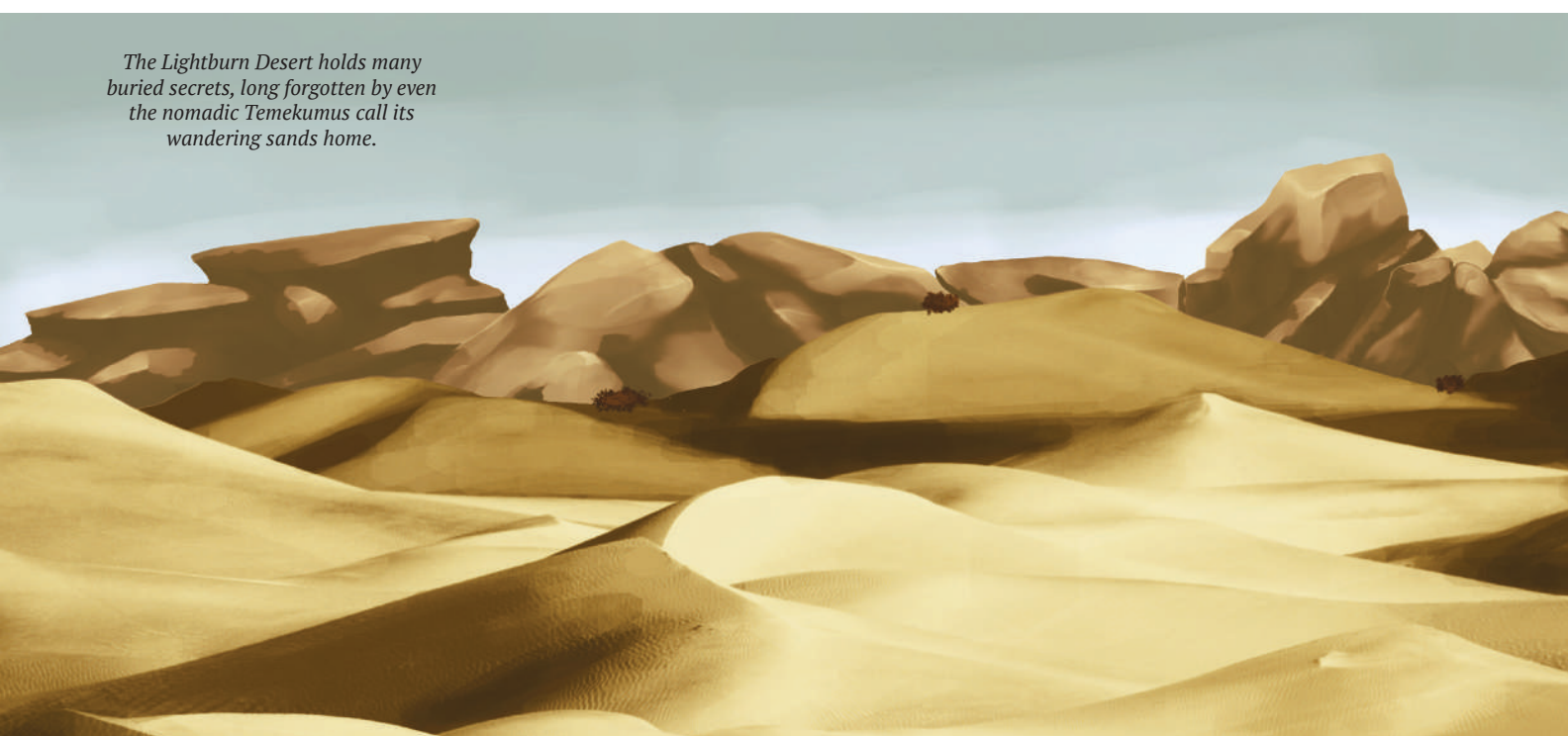
Temekumusan lands. Built between the Kolta Sea and the Amberforge Mountains, Eljabi is full of sturdy stone ramps to accommodate the camels who carry heavy sacks of goods destined to be sold.

Eljabi: A merchant town where people from all over the desert come to trade or sell everything from clothes to incense to coffee - the latter a trademark of the Temekumus on an international scale. Most who enter through the gates remain only for however long it takes to sell their goods. Indeed, most of Eljabi is empty save for a few permanent residents that maintain the city and keep basic order. There are plenty of places for a tribe to stay and sell their goods, but locations come with a “first come first serve” policy, and the good spots are filled quickly.

To keep the peace between tribes, a guild oversees how things are run. The guild are the only permanent residents and are the local authority. They are the people one goes to mediate disagreements, as they are a neutral party with no allegiances to any of the outside tribes. By law, Eljabi is a neutral zone - no feuds are allowed in within its borders. Because of their monopoly on coffee cultivation and trade, the guild has the power to enforce such neutrality.

RIVERWAYS

Not a single location, the Riverways are standard routes through rivers and seas through eastern Tequachi, Kihua Sea, Iyoteno and parts of Teoqui used by the Dulisi. The Dulisi rarely stray from routes on the Riverway, as they are the most reliable and profitable. Much of the route runs through major cities and ports throughout the world.



CALENDAR

Though there are different ways to measure the passage of time, the strength and influence of the Quesachi dictates that their measurements of time are the most widely used, especially in international affairs. The Quesachi actually have two calendar systems - the “Pure Calendar” used by most natives, especially priests, and the Trade Calendar - the one used to mark time with foreigners, as most outsiders find the native Quesachan calendar confusing. The difference lies in the marking of years - both systems use the same measure of months and days.

While loosely based on the lunar year, it is primarily an agricultural calendar - following the wet and dry seasons. To keep the year finely structured, the Quesachi divide the 365 day year into 18 months, each twenty days long. The remaining five days fall outside of the months and mark midyear, often celebrated with festivals and the changing of seasons. Weeks are five days long, with the third day marking the midweek, a day of rest for some professions during certain seasons. Each day is named after a god from the Four Winds religion, save for the Midweek, which is named for the first man who created the Empire.

DAYS OF THE WEEK

| Day | Number | Namesake |
|-----------|--------|---------------|
| Chitona | 1 | North God |
| Lixtona | 2 | East God |
| Guatétona | 3 | Great Unifier |
| Quitona | 4 | West God |
| Tatona | 5 | South God |

Months are named after Old Gods, who mirror each other on the calendar. For instance, the first month of the year is named after Yancuican, the god of new beginnings, while the last month is named for Icen, the god for the End of All Things. This reflects the common Quesachan philosophy of duality in everything.

THE PURE CALENDAR

Note that this calendar is not used in the game book to mark events, but more for lore background. If you wish, you can skip ahead to the Trade Calendar on the following section.

Time is circular to the Quesachi - they see repeating patterns, and as one cycle draws to a close, another begins anew. As such, their Pure Calendar system reflects this, measuring time using a set of three interlocking circles:

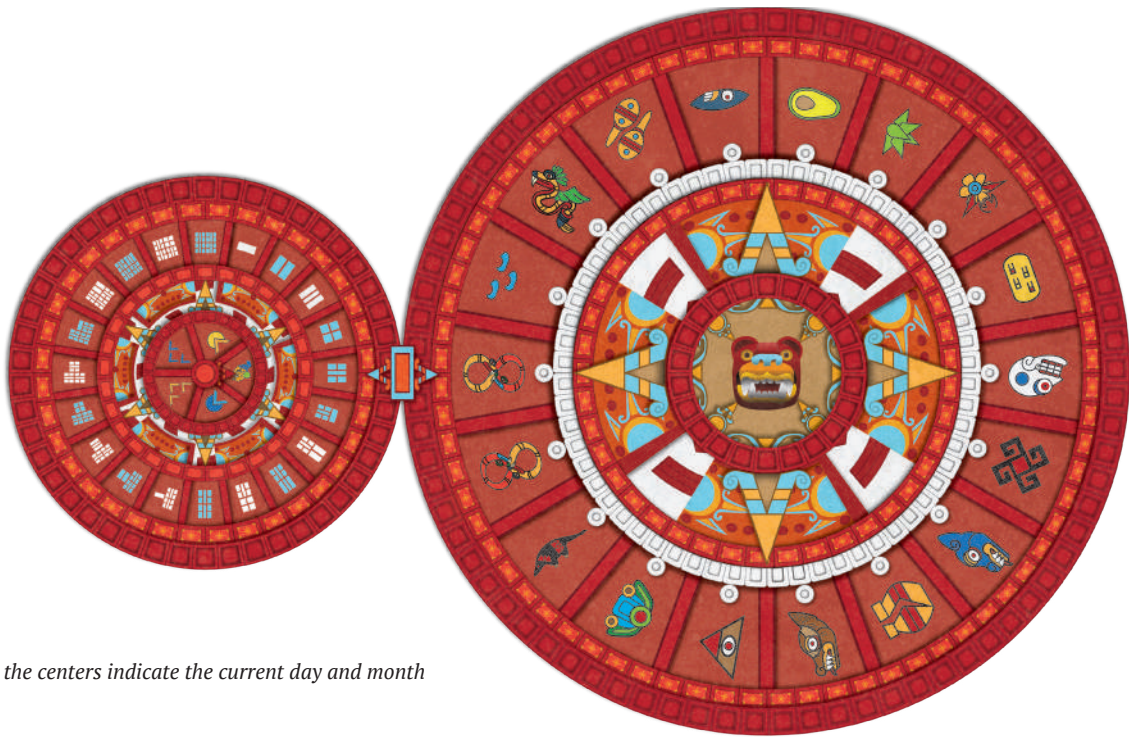
PURE CALENDAR

| Month Name | Days | God | Season |
|---------------------------------------|------|-------------------|--------|
| Yancuimetzi | 20 | New Beginnings | Rainy |
| Quiametzi | 20 | Rain | Rainy |
| Itlamametzi | 20 | Knowledge | Rainy |
| Tlachametzi | 20 | Thunder | Rainy |
| Jutimetzi | 20 | Justice | Rainy |
| Atotlimetzi | 20 | Fertility | Rainy |
| Patlimetzi | 20 | Medicine | Rainy |
| Ateixometzi | 20 | Courage | Rainy |
| Nenemetzi | 20 | Life | Rainy |
| Midyear Festival - One week, no month | | | |
| Miquitlimetzi | 20 | Death | Dry |
| Mahuimetzi | 20 | Fear | Dry |
| Axixometzi | 20 | Sickness | Dry |
| Mayametzi | 20 | Famine | Dry |
| Cayametzi | 20 | Trickster | Dry |
| Olinmetzi | 20 | Earthquakes | Dry |
| Yucuyametzi | 20 | Creativity | Dry |
| Tleyometzi | 20 | Fire | Dry |
| Icenmetzi | 20 | End of all Things | Dry |

The largest, right circle measures months – each represented by a symbol of the god it’s named after. The larger left circle measures the twenty days in a month, written in numbers; and the smallest circle measures the days of the week, also symbolized by icons of the gods they’re named for. During the Midyear week, only the Weekday wheel is turned, as the calendar does not mark this week on its months wheel.

Calendars inside temples, governmental buildings, palaces and homes of the wealthy are often made of painted stone and highly decorated. Most calendars are simpler, usually made of wood and painted in black or white ink to simply show the time without any embellishments, though the basic structure remains the same.

More fanciful calendars also mark the year and Aeon century at the center of the Month Circle. Quesachi divide



Dials at the centers indicate the current day and month

time in Aeons. An Aeon is composed of five centuries, and are named for animals that represent the anticipated mood or theme of an Aeon, as predicted by priests from the three major Quesachan religions. The current Aeon is Jaguar, believed to be a period of great change. It is currently in its fourth century.

For formal records and bookkeeping, dates are recorded as Year: Century Aeon. For instance, 60:2 Jaguar would be the 60th year of the 2nd Jaguar – the second century in the Jaguar Aeon. Smaller dates are marked Day: Month, such as 10:5 or 10:Jutimetzi – the 10th day of the fifth month, Jutimetzi. If the current date falls on the midyear week, it is simply referenced as Midyear and either the day of the week, or which Midyear Day it is, such as the third: Midyear Guatetona or Midyear Third. Full dates mark the days and month before the year: 10:Jutimetzi, 60:2 Jaguar. The current year is 86:4 Jaguar.

THE TRADE CALENDAR

Many outside the Quesachi find their recording of time odd, or perplexing. As such, the more popular form of year marking is the Quesachan Trade Calendar. This is the system used to record dates in Waracle game books. While the months and days remain the same, the years are measured differently. Time is still divided into centuries, but there are no ages - simply years before and after the anchor event, known as the Great Unification (GU). The Great Unification is when the Quesachan Empire was formally founded, nearly nine hundred years ago. Below is a date conversion chart.

| Pure Calendar | Trade Calendar | Anchor Event |
|--|----------------|---------------------------------|
| Age of Maize (Time of creation) | | |
| 1:1 Maize | -500 GU | Four Kingdoms founded |
| 14:5 Maize | -86 GU | Urumi sword created |
| 89:5 Maize | -11 GU | Guatémoc begins Unification War |
| Age of the Snake (Time of growth) | | |
| 1:1 Snake | 1 GU | Quesachan Empire Founded |
| 62:3 Snake | 262 GU | Black Blades founded |
| 78:5 Snake | 478 GU | Creation of golems |
| Age of the Jaguar (Time of great change) | | |
| 45:1 Jaguar | 545 GU | Great Bridge Completed |
| 3:4 Jaguar | 803 GU | Quesachan Expansion Ends |
| 86:4 Jaguar | 886 GU | Present Day |

LANGUAGES AND WRITING

Most people, save for those living in the most remote regions, speak at least one native language and a language common for trade in their region. Below are the list of languages spoken among the people in *Waracle*.

Kalvren: The native language of the Kalvres and Dushum. It is a common trade language.

Temekumusan: The native language of the Temekumus.

Namela: The native language of the now defunct Red River people, it is still spoken in two distinct dialects. The Kattula Dialect is spoken by the Trappers, while the Cheerri Dialect is spoken by the Dulisi. Speakers of these dialects can for the most part understand each other, though there may be some confusion over slang terms and idioms.

Nyakwai': The native language of Wisokwe in the east.

Qaner: The native language of the Yanter.

Quesachan: The native language of the Quesachi, and is also the most common trade language.

Umer: The native language of the Bizeem.

There are a few special languages and forms of communication that are only available to certain people in particular circumstances. These languages are:

Cheri Cant: Technically not a formal language, but a system of metaphors and rhymes, it is spoken by Dulisi in their native or trade tongues to exclude outsiders.

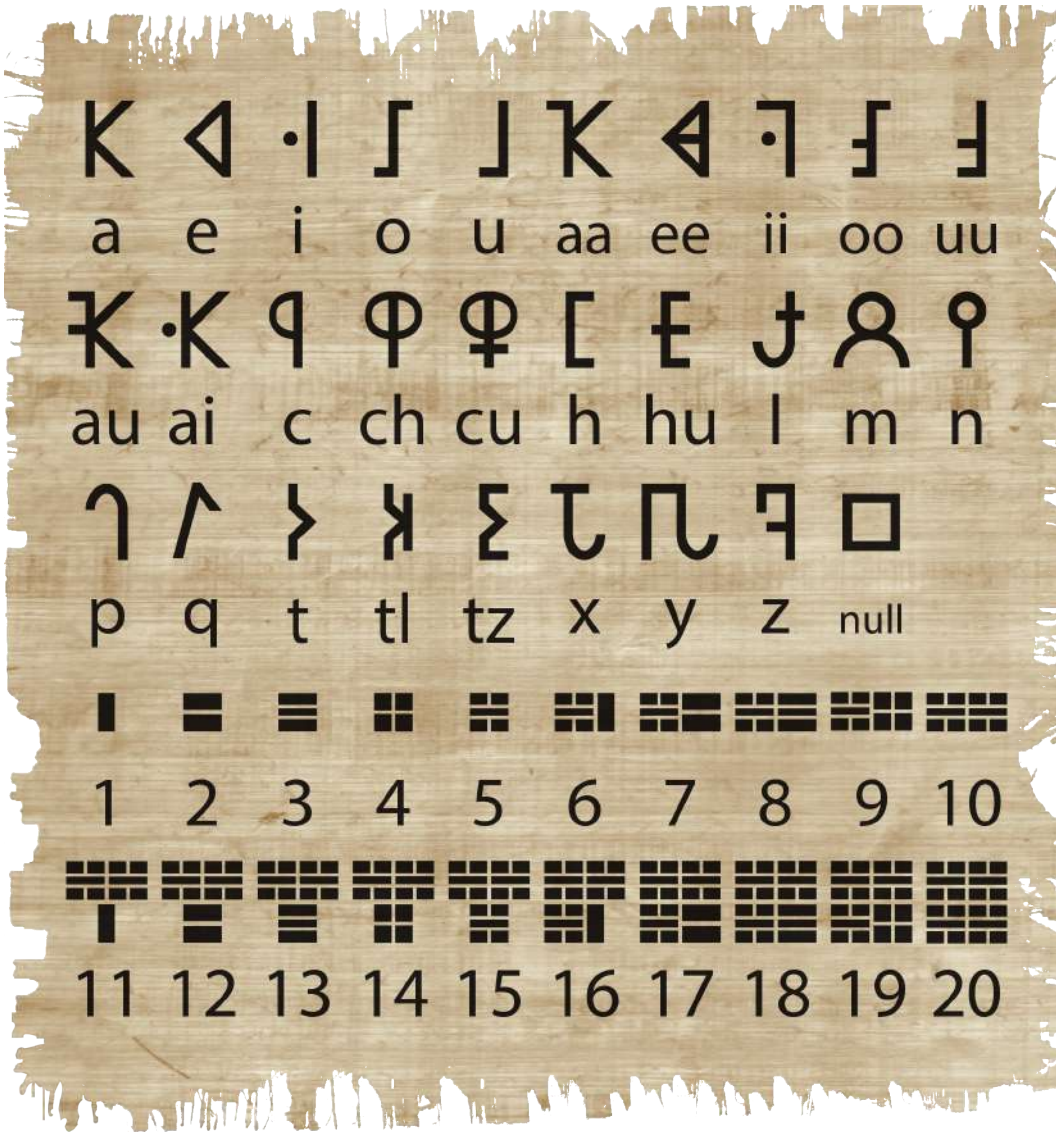
Dragon Sign: A system of body language and signal, it used by the Dushum dragon riders to communicate with their dragons.

Iluqabu: A sacred, ancient language learned by Dushuma priests. It is rarely spoken, and found more often in written form.

Trapper Sign: A collection of signs and gestures, it is a sign language used by the Trappers to silently communicate during ambushes and hunts.

Not all cultures have a formal writing system, and even within those that do, literacy is generally more commonplace among nobles and scholars. Most cultures have an oral or pictorial storytelling tradition, but a few have developed a writing system for the purposes of record keeping. The two most formal writing systems are the Quesachan Amatentl and the Kalvren cuneiform.

Amatentl is an alphabet consisting of 29 characters. It is often written on papyrus with ink brushes. Rather than form letters in sequential order, Amatentl letters are grouped in blocks of 2-4 to form syllables. These syllable blocks are read left to right, top to bottom. Additionally, numbers are written in alternating squares (or lines/dots) in groups of 5 to form a base-20 counting system.



The Amatentl alphabet consists of 10 vowels, 2 diphthongs, and 17 consonants.

Most Quesachi, including commoners, learn to read Amatentl, even if they can't write it. Quesachi view basic education as vital for a superior, sophisticated civilization. Even leaders and merchants of conquered cultures are required to learn to read and speak Quesachan. This is less to suppress local culture, but rather seen as necessary for efficient and accurate communication and ease of trade between regions. All official Imperial business, signs and documentation must be in Quesachan, or at least provide a translated copy.

This makes Amatentl the preferred writing system in territories that use Quesachan as the spoken language. In areas that use Kalvren for trade instead, their cuneiform writing is kept for records, if any written records are kept. Kalvren cuneiform consists of 22 letters, and is generally written by making wedge-shaped marks on clay tablets using a blunt reed for a stylus.

BRIEF HISTORY

Civilizations of *Waracle* are, in some ways, still in their early development. Even so, people have occupied the four continents for at least a few millennia. The two great empires of most note - the Quesachi and the Kalvres - have been well established for some centuries.

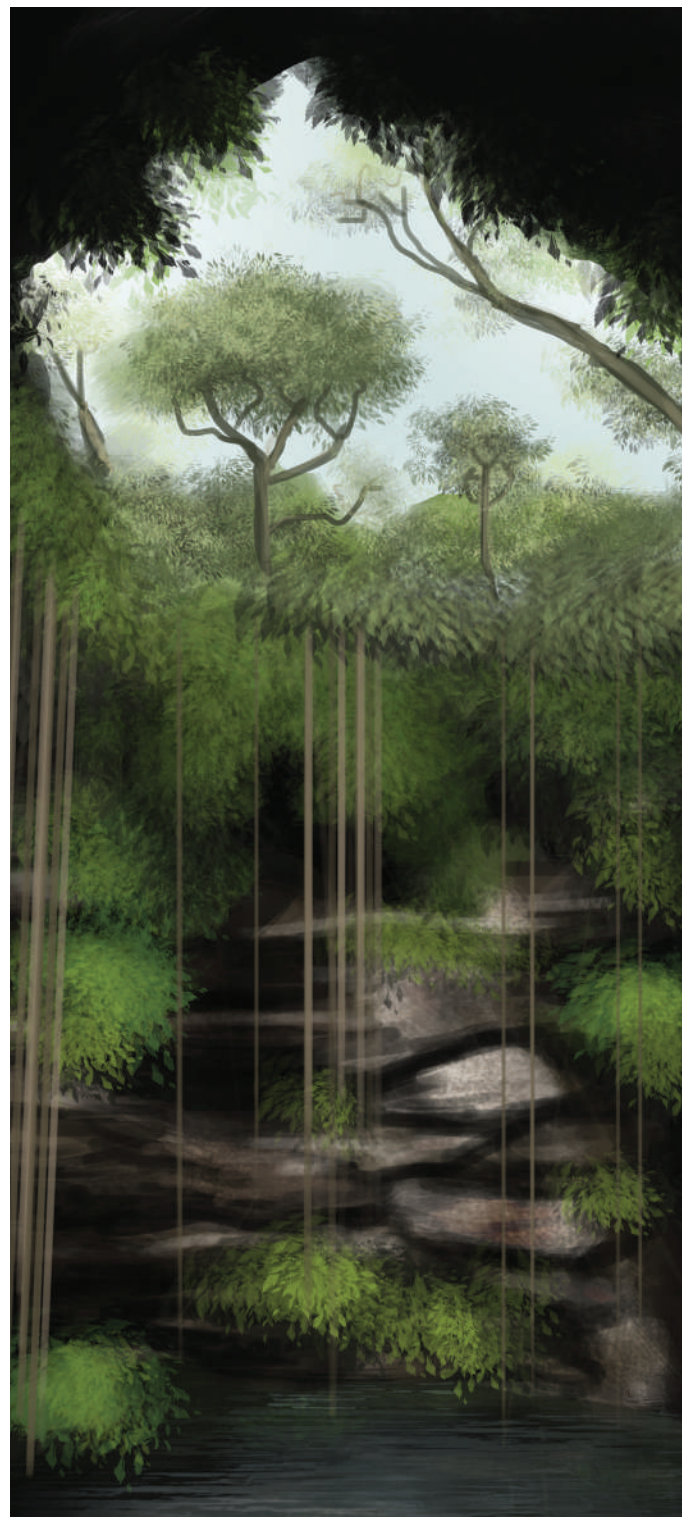
Before they were the Quesachan Empire, the people of Iyoteno were broken up into dozens of kingdoms and small empires. Four of these kingdoms - Atlantian, Laukotan, Zakachitan, and Kuahtlatan - were the largest and strongest, and fought constantly for territory. Then, in -11 GU, Guatémoc the Unifier led Atlantian in a decade long war against the other three kingdoms, uniting them all under his banner. After years of bloody battle, he finally succeeded in his goal and merged the competing territories into one great empire that spanned half of Iyoteno. This Great Unification marked the start of a new Age and the dawn of a new, multinational civilization.

Their rivals to the west, the Kalvren Empire, had somewhat similar beginnings. The Kalvres were originally a collection of city-states that shared a common culture and religion. Despite their similarities, cities fought each other constantly in battles for glory and favor with the gods. Eventually, somewhere around 334 GU, these city-states decided they were better united than divided. Merging into an empire, they began conquests of other lands. Beginning with their neighbors to the south, the Kalvres invaded the jungles of the Redwater People. Many of the Redwater People fled the conflict, building boats to travel along rivers and eventually settling in central Teokui. The Redwater People who stayed were conquered, but never fully submitted. After a few centuries of occupation, the Redwater People broke out in open rebellion, eventually being driven quite literally into the ground. These tunnel-builders became masters of traps and ambushes, starting a bitter guerrilla war with the Kalvres that continues today. They are known to outsiders as the Trappers.

The Kalvres do not fight alone, however, which perhaps makes the standout of the Trappers far more impressive. The Dushum are kin to their warmongering brothers, often aiding them in battle. When the Kalvren Empire was nothing more than a collection of constantly warring city-states, the Drakepine Mountains beckoned the religious. The discovery of a holy site within the mountains prompted pilgrimages and the establishment of a temple. Eventually, the priesthood's needs and territory expanded, prompting laborers, artisans and warriors devoted to serving the gods to join. Over time, warriors tamed resident Mushussu dragons leading to the new religious order's name - Dushum, or, Dragon Riders. Eventually, the temple became a proper city-state, and with the expansion into two more cities and several small villages, and by 355 GU, the formal Dushum nation was born.

To the northeast of these brother nations lies another empire, though they use the term loosely. A collection of allied city-states whose councils work together to form common laws, the Bizeem are merchants and master sailors. Located in a rather lush and ore-heavy region, the Bizeem developed a surplus of crops and fine goods early on. While wars amongst each other and other nations weren't unheard of, they rarely felt the need to expand and focused more on allocating material goods and wealth. Their natural penchant for trade and craft led them to form a trade pact and an informal empire in 608 GU. Though their vast wealth and fertile lands tempt eager conquerors - especially the neighboring Kalvres - few are willing to mess with the Bizeem's unparalleled navy.

Further north of these naval merchants are the Wisokwe, who have called The Sky Plains and Icegate home long before even the Quesachan Empire existed. Back then, the people fought amongst themselves. Alliances and rivalries formed and faded. Eventually, constant threat of raiders required more uniform action. Wisokwe legend states a great leader, now only known as the Peacemaker, persuaded five nations to accept the Great Law of Peace. This Great Law established a new government - the Great Confederacy - that enabled the different nations to form mutual respect and help



each other in times of great need, while still retaining individual independence. Though the exact date of the Confederacy's founding is uncertain, it is mentioned in records of other civilizations as far back as 267 GU.

The raiders who forced the Wisokwe into an alliance are the Yanter, hardened residents of the Northern Wastes. A semi-nomadic collection of hunter-gatherers, they have roamed their cold homelands and terrorized the Boneyard sea with their whalebone ships longer than written records exist. Some legends state the north was once a lush and prosperous land, devastated long ago by magic gone awry. Whatever the case, the Yanter have raided and traded for resources since before the Great Unification.

Meanwhile, over in Teowaxi, many peoples have roamed the sands of the Lightburn Desert for countless centuries. The most widespread are the Temekumus. Long have they called the desert home, and long have they fiercely protected its borders, even while fighting amongst each other. Bands rarely work together for long, except to found the city Eljabi. Around 605 GU, several bands of Temekumus camped near the Kolta Sea, by the Amberforge Mountains. Coffee was harvested from these mountains, making its way through to Temekumus bands. Eventually, a trade port was formed to export coffee and other goods. Few Temekumus stayed in this city all year round, however, and it became a neutral ground where disputes between groups must be left at the gates.

Tensions rose on the international stage in 458 GU, when golems rocked the scene. A complex concoction of alchemical meddling, the clay automatons were an asset the Quesachi immediately took advantage of. Building foundries to start mass production of the creatures, they soon flooded the ranks of their military with clay soldiers. Golems were the perfect shock troops - no sleep, no food, no pain, no problem! It made them great not only at killing enemies, but soiling undergarments, as well. With the aid of their supernatural creations, the Quesachi quickly expanded their territory into Teoqui by 485 GU.

In central Teokui, the Redwater People who fled Kalvren occupation intermingled with the local populations, eventually becoming the Dulisi. When the Quesachi began conquering the region around 600 GU, many of the Dulisi were left homeless and fled once again in their river boats, now aquatic wanderers making a living on the water and through odd jobs across borders.

Even with terrifying clay monstrosities lumbering across the battlefield, the wars for Quesachan expansion were long and hard-fought. Over the next several centuries, the Quesachi conquered the southern half of Teoqui, their lands now bordering the southern continent, Teowaxi. Finally, in 803 GU, Quesachi expansion all but stopped, content with their massive land holdings and resources. Concerned they'd bitten off more than they could chew, the Quesachi instead focused on maintaining the status quo. The current military remains active, however, patrolling outlying regions, guarding their borders and cracking down on any rebellions, particularly in southern Teowaxi.

The world today is one of several minor wars and skirmishes, but with trouble looming on the horizon. The Quesachi Empire is large and prosperous, respected and hated by most others for their success and hubris. Many eye the Quesachan lands with envy, and

talk increases each day of the Kalvres contemplating a full-out war with their western neighbors across the sea. Trappers continue their bloody guerrilla war with the Kalvres, and hire themselves out as assassins to fund their fight for independence. Yanter raid and pillage northern Wisokwe lands, and raid any stragglers out on the open seas - though they avoid messing with their trade partners, the Quesachi. Dulisi wander the rivers across the continents, left without a homeland and distrusted by most. This is the world of *Waracle*, the year 886 GU - the world your characters will enter and experience.



The Grand General of the great Quesachan military, Ocelotl Acuahtli wears elaborately colorful quetzalcoat armor.



CHAPTER 3 MAGIC

Magic flows throughout the lands of Waracle. No society remains untouched by its reach, though its role in society varies from culture to culture. From priests to doctors to warriors, mages encompass every facet of life around the world. Only a handful of people possess the innate ability to draw upon the magical forces of the world and form it into spells. Even so, it is commonplace enough that most have witnessed its power at some point in their lives. Most populations contain a mage or two, and where mages are nonexistent or rare, alchemists take their place. This chapter explains the different roles magic serves in the world of Waracle and how it functions for magic-casting characters.

ELEMENTS

An extension of the natural world, magic is elementally based. No matter the spell or potion, magic manipulates one or more of the five base elements: Earth, Fire, Air, Water, and Energy. Most everything in the world - from plants to people - have at least a Primary Element. Some elements are complex enough to warrant a Secondary Element. Mages and alchemists can alter the environment and conjure spells by controlling its Primary Element. Secondary Elements can also be manipulated, however, the control is less substantial.

Objects and plants are fairly easy to control, but complex things such as animals and people are near impossible to directly control, even in small ways. An element's presence isn't required for a mage to cast a spell using it - however, their spell costs half EP if they use resources from their environment. For instance, a fireball cast out of thin air costs 4 EP to cast, while a fireball made by pulling and empowering the flames from a nearby campfire is only 2 EP. Below are the five elements in more details; the examples are standards, but hardly all-encompassing. GMs are encouraged to use their discretion when running a game on what elements an object is controlled by.

Air is breath and winds both calm and destructive. It manifests in wind, sound, breath and storms such as tornadoes. Air magic is often used to create winds to power machines, attack enemies, or to deflect attacks. It can also be used to alter sound, such as throwing voices to another location for distraction - very similar to ventriloquism, but more effective.

Earth is the ground, the metals of the earth, and the bulk of what makes up the planet after water. It is found in things such as dirt, sand, gold, and even bones. In magic, it is often used as a means to construct and dig, or to attack enemies in battle with crushing force.

Energy is a bit of a paradox. It is found in everything, yet it is the Primary Element of almost nothing. Nearly anything can be mildly controlled by it, though it is most influential in blood. As a Primary Element, energy is found in electricity, blood and spectral beings. It manifests either as Positively charged or Negatively charged, and what it controls best depends on its charge. Because it controls blood, it can also be used to speed up healing processes, though it is less effective on more severe and complex injuries. Conversely, it can make existing injuries more severe. Energy magic is mostly used in regards to specters, exorcisms, and possessions. See more on these in their respective sections below.

Fire is heat and destruction as well as a force of life. It is found, obviously, in flames as well as lava, and ash. Most often, fire is used for attack spells and alchemical bombs, but can also be used to conjure emergency campfires and heat sources.

Water is the lifeblood of plants and animals, and found wherever life prospers. It is found in any liquid. It's also abundant in ice. Water magic is most often used to freeze enemies, alter currents while sailing, and to create giant waves or stem off terrible storms near encampments.

ALCHEMY

It may seem like magic in a bottle to the uneducated, but in alchemy, the only magic that happens is in the results. Vaulted into a science in empires like the Quesachi or the Kalvres, alchemy is the study of taking the mundane and turning it into something extraordinary. Magic and Alchemy are not mutually exclusive; a mage could also dabble in alchemy, but an alchemist is not always a mage. Anyone with the knowhow can learn the basics of brewing a potion, but it is still a discipline steeped in mystery. Alchemists have been long known for their quest for immortality or turning lead into gold, but many also pursue more realistic goals, like brewing potions for the sick.

Like magic, alchemy has also touched many lives. Whether they’re in the Quesachan Empire working on golems or a medicine man in the Northern Wastes, those who take basic materials and turn them into something greater than the sum of their parts can be considered alchemists.

SOULSTONES

Soulstones are, in a sense, the key to the Quesachi’s success; they are what power the golems. Contrary to what the name may suggest, these magical rocks do not contain souls. Rather, they are called soulstones because they animate (give “life”) to golems, even though they can be used for other purposes. This unique ore is exceedingly rare, except in the central Quesachan Empire, where it is mined in abundance. Soulstones act as a sort of magical battery to power objects. They need recharging by a mage or alchemist every so often, depending on the quality of the stone and the power usage of the object it’s running. As a general rule, war golems last five years on a single charge, servant golems seven years, and utility golems about ten. Mages can equip a charged soulstone to boost their spellcasting ability. See **RARE ITEMS** on page 154 for more information.

Soulstones can be recharged indefinitely, so long as a spark of energy remains. If a stone naturally drains without recharging, it cannot be charged again. Drained soulstones are often used in ceremonial or religious objects, jewelry, or reburied in the ground underneath temples.

Charged stones that are destroyed are another matter. While soulstones are quite durable, it is possible to crush or destroy one with great effort. The result is near catastrophic - causing an explosion of magical Energy. The size and distance of the explosion varies depending on the size of the stone and its stored energy, but even small explosions devastate anything within their blast radius.

If players or an NPC works with soulstones, use the following chart as a frame of reference for charge life expectancy and blast radius. Blast radius uses ranges from the **DISTANCE AND MOVEMENT** section on page 130.

SOULSTONE CHARGES & BLAST ZONES

| Stone Size | Charge* | Blast Zone (51%-100% Charge) | Blast Zone (1%-50% Charge) |
|--------------------|----------|---------------------------------|-------------------------------|
| Tiny (1.5” dia) | 5 Years | Touch | Touch |
| Small (3” dia) | 10 Years | Short | Touch |
| Medium (6” dia) | 15 Years | Medium | Short |
| Large (9” dia) | 20 Years | Long | Medium |
| Huge (12” dia) | 25 Years | Far | Long |

WRITING AND RUNES

When someone tells you that a writing utensil is mightier than a sword, it would be wise to take that literally. While the stereotypical image of a mage has them chanting long phrases you can’t understand without an ancient dictionary, there are magic users who write simple words or symbols as a focus point for their spells. Each culture has their own system of writing for spells. For example, the Quesachi use their alphabet, writing in a programming code while the Yanter use swirls and shapes. The writings and symbols themselves are not innately magical, rather it’s the concept of the writings and symbols that are important, channeling or focusing magic for the writer.

Whatever the shape, these runes are used to enhance or enchant objects, such as weapons or talismans. Sometimes symbols and writings are not activated right away. The writings can store magic and be activated later, making a handy trap for the sneaky type, or a perfect way to defend important items and places.

RADIATION

In lieu of soulstones, the Kalvres have attempted to develop a man made substance that can perform almost as well as the Quesachan counterpart. These phylacteries, as they are called, differ in many ways: encased in jars, this esoteric battery is highly potent, but not very well understood. It’s also, unfortunately, highly caustic, with a tendency to leak if not well looked after.

A leak in these phylacteries is more than just a mess to clean. This highly concentrated energy is very unstable as well. One phylactery can differ from the other just by what

went into making them. Thus they have a very drastic and random effect on the environment and any creatures nearby. Some explode, some don’t, but all change and contaminate the areas they were neglected in.

Blight Marsh is one such afflicted place, and possibly the most infamous one. There, at the edge of Trapper territory, a large container of Kalvren phylacteries were damaged in an ambush. The explosion of several phylacteries at once caused a chain reaction, devastating and irradiating the marsh all around. Now a several hundred mile hazard zone, it’s home to a swath of irradiated creatures, including vampires, mergators, and ents.

Areas affected by magical radiation become inert after a time, usually a few days to a few months, depending on the scale of the explosion. After this period, the radiation is no longer active. The damage to the environment and animals remains, but it cannot irradiate newcomers. However, the bite of many radiation creatures can be infectious. Whether exposed through bite or a freshly infected area, characters and NPCs irradiated will experience the following, each effect stacking:

- » **Stage 1:** (Immediate) Exhausted status
- » **Stage 2:** (Begins 1d5 days after onset of Stage 1, 1d5 hours if the exposure was great) -1 END and +1 STR
- » **Stage 3:** (Begins 1d5 days after onset of Stage 2, 1d5 hours if the exposure was great) -2 INT and +2 AGL

Treatment comes in the form of a Radiation Purge spell, and must be taken early on. If a character is not treated within 2 days after reaching Stage 3, they will transform into a Radiation monster and rendered feral. No cure is possible at this point, and for all gameplay purposes, the character is Dead and the player must create a new one - barring a creative GM with plans for the new monster, of course.

SPECTERS

Specters are a bit of an anomaly. Most people believe them to be souls of the dead or spirits in nature, and many religions are centered around their presence in the world. Scholars, especially those familiar with magic, have a different theory. Specters are beings made of Energy, but aren’t necessarily souls of individual dead. Rather, because they often take on a humanoid or animal form, people simply assume they are spirits. Whatever the case, specters are attracted to locations heavy in negative energy, which they feed off of. Negative energy is often found in locations that experienced great loss - a violent death, a great battle, torture and other such suffering. Emotions such as anger or despair can give off negative energy too, if the feeling is powerful enough. Some plants naturally exude negative energy, such as poppies, balmony, and henbane.

Whatever the cause, specters will gravitate towards places of negative energy. Most specters start out invisible to the naked eye, but the more energy they feed on, the stronger and more opaque they become, though most specters powerful enough to be visible can alter how transparent they are, in order to hide. Specters can manipulate objects, often to pick up or throw. They can use Energy based attacks to defend themselves, as many specters are quite territorial. Most humanoid specters come to embody various negative emotions - rage, despair, hunger and so on. Animal and nondescript specters are more nebulous, less likely to be immediately aggressive, though no less dangerous if provoked. Mundane weapons cannot hurt specters, and they must be attacked by magic, alchemy, or driven away. Specters are difficult to kill, and are more often weakened until they disperse, to reform years later somewhere else.

POSSESSION

Some specters can possess or be channeled through people, though the effects are more subtle than one might assume. Rather than directly control a victim, a specter subtly influences their already present emotions. For instance, someone quick to irritation might suddenly become more vocal or even violent with their outbursts, and have no idea why. Possessing specters latch onto these victims, feeding off the negative energy they create and remaining invisible to others without magical or alchemical interference.

Channeling is similar, though more controlled by the possessee. Many cultures have rituals that involve ingesting potions or burning incense and plants to attract particular kinds of specters to them. They willingly let these specters possess them, to embody certain traits they believe the specter to have - for instance, a Wisokwe berserker might channel a boar specter to reach new levels of rage and strength in battle. These channeling rituals guide the specters to the source of the conjuring, rather than the host directly. Thus, after some time (from a few minutes to a few hours, depending on potency), the negative energy supply runs out, and the specter leaves its host.

EXORCISM

In the cases where specter possession is not done willingly, the creature must be exorcised. This is done by balancing out the overabundance of negative energy with positive energy, depriving the specter of its food supply and driving it off. This can be done in a variety of ways, though most often through talismans that are imbued with positive energy, such as unicorn horn flakes. Positive energy spells and alchemical concoctions can also repel and drive out specters. The key is to find the primary negative emotion the specter is feeding on, and finding its opposing positive emotion.

NEGATIVE EMOTIONS & POSITIVE OPPOSITION

| Emotion | Opposition | Emotion | Opposition |
|-----------|--------------|---------|-------------|
| Agony | Contentment | Hubris | Humility |
| Depravity | Virtue | Hunger | Fulfillment |
| Despair | Hope | Illness | Wellness |
| Envy | Satisfaction | Rage | Serenity |
| Fear | Bravery | Sorrow | Joy |

CURSES

Grudges are not always settled with words or steel, but with magic and hexes. Much like specters, curses are centered around negative energy. Either by mage spells or alchemical objects, curses are made by manipulating a person's energy. To curse a specific individual remotely, a connection to the person must be present. This connection can be a personal object, a piece of hair, a sample of their blood or similar. Cursing spells aren't as guided, and simply attack the targeted victim, not much different from a fireball or freeze spell.

Whatever the method and focus, curses work in a few different ways. Most often, they drain a victim's energy to cause a weakened constitution, strength, or weakening willpower and intellect. Such techniques can also be used to cause nightmares or hallucinations in the victim. The energy manipulation can also refocus the charge, turning it negative and attracting spirits to force possession. Objects that have inherited a lot of negative energy, such as a sword left on a battlefield, can become naturally cursed and pass on negative effects to the next user, such as attracting possession or constantly draining a player's EP to use. Curses can be countered through positive-energy spells and talismans.

NECROMANCY

Ah, a subject of much debate and varying ethics: necromancy, the manipulation of corpses and skeletons. At its most basic, necromancy is, like any other magic, manipulation of elements. Which elements depends on the state of the corpse - Water can be used to move the pooled blood in a fresh corpse, while Earth can move the minerals found within bones. Rarely, Energy can be used by controlling the faint remains of it within a corpse, but it takes an especially skilled mage to accomplish such a feat. Even the most rudimentary necromancy requires a mage highly skilled in Earth or Water, for it requires much focus and skill to move a body about like a puppet.

Indeed, that is all necromancy really is - undead puppetry. The more skilled a necromancer is, the more naturally they can move a body. Undead controlled by novice necromancers tend to move jerkily and are clumsy, while those from experienced mages move as naturally as a living person. This requires an enormous amount of concentration to pull off, however. Even the most skilled necromancers can only control perhaps a half dozen corpses actively at a time. Soulstones, or phylacteries can be utilized to automate corpses - usually as guards programmed to run set tasks and attack strangers. Runes carved directly into the corpse can also be used to automate its movements, though

SPELLS

Mages can conjure magic out of thin air, or pull from existing elements in their environment. Spells must be studied or learned through experience, and can be found on the Magic talent tree in **CHAPTER 3: TALENTS & SPELLS**. Spells are powered by a player's Energy Points (See **CHAPTER 1: CHARACTER CREATION**). More information on how to use spells can be found in **CHAPTER 4: ENCOUNTERS AND CHALLENGES**.

BLOOD OATHS

A powerful form of Energy magic, Blood Oaths are a pact made by two or more people who mix their blood into each other's bodies, typically through a ritual where each of them cuts a finger (or palm) and presses the wound against the other's, exchanging the blood.

When a blood oath is made, the participants cannot break the bounds of their agreement without causing themselves severe, crippling pain. Blood oaths can be broken only through another ritual with the same participants as the original oath.

While not commonplace due to their severity and complexity, blood oaths are not unheard of either - even just swearing a blood oath metaphorically bears great significance anyone would understand. In practice, blood oaths are typically only possible with the most powerful mages, and are rarely used outside of religious rituals or matters of great import and secrecy (often at a government level). They are most common in the Quesachan Empire, but the Dushum dragon riders often take blood oaths to uphold their office once completing their rites to become riders.

the process is far more complex and delicate than animating golems. As such, undead hordes are unheard of. The most likely to be encountered in a single place are a few dozen.

How necromancy is viewed and used varies greatly on the culture. The Quesachi have a fascination with death, and necromantic research is legal, though restricted. To the Dulisi and Trappers, necromancy is an abomination and practitioners can be banished or executed. The Bizeem find it taboo, though it's not outright illegal. The Kalvres are less squeamish about it, and will sometimes reanimate the corpses of fallen enemies to fight on the battlefield as a form of psychological warfare. The Dushum will sometimes program the bones of commoner castes to patrol and guard older catacombs of important priests and warriors. Temekumusan black shaman will sometimes use necromancy to commune with the dead, or to reanimate the bones of old heroes to re-enact stories during festivals and religious ceremonies. The Wisokwe take a similar approach, using the bones of great heroes and leaders to be reanimated during sacred festivals, or to fight in battles. The corpses of freshly dead are not used, however, as they have not properly rested. The Yanter believe messing with natural forces such as death can only bring about bad luck, and tend to exile necromancers.

HALLUCINOGENS

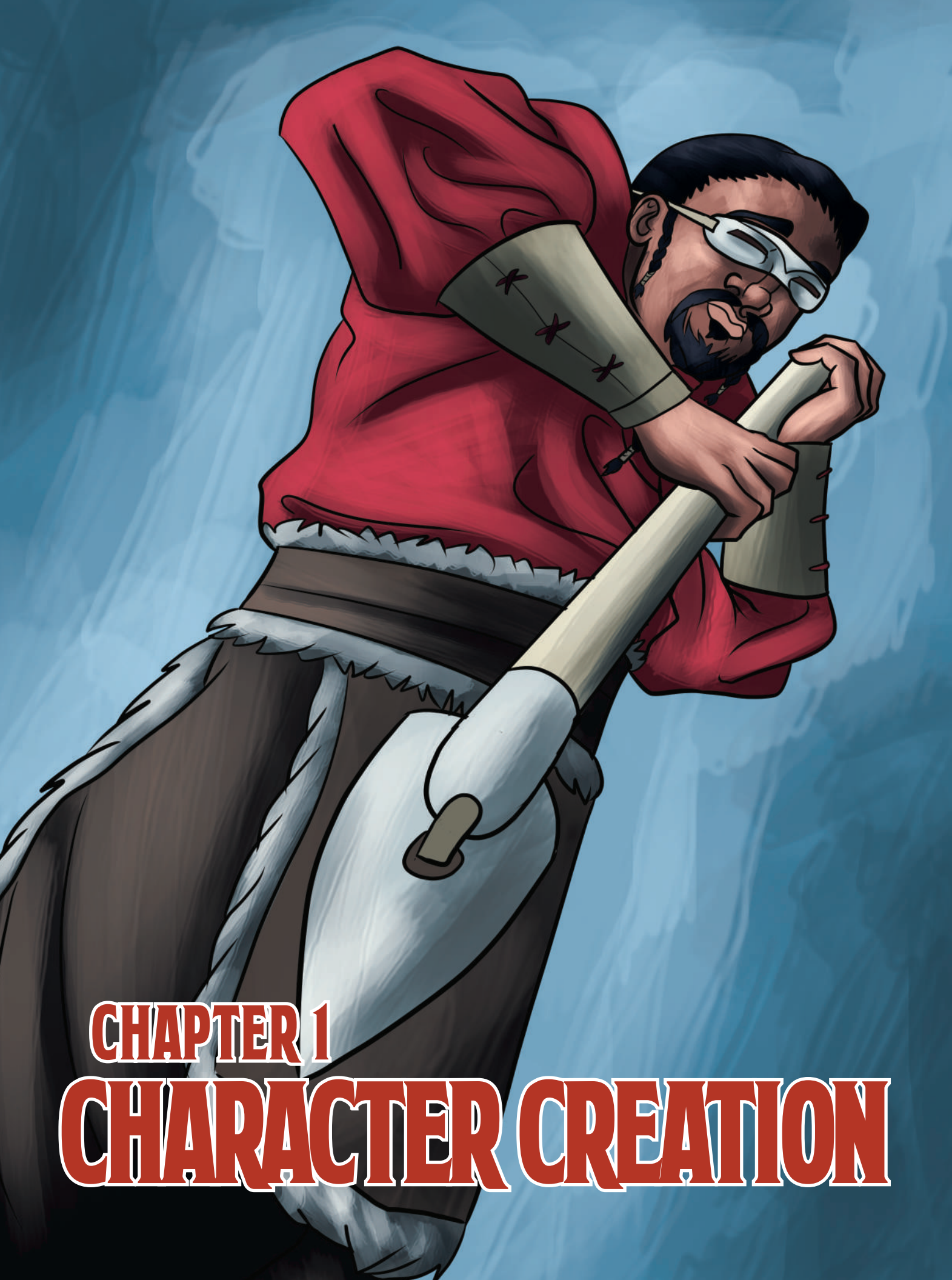
You might expect elders would preach that drugs are all bad, mmkay? But generally, drugs, whether they be hallucinogenic mushrooms or other types of plants, are used for rituals and other spiritual purposes. Occasionally, some are used for recreational purposes as well. Many believe that the use of drugs opens the mind and the body up for spiritual possession or channeling the dead. Drugs are also used for medicinal purposes, whether it be to relax the body or used in medicines.

Some cultures, like the Wisokwe, have places where the use of tobacco and other drugs are used as a bonding or social event. Even recreational use is often reserved for special events and festivals, however - alcohol is the more common vice of choice in the day-to-day. While the Wisokwe and other cultures enjoy drugs recreationally, the Trappers use drugs for other practical purposes such as using them to create an epoxy for affixing glowstones to objects.

A player might use potions and drugs to modify their stats or induce certain statuses, such as inducing a berserker rage, restore Energy Points, or heal wounds.



SECTION II: PLAYER GUIDE



CHAPTER 1

CHARACTER CREATION

As Waracle is a game where you build and create stories, one of your first steps is to create a character to tell these stories with. Just like with any video game, they are your gateway into the world, whose eyes and ears you experience the wonders - and terrors - the world has to offer. If you've played RPGs of any kind before, you're probably familiar with some degree of character customization. Creating a character in Waracle is similar, though tabletop offers more freedom in imagination and design than most video games will. Because your character will be the focus on your play, it's worthwhile taking time and creating your character. This chapter will walk through the creation process and provide examples of a player creating a character.

The first time around, you may not recognize all the terms and rules. Don't worry - the player guide section will cover everything you need to know, and this chapter will point you to other sections that require more explanation. There is also a glossary and index in the back to help you find any terms or subjects you wish to learn more about.

When creating a character, you'll need a character sheet. This is a vital tool in tracking your character's important abilities, powers, and equipment. There is a blank character sheet provided at the back of this book, or you can download a PDF version for you to print out at Waracle's website WARACLERPG.COM or Goats Gruff Games GOATSGRUFFGAMES.COM.

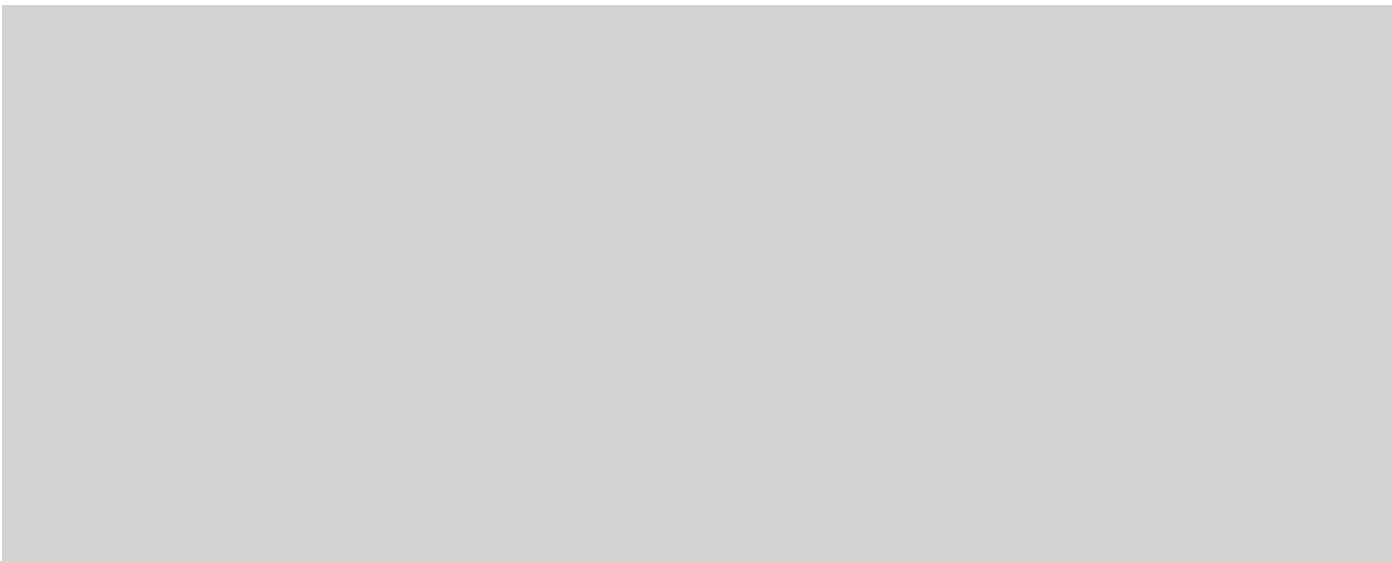
After characters are created, they will increase their abilities by earning **Experience Points (XP)** through combat encounters and roleplaying. This XP is saved to be later spent on attributes, talents and skills described in this chapter, so you can improve a character's abilities and effectiveness.

INITIAL STEPS TO CREATION

Creating a Waracle character might seem daunting at first, but it's quite easy and can be broken down into the follow steps. Each section of this chapter will address these steps in detail, in order.

1. **Brainstorm a Character Concept.** This is the basic idea of what sort of character you want to play. Are they a fighter type, a smooth talker, an outcast? See the following section.
2. **Choose your Civilization.** Also known as your race, Civilization determines what your character is, culturally, and affects certain abilities - each culture has some benefits and drawbacks.

3. **Select Attributes.** These represent your character's core physical and mental abilities.
4. **Select Skills.** Skills are abilities your character can do without specialized training, such as Deceiving other characters or Sneaking about.
5. **Attack Bonus and Defense Bonus.** AB and DB are the driving force of combat. These stats are dependent on your Attributes and Profession.
6. **Energy Points and Hit Points.** EP and Hit Points (HP) measure how often you can use special abilities or spells, and how much damage you can take. These stats are dependent on your Attributes and Profession.
7. **Pick Talents or Spells.** Talents are what special abilities your character has trained or acquired, and are the primary marker of progress.
8. **Equipment.** Determine what materials and gear your character starts out with. Not everyone begins 5 gold and a rusty sword.
9. **Resources & Details.** Pick what social connections of note your character has, if any - or instead choose some final extra skills or talents.
10. **Choose Perks & Flaws.** Perks are personality aspects of a character that provide some advantage, while Flaws are character traits that cause some disadvantage. All characters have Perks and Flaws, including ones that are cultural byproducts of their civilization.



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CONCEPT

As exciting as it is to start building all your cool abilities and skills, we recommend coming up with a core concept behind your character first. It will help guide you in how to direct your abilities and starting skills. It is recommended you familiarize yourself with the setting before coming up with a concept. We recommend reading **CHAPTER 4: ENCOUNTERS AND CHALLENGES** before creating a character to get an idea for the different people that populate the world, and which one seems most appealing for you to play. It’s also a good idea to complete **SECTION I: WELCOME TO WARACLE** to get an understanding of the setting.

When you’re ready to start brainstorming, you can start thinking of what kind of character you want to play. Before you even apply attributes, you should

think about where your character comes from and how they handle situations. Are they a puckish rogue who enjoys bringing mischief wherever they go? A savvy businessman seeking to expand their enterprise? Perhaps they are a hardened warrior recently retired from the military, seeking more freedom outside the confines of an army’s discipline. You just need a gist of an idea to get you started and help you focus your character creation. While you’re free and encouraged to use your imagination, Game Masters (GM) may put certain restrictions on what you’re able to play, depending on the scope of the game they’ve crafted.

Some players actually work better doing the reverse: throwing together stats and abilities to help them decide what their general concept is. While neither method is superior to the other (it depends on personal preference), this book assumes the concept-first process, and will walk you through each step.

CIVILIZATION

Your character does not exist in a vacuum. Just as in real life, they belong to a culture or society that shaped their looks, opinions, and abilities. Different civilizations (sometimes referred to as races or cultures) have different traits, bonuses and starting skills. The civilization you choose will affect your character in several different ways. Racial modifiers can be found in **CHAPTER 2: CIVILIZATIONS** for more detailed information.

BACKGROUND

When you know what culture a character comes from, you must decide who they are. What is their general personality? How old are they? What do they do for a living? Players can be any sex and gender, young or old, and come from a near limitless selection of trades

AVERAGE HEIGHTS & WEIGHTS

| Civilization | Sex | Avg Height | Avg Weight |
|--------------|--------|------------|------------|
| Bizeem | Male | 5’4” | 135 lbs |
| | Female | 4’10” | 125 lbs |
| Dulisi | Male | 5’4” | 125 lbs |
| | Female | 4’10” | 115 lbs |
| Dushum | Male | 5’3” | 135 lbs |
| | Female | 4’9” | 125 lbs |
| Kalvres | Male | 5’5” | 140 lbs |
| | Female | 4’11” | 130 lbs |
| Quesachi | Male | 5’4” | 140 lbs |
| | Female | 4’10” | 130 lbs |
| Temekumus | Male | 5’6” | 130 lbs |
| | Female | 5’0” | 120 lbs |
| Trappers | Male | 5’2” | 120 lbs |
| | Female | 4’8” | 110 lbs |
| Wisokwe | Male | 5’5” | 145 lbs |
| | Female | 4’11” | 135 lbs |
| Yanter | Male | 5’10” | 155 lbs |
| | Female | 5’4” | 145 lbs |

or classes. Are you a struggling peasant with a craft to make ends meet? A spoiled noble seeking more excitement in your life? Answering these questions will help you determine how to build your character’s stats.

Note that sex is biological sex, while gender is cultural identity - many characters will have the same sex and gender, but some may have a gender identity not in line with their biological sex. Consider how your character adheres (or doesn’t) to traditional gender norms of their society. Some societies, such as the Wisokwe, have a flexible understanding of gender and roles, and even recognize genders outside of male and female.

LANGUAGES

Everyone gets their native language(s) and one trade language. Speaking a language does not automatically mean your character can read or write. To be literate, see

the **Literacy talent tree** in **CHAPTER 3: TALENTS & SPELLS**. Some circumstances grant your character the ability to speak an additional, special language. These are detailed in the **CHAPTER 2: CIVILIZATIONS** and **CHAPTER 3: TALENTS & SPELLS**. Maps do not require literacy talents to be read.

HEIGHT AND WEIGHT

While a detail, it can be an important one if your character ends up having to squeeze through tight spaces. How tall or short are they? Generally, most characters will fall somewhere between 4’8” and 6’6” tall, though certain civilizations have average heights. Similarly, your character can be any reasonable human weight, though different civilizations have different weight averages.

If you so choose, you may use the table on the left to help determine character height and weight. The table lists the average height for men and woman of each civilization. While not required, you can randomize your character’s height and weight using dice. To use the random dice method, take the average height of your chosen cilization and sex and roll 1d5 - add or subtract the result to your height (in inches), depending on if you want to be taller or shorter. To randomize weight, take the average weight and roll 2d5 and multiply the result by 2. Use that result to add or subtract fromy your weight (in pounds).

EXAMPLE

Aliana and her friends are starting a *Waracle* game, so she has to decide on a character concept. She decides she wants to play a brave, compassionate warrior venturing out on her own. Aliana reads **CHAPTER 2: CIVILIZATIONS** and determines that a Kalvres character is most interesting to her. Because Kalvren officers are always women, Aliana imagines her character is a former army officer who left the military to pursue a more adventurous life, free of rigid military restrictions. Because her character is a Kalvres, her native language is Kalvren.



ATTRIBUTES

Your character’s core physical and mental abilities are broken down into six attributes: Strength, Agility, Endurance, Intelligence, Perception and Charm. These are the foundation of your capabilities, from combat to conversation. Attributes are a key component of your character, and modify many other aspects of the game. Some talents and spells even have minimum attribute requirements in order to use them. Attributes are on a scale of 1 to 10, with 1 being almost nonexistent, and 10 being Olympian; a 4 is average aptitude. It is important to familiarize yourself with their functions:

- » **Strength (STR)** is your character’s physical prowess and can affect how much damage they deal with melee weapons.
- » **Agility (AGL)** is your character’s dexterity: their hand-eye coordination and general deftness. It also measures how quick they are in attacking or dodging.
- » **Endurance (END)** is your character’s overall fortitude and resistance to harm.
- » **Intelligence (INT)** is your character’s ability to analyze information, and their general knowledge of various subjects.
- » **Perception (PER)** measures your character’s awareness of their surroundings and their overall intuition.
- » **Charm (CHA)** is your character’s force of personality, their charisma. It is not a measure of physical attractiveness.

RACIAL ATTRIBUTE MODIFIERS

Each civilization has a pair of attribute modifiers: one bonus, one penalty. You must take the modifiers of your character’s civilization and apply them to your attribute totals.

- » **Bizeem** get +1 CHA, -1 STR
- » **Dulisi** get +1 CHA, -1 INT
- » **Dushum** get +1 AGL, -1 CHA
- » **Kalvres** get +1 STR, -1 PER
- » **Quesachi** get +1 INT, -1 END
- » **Temekumus** get +1 AGL, -1 STR
- » **Trappers** get +1 PER, -1 END
- » **Wisokwe** get +1 STR, -1 CHA
- » **Yanter** get +1 PER, -1 INT

ASSIGNING ATTRIBUTES

Players are granted **5 XP** upon character creation to distribute among their attributes. Every attribute starts at 4. Players may then distribute the 5 XP as they please. **Note that at creation, no attribute can go below 3, nor can any attribute go over 7 points.** This includes totals after applying racial modifiers. If you wish to take a point away from an Attribute to add to another, you may do so once at creation, so long as it does not bring any Attribute under 3 or over 7. Once Attributes are chosen, adjust for any racial modifiers. See **CHAPTER 2: CIVILIZATIONS** for more information on attribute modifiers based on civilization.

After character creation, the cost of XP to upgrade an attribute increases. The cost of the attribute depends on its level:

ATTRIBUTE COST

| Level | 1 | 2 | 3 | 4 | 5 |
|-------|-------|-------|-------|-------|-------|
| Cost | - | - | - | 5 XP | 10 XP |
| Level | 6 | 7 | 8 | 9 | 10 |
| Cost | 15 XP | 20 XP | 25 XP | 30 XP | 35 XP |

The XP cost is per level. For instance, if your STR is at 5 and you want to bring it up to 7, you must spend 35 XP. Attributes are the most expensive stat to upgrade, as they are the keystone to most mechanics and represent a significant increase in ability.

SKILLS

Skills are basic abilities practically anyone can do without formalized training. These skills are as follows:

- » **Acrobatics** are how well you balance, tumble, roll, and so on.
- » **Barter** is your ability to haggle and get better prices on goods.
- » **Cooking** shows you know how to make food edible.
- » **Deceive** is how well you can lie and trick others.
- » **Education** is formal knowledge and understanding of lore.
- » **Entertain** is your skill at performances such as playing instruments or acting.
- » **Fitness** is your overall ability to swim, climb, jump and other athletic moves.
- » **Focus** is your ability to concentrate on a task under stress.
- » **Inspect** is how well you detect things when actively looking or listening.

RACIAL SKILL ADVANTAGES

Each civilization tends to be particularly adept at certain skills, so characters from that civilization always roll with Advantage for that skill, regardless of their other abilities.

- » **Bizeem** get Advantage to Barter
- » **Dulisi** get Advantage to Entertain
- » **Dushum** get Advantage to Inspect
- » **Kalvres** get Advantage to Intimidate
- » **Quesachi** get Advantage to Education
- » **Temekumus** get Advantage to Fitness
- » **Trappers** get Advantage to Sneak
- » **Wisokwe** get Advantage to Persuade
- » **Yanter** get Advantage to Observation

EXAMPLE

Aliana now must determine her Kalvres’ attributes, profession, and skills. First, she looks at the attributes. Aliana sees that Kalvres have a racial bonus of +1 STR and a penalty of -1 PER, so she adjusts her character’s attributes to 5 STR and 3 PER, respectively. Now she’s applied the racial modifiers, Aliana can spend her XP. Because she wants her Kalvren warrior to be physically strong but also a charismatic leader, she assigns her character 7 STR, 4 AGL, 5 END, 4 INT, 3 PER, and 6 CHA.

Next, Aliana selects her character’s skills. As her Kalvres is former military, she decides to spend most of her points on Fitness and Acrobatics. She spends 6 XP to bring Fitness to its max level 3 limit, and uses another 3 XP to bring her Acrobatics to the max 2. She decides to put the final point into Intimidate. This puts her total Fitness at 8, Acrobatics at 6, and Intimidate at 8. All her other skills use their Core Attribute score for now.

ATTACK AND DEFENSE

Even if your character is not a combat oriented person, they have some measure of fighting capabilities, though how good or terrible they are at it depends on their attributes and skills. **Attack Bonus (AB)** measures your character’s ability to break through an opponent’s defense. **Defense Bonus (DB)** measures how good your character is at deflecting or dodging attacks.

While these stats may be modified by weapons, armor and equipment, your base abilities in them are calculated based on certain skills. To calculate your **Base Attack Bonus (BAB)**, you use **1 + BASE ACROBATICS**, while your **Base Defense Bonus (BDB)** is **1 + BASE FITNESS**. Base AB/DB does **not** use your total skill scores in this calculate.

- » **Intimidation** is how imposing you are when forcing your will.
- » **Observation** is how well you passively notice your surroundings.
- » **Persuasion** is how well you talk people into doing your will.
- » **Savvy** are your street smarts.
- » **Sneak** is how well you creep about without being detected.
- » **Theft** is your ability to pickpocket or steal things in plain sight.

Each skill is determined by its **SKILL BASE LEVEL + CORE ATTRIBUTE + MODIFIERS**. For example, if you have a character with 5 STR and you have 1 level in Intimidate, your total Intimidate score is 6. Alternatively, if you have no levels in Sneak but your AGL is 5, your total Sneak is 5. See the chart below for skills and their corresponding Core Attributes.

SKILLS & CORE ATTRIBUTES

| Skill | Attribute | Skill | Attribute |
|------------|-----------|--------------|-----------|
| Acrobatics | AGL | Focus | PER |
| Barter | CHA | Inspect | PER |
| Cooking | INT | Intimidation | STR |
| Deceive | CHA | Observation | PER |
| Education | INT | Persuasion | CHA |
| Entertain | CHA | Savvy | PER |
| Fitness | END | Sneak | AGL |
| Theft | AGL | | |

Skills base levels are on a scale of 1 to 5, with 1 representing apprentice level experience, and 5 being near mastery. Skill bases cannot be raised higher than thier Core Attribute divided by 2 (rounded up). For instance, if your AGL is 5, you cannot raise your Acrobatics base skill level higher than 3 until you raise your AGL score to 7. These skill caps apply only to the base skill level, not the total skill with modifiers.

At creation, players get **10 XP** to spend on skills, though unlike Attributes, skills cost the same at character creation as they do later in the game. Like Attributes, the cost is per level:

SKILL COST

| Level | 1 | 2 | 3 | 4 | 5 |
|-------|------|------|------|------|------|
| Cost | 1 XP | 2 XP | 3 XP | 4 XP | 5 XP |

For example, if your Acrobatics base level is 1 and your Fitness base level is 3, your base AB would be 2 while your base DB would be 4.

This determines your base AB and DB - what your character's abilities are naturally, prior to any weapons, armor, or other modifying factors. Your total AB to be used in combat is determined by your **BASE AB + AGL**. Your total DB is determined by combining your **BASE DB + AGL**. Some talents or spells can also improve AB and DB.

ENERGY AND HIT POINTS

Another key component of combat, **Energy Points (EP)** are used to power spells and special attacks, and **Hit Points (HP)** measure how much damage your character can take before they die.

Your total HP is calculated by **10 + END + FITNESS BASE**. Total EP is determined by **10 + AGL/STR + FOCUS BASE**. You use whichever attribute is higher. For example, if your END is 5 and your Fitness base is 2, your HP would be 17. If your AGL is 5, STR is 3, and your Focus 3 you would use your AGL to calculate EP and the total would be 18 (10+5+3).

TALENTS AND SPELLS

Because *Waracle* does not have classes or levels, player progression is primarily expressed through skills and talents. Talents are the unique abilities you learn through special training or experience, and are the main way players can customize their special attacks, abilities and specialized skills. At creation, players are given **3 XP** to purchase talents or spells. Each talent costs a number of XP equal to their tier. For instance, a Tier I talent costs 1 XP, while a Tier II talent costs 2 XP. Additionally, each civilization gets a single free talent:

- » **Bizeem** get Appraisal
- » **Dulisi** get Quick Current
- » **Dushum** get Low Light Vision
- » **Kalvres** get Constant Vigilance
- » **Quesachi** get Reading (Native)
- » **Temekumus** get Camel Lord
- » **Trappers** get Spiderlike
- » **Wisokwe** get Bloodhound I
- » **Yanter** get Wastes Waif

Please refer to **CHAPTER 2: CIVILIZATIONS** for more information on racial based talents. After creation, talents and spells use the following costs to upgrade:

TALENT/SPELL COST

| Tier | I | II | III | IV | V |
|------|------|------|------|-------|-------|
| Cost | 3 XP | 6 XP | 9 XP | 12 XP | 15 XP |

If you have an idea for a unique talent not in this book, ask your GM and see if you can come up with a talent set that suits their campaign and your character.

A FINAL IMPORTANT NOTE ON TALENTS: Characters are NOT automatically literate unless their civilization is Quesachi. To be literate, your character must take talents from the **Literacy tree**. Refer to **CHAPTER 3: TALENTS & SPELLS** for more details on literacy talents.

EXAMPLE

Aliana now needs to set up her character's starting AB, DB, EP, HP and talents. First, she sets up her base Attack and Defense Bonuses. Because her Fitness is 3 and her Acrobatics is 2, her base AB and base DB are 4 and 3, respectively. Aliana uses her 5 END/3 Fitness base to caculate her HP and gets 18 HP. Because her Kalvres' STR is higher than her AGL, she uses that attribute to caculate her EP and gets 35 EP.

Then Aliana calculates her starting HP. Martial characters get a +5 HP bonus and her END is 5, so Aliana adds multiplies 2 by 5 to get 10, then adds 5 for a total of 15 HP.

Finally, Aliana picks her talents. She decides to use Power Attack as her free talent, and uses her XP to purchase the Inspiring Speech and Heroic Speech talents.

RESOURCES AND EQUIPMENT

Not every character is going to need or have access to the same gear or money. Characters get to choose a signle item pack that includes various tools, weapons, money and sometimes armor to start with. The contents of these item packs are outlined in the table on page 42.

There are a few tweaks to the starting item packs, depending on the civilization of your character. These tweaks are:

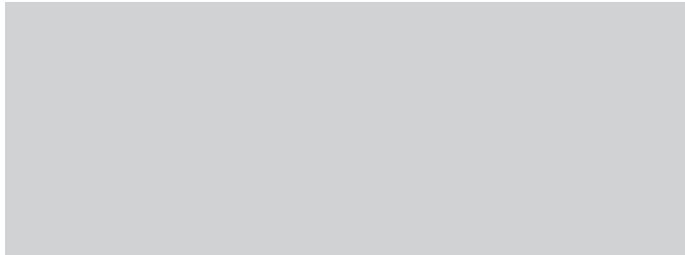
- » **Bizeem:** Scribe kits are (Papyrus), +5sp starting money, can have small Boat at 1/2 Standard Cost.
- » **Dulisi:** Scribe kits are (Papyrus), Replace any Torch with Lantern, free Reed Canoe.
- » **Dushum:** Scribe kits are (Tablet), Replace any Torch with Glowstone.
- » **Kalvres:** Scribe kits are (Tablet), +5sp starting money, Replace Light Shields with Heavy Shields.

- » **Quesachi:** Scribe kits are (Papyrus), +10sp starting money, can get Soulstones at 1/2 Standard Cost.
- » **Temekumus:** Scribe kits are (Papyrus), free Recurve Bow, Yurt, can have camel at 1/3 Standard Cost.
- » **Trappers:** Scribe kits are (Papyrus), Replace any Torch or Lantern with Glowstone, free 2 Damage Poison Kits.
- » **Wisokwe:** Scribe kits are (Papyrus).
- » **Yanter:** Scribe kits are (Papyrus), can have Sled at 1/3 Standard Cost.

For more details on item specifics, Costs and the difference between General and Common weapons, refer to **CHAPTER 5: WEAPONS AND GEAR**.

Note that your starting equipment and money are not necessarily indicative of your character's social status. You can choose to create your character as a noble, commoner or whatever else: the resources only indicate what you have on your person at the start of the game. The rest is up to your background and the discretion of the GM. If you wish to trade some items of equal or lesser value, such as trade a Good weapon for a Common one, you may do so and take the monetary difference between those items. You cannot upgrade equipment from what your item packs, without paying for it at Standard Cost: unless your GM permits it, of course.

Also, you may decide not to take a resource if you don't want it or it doesn't suit your character, exchanging it for the item's Standard Cost value as outlined in **CHAPTER 5: WEAPONS AND GEAR**. Any other resource or equipment not purchased or listed in this book requires approval from your GM - they may even opt to give you specific equipment needed for their campaign, or as a bonus. Work with them to come up with something reasonable for your concept and the GM's campaign plans.



After you have determined your starting equipment, you need to figure out your character's Connections, if any. Connections are people or ties your character has where they can easily gather information the party may need, gain access to resources, or locations. They are useful for intel gathering or getting one's bearings within an unfamiliar area. There are three types of Connections your character can have:

- » **Favor** is a person who owes your character assistance. Can only be used once and costs 1 XP to have at creation.
- » **Contact** is a regular connection your character has. Can be used indefinitely. Costs 2 XP to have at creation.
- » **Status** is an entire group or organization who knows your character, and is made up of many contacts who can help your character. Status is tied to your Reputation for that organization. Costs 4 XP.

In addition to the three Connection types, there are five levels of Trust. How much a Connection trusts your character determines the value and accuracy of their information, and how willing they are to cooperate with your character. The levels of Trust are:

- » **Acquaintance** costs 1 XP.
- » **Associate** costs 2 XP.
- » **Cohort** costs 3 XP.
- » **Friend** costs 4 XP.
- » **Oathbound** costs 5 XP.

These are general guidelines on the level of influence and people your character knows. The exact details of how these connections will work is up to the GM. Suggestions and details on how to handle Connections are detailed in the **GAME MASTER'S GUIDE** section of the book.

Players are given one free Favor level Connection at Acquaintance level trust, though you can opt to not take the connection. Additionally, players are given an extra **5 XP** as a freebie to optionally spend on adding/upgrading Connections and their Trust Level on character creation. If you do not wish to spend it on connections, you can use this extra XP to purchase additional Skills or Talents, though you still cannot raise a Skill past its Core Attribute cap nor go higher than Tier II in a skill tree on character creation.

Connections and Trust level must be purchased together; you cannot have a Connection without a corresponding Trust. If you lack the XP to purchase both at the level you desire, you must opt for a lower lever if you can afford it, or the XP go unused. You do not have to have any Connections, even if you have the XP to purchase them.

Connections are a great way for characters less focused in combat to make themselves valuable party members. We encourage you to give the level of your character's connections as careful consideration as their attributes and skills.



Ocelotl Acuahutli when he was still a Colonel at the Battle of Crumbling Mountains, which marked the first mass defeat of golems in battle, and the first battlefield death of a Quesachan Grand General in over two centuries.

EXAMPLE

Aliana needs to figure out her character's starting equipment and Connections. She decides to take the Campaign Pack, so she starts with the items in that pack and picks what armor and weapons she wants from her choices. The Campaign Pack allows for 1d10sp starting money, so she rolls a single 10-sided die and gets a 7, giving her 7sp (silver pieces) starting money.

Then she decides to use her freestyle 5 XP to improve her freebie Connection from a Favor to a Contact, leaving 3 XP for her to spend on extra Talents or Skills. She decides to put the points all into Acrobatics, bringing its total to an 8.

PERKS & FLAWS

Perks and Flaws are little details to add a bit more uniqueness to your character. What they do varies, but they often add small modifications to stats or scenarios your character might find themselves in. Perks are character traits which add a potentially advantageous tweak, while Flaws are character traits that give a potentially disadvantageous tweak.

Perks and Flaws may be earned by your GM through the course of roleplaying, but at character creation players **must** choose 2 Perks and 2 Flaws. You may use the Perks and Flaws listed here, but if you have an idea for a unique one, we encourage you to consult with your GM about creating your own!

PERKS

Academic: You are bookish and scholarly. You can purchase talents from the Literacy tree at half cost (rounded up). This cannot be taken with any other perk that reduces talent/spell costs.

Alchemist: You have a knack for potions and alchemical manipulation. You can purchase talents from one branch (pick one) of the Alchemy tree at half cost (rounded up). This cannot be taken with any other perk that reduces talent or spell costs.

Bookworm: You always have your nose stuck in scrolls. You always have Advantage when making Education rolls. This does **not** stack with any racial skill advantages. Can't be used with the Jock flaw.

Civil Servant: You are dedicated to serving the public good and have a knack for speech or policy. You can purchase talents from the Oration tree or Literacy tree (pick one) at half cost (rounded up). This cannot be taken with any other perk that reduces talent or spell costs.

Creative: You are naturally artistic. You can purchase talents from the Ceramics, Instruments, Painting, or Theatrics branches of the Craftsmanship tree (pick one) at half cost (rounded up). This cannot be taken with any other perk that reduces talent or spell costs.

Do a Barrel Roll: You are a natural at parkour. You always have Advantage when making Acrobatics rolls. This does **not** stack with any racial skill advantages. Can't be used with the Butterfingers flaw.

Elementary: You have great attention to detail. +1 to all Inspect and Observation rolls. Can't be used with the Whazzat? flaw.

Frontier: You are at home in the wilderness and can read nature like a book. You can purchase talents from the Scouting tree or Hunting tree (pick one) at half cost (rounded up). This cannot be taken with any other perk that reduces talent or spell costs.

Gotta Go Fast: You get +10 feet to movement speed and +1 to Initiative tiebreaker rolls. Can't be used with the Slow and Steady flaw.

Gotta Pet 'em All: Animals will not attack without provocation. This includes mounts. Can't be used with the Good Doggy flaw.

Hyperfocused: You are great at concentrating. You always have Advantage when making Focus rolls. This does **not** stack with any racial skill advantages. Can't be used with the Easily Distracted flaw.

I Know a Guy: You get one free Contact of Associate trust level.

I'd Hit That: You get Advantage when attacking enemies of the opposite gender. This only applies to humans and humanoid creatures with a discernible gender. Can't be used with the Punchable Face flaw.

Imposing Figure: You have a slight menacing aura about you. You always have Advantage when making

Intimidation rolls. This does **not** stack with any racial skill advantages. Can't be used with the Baby Face flaw.

Laborer: You have a knack for manual labor. You can purchase talents from the Mason, Smithing, Tailoring, or Woodworking branches of the Craftsmanship tree (pick one) at half cost (rounded up). This cannot be taken with any other perk that reduces talent or spell costs.

Lady Luck: Once per day, you get a +2 to any result you roll you make. The GM determines when this occurs.

Lawless: You have a tendency to subvert rules and manipulate situations to your advantage. You can purchase talents from the Mercantile tree or Stealth tree (pick one) at half cost (rounded up). This cannot be taken with any other perk that reduces talent or spell costs.

Leg Day: You are naturally fit. You always have Advantage when making Fitness rolls. This does **not** stack with any racial skill advantages. Can't be used with the Twig flaw.

Martial: You are a soldier at heart. You can purchase talents from the Man at Arms tree at half cost (rounded up). This cannot be taken with any other perk that reduces talent or spell costs.

Mercantile: You are a natural born salesman. You can purchase talents from the Mercantile tree or Oration tree (pick one) at half cost (rounded up). This cannot be taken with any other perk that reduces talent or spell costs.

STARTING ITEM PACKS

| | |
|----------------|--|
| Research Pack | Set of clothes, rucksack, Scribe Kit, Scroll Case, 1 Common Weapon, Torch, 2d10sp |
| Craft Pack | Set of clothes, rucksack, Carving Tools OR Smithing Tools OR Painting Set OR Musical Instrument, 1 Common Weapon, Torch, 2d10sp |
| Diplomat Pack | Set of clothes, rucksack, Scribe Kit, Scroll Case, 1 Common Weapon, Lantern, 3d10sp |
| Scout Pack | Set of clothes, rucksack,spyglass, Camping Supplies, Waterskin, Torch, 1 General Full Armor, 2 Common Weapons, 1d10sp |
| Tool Pack | Set of clothes, rucksack, Farming OR Mason Tools OR Sewing Kit OR Carving Tools, Hatchet, 1 Common Weapons, Shovel, Torch, 1d10cp |
| Thief Pack | Set of clothes, rucksack, Lock Picks, Climbing Equipment, Ceramic Bottle,spyglass, 1 General OR Common Partial Armor, 2 Common Weapons, Lantern, 1d5sp |
| Campaign Pack | Set of clothes, rucksack, Torch, Waterskin, Camping Supplies, Shovel, 1 General OR Common Full Armor, 1 Common Weapon, 1 Light Shield, 1 Basic Weapon, 1d5sp |
| Trader Pack | Set of clothes, rucksack, Scribe Kit, Lockbox, Lantern, 1 Common Weapon, 5d10sp |
| Component Pack | Set of clothes, rucksack, Glowstone, Lockbox, 2 Ceramic Bottles, 2 Weak Potion kits of choice, 3 Plants/ Herbs of choice, 1 Common Weapon, 4d10sp |

Mystic: You have innate magical abilities, and use INT instead of STR/AGL to determine EP, as well as Focus instead of Acrobatics to determine base AB when attacking with spells. **Characters must take this perk to use spells.**

Pants on Fire: You are a natural liar. You always have Advantage when making Deceive rolls. This does **not** stack with any racial skill advantages. Can't be used with the Stage Fright flaw.

Performer: You are a natural performer. You always have Advantage when making Entertain rolls. This does **not** stack with any racial skill advantages.

Skin Deep: You are physically attractive to others and get +1 to Persuade and Deceive results when flirting. Can't be used with The Inside Counts Flaw.

Sneaky: You are quiet and covert. You always have Advantage when making Sneak rolls. This does **not** stack with any racial skill advantages. Cannot be used with the Box Cover flaw.

EXAMPLE

Aliana looks through the perks and decides to give her Kalvres the perks Martial and Leg Day. She now can purchase any talents from the Man at Arms talent tree at half cost, and always has Advantage when rolling for Fitness checks.

FLAWS

A Fickle Mistress: Once per day, you get a -2 to any result you roll you make. The GM determines when this occurs.

Awkward: It's difficult for you finding the right words and socialize. You always have Disadvantage on Barter, Persuade and Deceive rolls.

Baby Face: You have childlike features. You always have Disadvantage when making Intimidate rolls. This **negates** any racial skill advantages. Can't be used with the Imposing Figure Perk.

Blind: You lost your vision (or were born blind) and are unable to see. You cannot make visually-based checks.

Box Cover: You have difficulty with covertness. You always have Disadvantage when making Sneak rolls. This **negates** any racial skill advantages. Can't be used with the Sneaky Perk.

Butterfingers: You are exceptionally clumsy. You always have Disadvantage when making Acrobatics rolls. This **negates** any racial skill advantages. Can't be used with the Do a Barrel Roll Perk.

Cocky: You are overly sure of yourself and have a tendency to take big risks that aren't always in your best interests. You get Disadvantage to any of your rolls 1-2 a day. The GM determines when this happens.

Country Kid: You are not very street smart. You get -1 to Savvy rolls.

Deaf: You lost your hearing (or were born deaf) and are unable to hear. You cannot make auditory-based checks.

Don't Give A Damn: You tend to have a bad reputation. It is harder for you to gain positive reputation with NPCs and organizations.

Easily Distracted: You are terrible at concentrating. You always have Disadvantage when making Focus rolls. This **negates** any racial skill advantages. Can't be used with the Hyperfocused perk.

Good Doggy: Animals are easily provoked just by your presence. This includes mounts. Can't be used with the Gotta Pet 'em All perk.

Hobbled: One or both of your legs are lame, whether by birth or accident. Your Movement Speed is reduced by half typical of your AGL and you get -2 to Acrobatics rolls. Can't be used with the Gotta Go Fast perk.

Jock: You tend to snub books. You always have Disadvantage when making Education rolls. This **negates** any racial skill advantages. Can't be used with the Bookworm Perk.

No Poker Face: You are a terrible liar. You always have Disadvantage when making Deceive rolls. This **negates** any racial skill advantages. Can't be used with the Pants on Fire Perk.

Pacifist: You find violence unappealing and have difficulty engaging in combat. You always roll Disadvantage for attacks.

Punchable Face: Something about you grates people and you have Disadvantage when attacking enemies of the opposite gender. This only applies to humans and humanoid creatures with a discernible gender. Can't be used with the I'd Hit That perk.

Slow and Steady: You get -10 feet to movement speed and -1 to Initiative tiebreaker rolls. Can't be used with the Gotta Go Fast Perk.

Stage Fright: You aren't a performer. You always have Disadvantage when making Entertain rolls. This **negates** any racial skill advantages. Can't be used with the Performer Perk.

The Inside Counts: You fell off the ugly tree and hit every branch on the way down and get -1 to Deceive and Persuasion when flirting. Can't be used with the Skin Deep Perk.

Twig: You are naturally scrawny. You always have Disadvantage when making Fitness rolls. This **negates** any racial skill advantages. Can't be used with the Leg Day Perk.

Unmemorable: It is harder for you to form connections and contacts.

Weak Willed: You find it hard to resist temptation and get -1 to Focus rolls when attempting to resist the will of others.

Whazzat?: You tend to miss the obvious. -1 to all Inspect and Observation rolls. Can't be used with the Elementary perk.

Zoinks!: You are frightened of spirits and always roll with Disadvantage if attacking them. Additionally, you must make a Focus check at Tough difficulty when entering combat with specters. If you fail, you are Terrified for 1d5 rounds. You must make this check again every time you try to move closer in range to the specter. You do not need to redo the check after passing/Terrified expires if you stay within the same range while attacking.

EXAMPLE

Aliana looks through the flaws and decides to give her Kalvres the flaws Baby Face and Jock. Her racial skill advantage for Intimidate is now negated - she no longer gets to roll Advantage when making Intimidation checks and now instead rolls as normal. Additionally, she now must roll for Disadvantage when making Education checks.

CIVILIZATION REPUTATION DEFAULTS

| Civilization | Allied | Friendly | Distrust | Hostile |
|--------------|---------|------------------------------|--|-----------------|
| Bizeem | | Quesachi, Temekumus, Wisokwe | Dulisi, Kalvres, Trappers | - |
| Dulisi | - | Trappers | - | |
| Dushum | Kalvres | - | Dulisi, Quesachi | Trappers |
| Kalvres | Dushum | Bizeem, Wisokwe | Dulisi, Quesachi | Trappers |
| Quesachi | - | Bizeem, Yanter | Dulisi, Dushum, Kalvres, Trappers | Temekumus |
| Temekumus | - | Bizeem | Trappers | Quesachi |
| Trappers | - | Dulisi | Bizeem, Quesachi, Temekus, Wisokwe, Yanter | Dushum, Kalvres |
| Wisokwe | - | Bizeem | Kalvres, Trappers | Yanter |
| Yanter | - | Quesachi | Trappers | Wisokwe |

REPUTATION

There are no alignment systems, nor clear markers of “good” or “evil” in *Waracle*. Rather, the game focuses on the What and Who of your character. That is, what you are and what you do determines how the world perceives who you are. This is reflected in Reputation. There are five ranks of reputation, each carrying different bonuses or penalties to your standing with a particular group. These ranks of Reputation and their effects are:

- » **Allied** grants +3 to all social encounters.
- » **Friendly** grants +1 to all social encounters.
- » **Neutral** does not impact social encounters.
- » **Distrust** causes -1 to all social encounters.
- » **Hostile** causes -3 to all social encounters.

It is important to note these are just names for the Reputation disposition of NPCs - being Allied Reputation with a character doesn’t necessarily mean you are actual allies, for instance. Nor does Hostile Reputation necessarily mean the NPC will attack you on sight.

Social encounters are any action requiring the use of your Barter, Deceive, Intimidate and Persuade skills.

Reputation is measured on a group-by-group basis, and can be as local as your city’s guilds to as international as other cultures. Which groups are worth measuring will be determined by your GM and the scope of their game. However, we have included the default disposition different civilizations have towards each other.

Reputation can change depending on your actions and roleplaying. For instance, a Yanter player encounters a

Wisokwe NPC. By default, Wisokwe are hostile towards Yanter, and thus the NPC is very unlikely to trust anything the player says. The player embarks on some quests for the Wisokwe and over time gains some trust, moving their status from Hostile to Distrustful. When and how your Reputation changes is up to your GM and how you roleplay.

Do **NOT** fill in these reputations on your character sheet unless your GM instructs you to. These are racial defaults, and the circumstances of your campaign may make them irrelevant and focus instead on more local reputations, such as noble house relations, reputation with commoners and nobles, etc. Ask your GM what reputation fields apply on your character sheet, if any.

EXAMPLE

Aliana’s warrior is a Kalvres, so she starts off being Allied with the Dushum, but Distrust with the Bizeem, Dulisi, Quesachi and Wisokwe.

DON’T FORGET THE NAME!

To some, this is given barely a thought. To others, it is an all-encompassing issue of great import. Regardless, the question must be answered: What do you call your character?

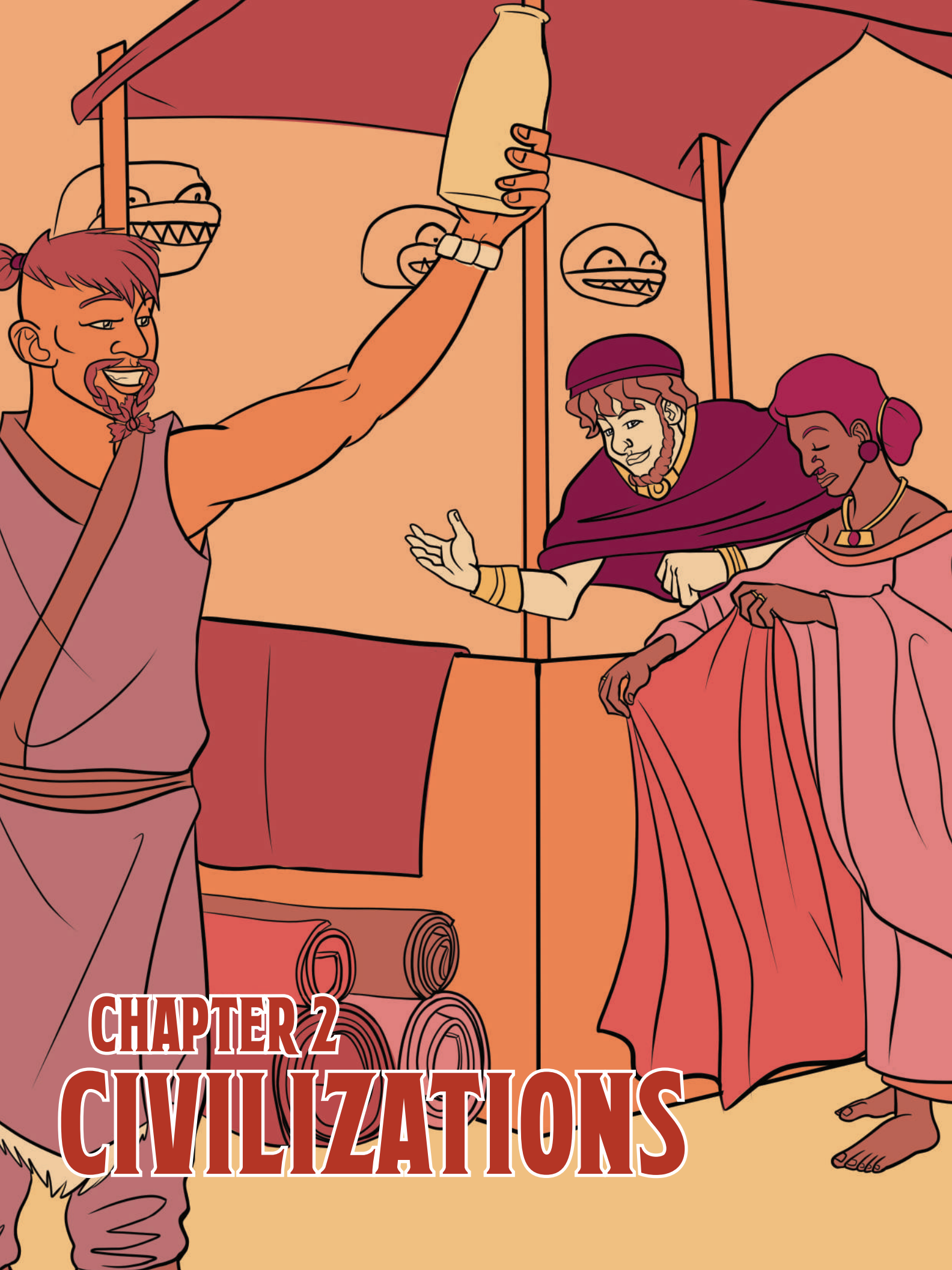
Every culture has its own naming conventions, which are detailed in **CHAPTER 2: CIVILIZATIONS**. While the lore nerds in us encourage you to take a name in theme with your character’s culture, at the end of the day, they’re your character. Name them whatever suits you and their personality best.

EXAMPLE

Aliana isn’t sure what to name her character. She goes back to the Kalvres’ section in Chapter 1: Civilizations and looks at the Kalvren names. She sees that the Kalvres have a caste society with an elaborate naming system and that her character would be from the warrior caste. However, she only wants to worry about her character’s given name for now, so she picks the name “Amata” for her warrior.

NEED A QUICK REFERENCE?

Already know how to make a character, but just need some quick refreshers on what stats do what, or need to quickly check stat calculations? Save yourself the flipping back and forth and refer to the **Quick Reference** section in the **APPENDIX**. All the stats and charts needed are repeated there together for a swift referral!



CHAPTER 2 CIVILIZATIONS

When determining who your character is, you must also figure out what your character is. One's society and culture greatly affect not only your appearance, but also your outlook, skills, and tools. In Waracle, all player characters are human, but must choose which civilization they are from. There are nine playable civilizations in core Waracle, which are detailed in this chapter. Each civilization is broken down into the following details.

Home Region: The primary regions where a civilization resides. A character does not have to be from their civilization's home region, but some regions are highly unlikely to have outsiders. See **SECTION I, CHAPTER 2: THE WORLD OF WARACLE** for more details.

Racial Modifiers: Every civilization has an attribute bonus and penalty and a skill advantage. The attribute modifiers are added before the player distributes their attributes on creation. The skill listed always rolls for Advantage unless negated by a character perk/flaw.

Racial Ability: Talents that every character from the civilization gets for free at character creation, regardless of their other abilities.

Unique Talents: These are talents and talent trees restricted to a particular civilization. Unless some extraordinary roleplaying circumstance occurs (at the GM's discretion), these talents are **only** available to characters from civilizations they are associated with.

Languages: A culture's native language and their preferred language of trade. Unless otherwise specified, all new characters automatically get their Native language(s) and **one** Trade language.

If you wish to learn additional languages, there are a few different ways to accomplish this. Note that Special languages can only be learned under particular circumstances, which are outlined on each civilization page:

At Creation: You can spend **3 XP** from your freebie 5 XP to learn a single new language, rather than spend them on talents/skills.

After Creation: You can spend 30 XP to learn a new language or find a tutor to teach you the language. The tutor typically costs 2GP per month. It takes 9 months to become fluent enough to count the language on your sheet.

Appearance: A brief description of what people from that civilization generally look like.

Religion: The faith (or faiths) most commonly practiced within the civilization.

Alchemy & Magic: An overview of how magic and alchemy functions within a civilization's society, and any bonuses to magic it might have. It also includes starting spells common to mages within that culture.

Equipment: Weapons, armor, and common items typically used by the civilization. See **CHAPTER 5: WEAPONS AND GEAR** for more details on weapons, armor and basic equipment.

Common Items: Items that can be purchased at Cheap (50% Standard) price within the civilization's territory.

Dwellings: Typical dwellings and what housing the civilization generally uses.

Common Names: Naming conventions of the civilization, and a handful of common names for men, women, and surnames if surnames are applicable. You may name your character anything you want; this section is to give you a sense of what names are common in-world.

OUTLOOK:

Each civilization has an Outlook box, like this. These boxes briefly summarizes the general attitude that civilization has towards the other cultures of Waracle. Sometimes feelings aren't precisely mutual - even if the overall temperament of the two cultures is cool, for example, one side may have a begrudging respect while the other finds their rivals rather trivial.

BIZEEM

Home Region: Khopesh Coast, Sky Plains

Racial Modifiers: +1 CHA, -1 STR, Barter

Racial Ability: Appraisal

Unique Talents: Ride Native Mount (Hippocamp)

Languages: Umer (Native), Quesachan (Trade)

CULTURE

Masters of silver coins and silver tongues, the Bizeem are a loose coalition of independent city-states with a common culture and religion. While not the strongest warriors, they back up their impressive army of merchants with an even more impressive navy - no one can stand against a full assault from Bizeem ships. Elite marine units back up this naval power with soldiers who ride hippocamps - giant seahorses - to directly attack and sink enemies ships.

Each city-state is ruled by a kingship and a council of elders from the heads of different noble families. The king can be male or female and makes most of the laws and big decisions, but on some matters the council can overrule them. Their armies are primarily militia driven, recruited mostly from farmers, though temple guards train them and run weekly drives. The navy is full time and provides more benefits, however, and are often paid to escort merchants in their travels. Slaves are not widespread, but not uncommon either - most are shuffled through as trade with the Kalvres, though some are used as rowers, farm aids, or assistants.

Opportunistic and savvy, Bizeem value coin, cleverness, and logistical aptitude. Some social mobility is possible, though laws prevent commoners from directly participating in government. They produce fine works of art and cultivate rare spices, most of which they export. Bizeem adventurers are often traveling merchants, former militia recruits seeking more adventure, or bored nobles seeking new thrills.

APPEARANCE

Bizeem generally have light to medium brown skin, with dark brown to black, wavy hair. Their brows are broad, noses long and often aquiline with prominent cleft chins. Eyes are large and generally light or dark brown. Like the Kalvres and Dushum, Bizeem men are very hairy. While beards aren't as universal or styled as Kalvren or Dushuma men's, many Bizeem men opt for beards, though mustaches of any kind are rare.

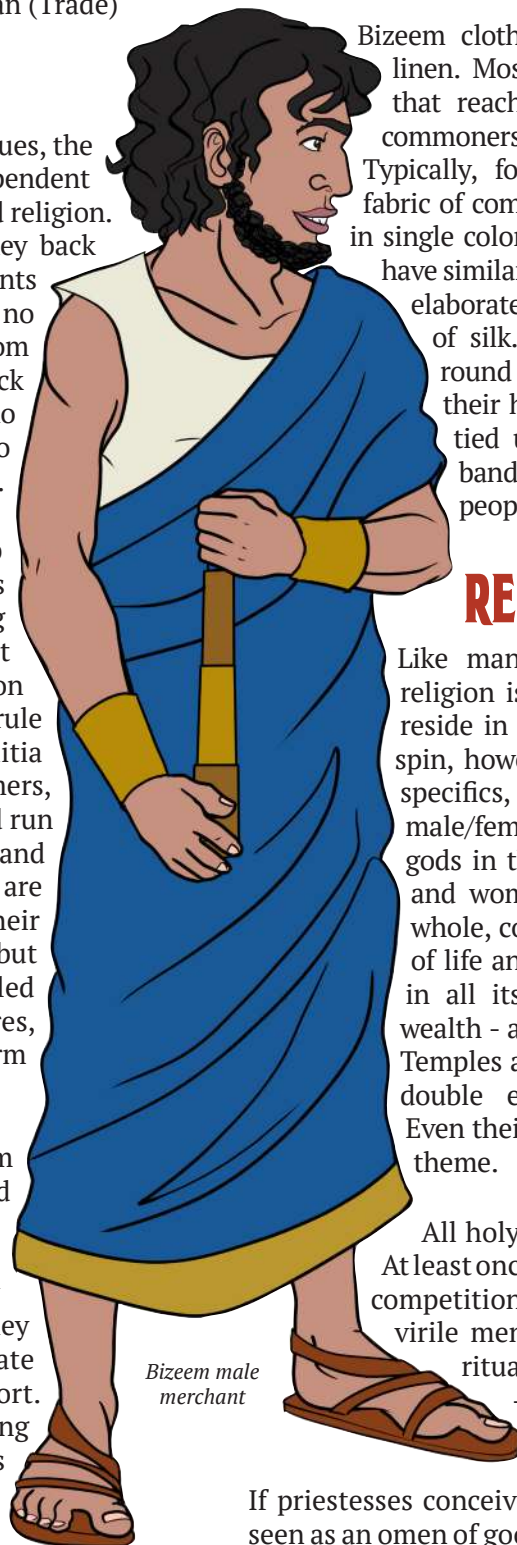
Bizeem clothing is often made of cotton or linen. Most men wear short-sleeved tunics that reach their knees or ankles. Women commoners wear robes with many drapes. Typically, footwear are woven sandals. The fabric of common folk is usually plain, or dyed in single colors. Nobles and wealthy merchants have similar clothes, only much brighter, more elaborately embroidered, sometimes made of silk. Many men of all statuses wear round or conical caps, while women keep their hair in curls or tresses, sometimes tied up high behind the head with a band. Capes are common among all people, as are gold or silver pendants.

RELIGION

Like many other cultures, the Bizeem's religion is animistic, believing that spirits reside in all living things. Their particular spin, however, isn't thousands of different specifics, but that all living things have a male/female duality - all trees have two gods in them, one male, one female. Men and women are two halves of the same whole, contributing to the central balance of life and the universe - fertility. Fertility in all its forms - reproduction, harvest, wealth - are important to the Bizeem faith. Temples and holy objects are adorned with double entendres representing fertility. Even their priesthood is a reflection of this theme.

All holy figures are priestesses - women. At least once a year, the temples hold sporting competitions for the youngest and most virile men to compete. The winners have ritualistic sex with the priestesses - something considered a great honor, and an exception to one's wedding vows, if married.

If priestesses conceive a child from these rituals, it is seen as an omen of good fortune. Children born of these



Bizeem male merchant

OUTLOOK:

Dulisi: Their entertainment is worth a coin, but check your purse after the show!

Dushum: Devotion is admirable, but their gods and rituals are unknown, strange.

Kalvres: The way they greedily eye our borders is quite disconcerting.

Quesachi: Arrogant and insufferable, but their gold is good as any other. Better, even.

Temekumus: Coffee, a divine drink! Keep on their good side to get more of it.

Trappers: Savage, but there are no better assassins, and they will barter.

Wisokwe: Excellent trade partners, if a bit rough around the edges.

Yanter: They bring valueable trade goods to our ports, but beware them on the open seas.

unions are born to serve the temple. Most girls become future priestesses, while boys and more physically-adept girls become temple guards. The temple guards are castrated or have hysterectomies to sacrifice their fertility, both literally and figuratively - their entire lives are dedicated to service to the spirits and the priestesses. Priestesses also keep noble and priesthood genealogies, history, and track weather patterns, while some temple guards become judges.

ALCHEMY & MAGIC

Magic is a tool as well as a blessing. While mages are rare in the priesthood, priestesses with spellcasting often use fancy abilities for shows and rituals. Magic users from other walks of life are often in the military, as it offers great incentives to recruit mages. Most of these martial mages end up in the navy, escorting wealthy merchants traveling overseas. Others freelance as personal guards for poorer merchants, and others work full time for masters. Some even form businesses focused on organized freelancing and contracting themselves out. Bizeem mages generally know at least one **Tier I Water spell**, and get -1 EP cost for any Water spell that costs 2 EP or more to cast.

Alchemists are usually doctors focusing on healing potions. Others focus on crafting fire-based concoctions to devastate enemy ships, selling their goods to the military if they aren't already soldiers. New Bizeem alchemist characters usually know **Antifire I** or **Concoct Potion I** at creation.

EQUIPMENT

Bizeem use all General Weapons. See **CHAPTER 5: WEAPONS AND GEAR** for more details. Common Weapons are the javelin and falcata. Good weapons are war clubs and tridents.



Bizeem female naval officer

Bizeem armor is made from linen or leather, often in the form of a linethorax or basic cuirass. They use Wood or Metal shields.

Common Items: Tablet, Fishing Net, Rope

Dwellings: Bizeem dwellings are generally limestone. Commoner homes are typically about 225-700 sq ft buildings with 1-5 rooms. Nobles and wealthier merchants live in homes over 1000+ sq ft with 10 or more rooms.

COMMON NAMES

Bizeem have no surnames. Instead, they have a given name and then a "title" in relation to their father. For example, "Adad, son of Jason." When women marry, their title changes from "daughter of" to "wife of." Priestesses have the title "Daughter of the Gods" and temple guards are "Grandson/Granddaughter of the Gods." There are crests and house names sometimes associated with nobles, but they do not use them as typical surnames.

Male: Ahumm, Adad, Batnoam, Hiram, Sikarbaal

Female: Asherah, Batnoam, Dido, Melita, Tanith

DULISI

Home Region: None, travel water routes known as the Riverway through multiple nations

Racial Modifiers: +1 CHA, -1 INT, Entertain

Racial Ability: Quick Current

Unique Talents: Quick Current

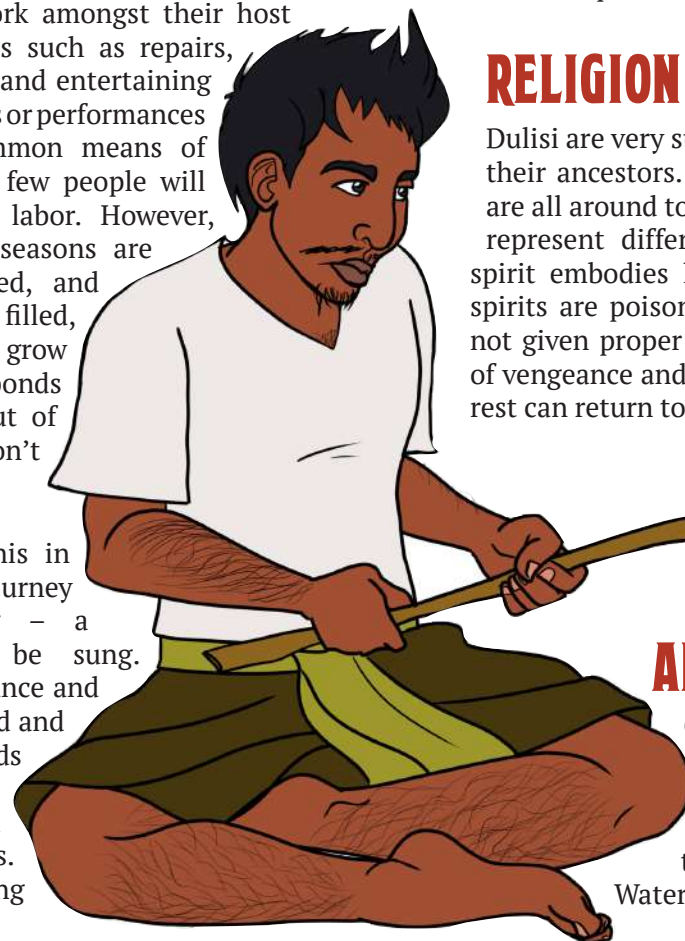
Languages: Namela (Native), Cheeri Cant (Native & Special - Dulisi only), Quesachan (Trade)

CULTURE

Nomadic wanderers without a homeland, the Dulisi traverse highways of rivers and seas known as the Riverway in their houseboats. The Riverway spans the waters of most civilizations, especially the Kalvren and Quesachan Empires. Mistrusted as vagabonds to outsiders, Dulisi rely on their strong family ties, fishing, and a variety of trade skills to survive wandering the world. Loyalty to family, band, and cooperation with other Dulisi is of utmost import. Outsiders are not to be trusted, and it isn't uncommon for Dulisi to speak in a Cant dialect to exclude non-Dulisi from details and secrets.

Despite their reputation for delinquency and fraud, they often find work amongst their host countries. Odd jobs such as repairs, aiding in harvests, and entertaining villagers with shows or performances are the most common means of making money, as few people will turn down cheap labor. However, once the harvest seasons are over, tools repaired, and entertainment filled, most outsiders will grow wary of the vagabonds and drive them out of town if the Dulisi don't leave first.

The Dulisi take this in stride. Life is a journey worth celebrating – a jaunty tune to be sung. Festivals, music, dance and art are highly prized and cultivated. Bards and storytellers often come from river nomad groups. Many Dulisi traveling



Dulisi man fishing

outside of their groups are eldest sons or daughters, traveling the world to learn more of it so that they may lead their people better one day. Often, females are accompanied by brothers or male cousins for protection while on this pilgrimage.

APPEARANCE

Dulisi usually have dark olive skin, though a grey olive or a deep russet are also common. Hair is curly or wavy, and dark – usually black or brown-black, and occasionally dark auburn. Their eyes are large and usually almond shaped, with colors of black, chestnut, or rarely, green. Their faces are oval, with usually wider jawlines. Noses tend to be somewhat long with wide, downward pointing nostrils. Men often have thick eyebrows and usually keep short-cropped beards, or thick mustaches and goatees.

Dulisi wear simple clothing often wrapped in different ways, with limited stitching. Both men and women wear a long cotton garment wrapped around the waist known as a mundu, and a simple shirt. Women's mundu are longer and part of the garment is wrapped over the shoulder. Clothes are usually white or earthen colors, except when performing or attending rituals and festivals - then the Dulisi wear bright and decorative garments. Most stay barefoot while on their boats, but wear simple leather sandals while on land.

RELIGION

Dulisi are very superstitious. They revere and worship their ancestors. Spirits of both good and evil intent are all around to a Dulisi, and different sorts of spirits represent different things. For instance, the river spirit embodies life, freedom and food, while snake spirits are poison and deception. Spirits of ancestors not given proper funerary rites become embodiments of vengeance and jealous, though spirits laid to proper rest can return to protect the family.

ALCHEMY & MAGIC

Concerns about spirits and bad luck bleed into Dulisi magic. Mages usually specify in Energy magic, focusing on Positive elements to banish and exorcise specters. Water magic is also common, to help with

Dulisi woman playing a phorminx



navigating and fishing, or seen as appealing to river spirits. Necromancy is extremely taboo to the death-wary Dulisi, and is an exile (sometimes execution) worthy offense. Mages are seen as being gifted by the spirits and

ancestors, but are not the same as priests or shamans. They serve their family and band with their abilities and act as consultants to the elders on magical and spiritual affairs, but ceremonies are still overseen by family heads and band elders, magic or not. Dulisi mages generally know at least one **Tier I Water** or **Positive Energy spell** at character creation. They can cast Positive Energy spells at -1 EP cost for any spell that costs 2 EP or more to cast.

Alchemy runs in a similar vein, with most alchemists crafting potions, and enchanting trinkets with positive Energy to protect the users from bad luck or spirits. Health potions and antivenom concoctions are also widely used, and most families have at least one alchemist among them. Dulisi alchemists often know **Good Juju** at character creation.

EQUIPMENT

Dulisi use all General Weapons. See **CHAPTER 5: WEAPONS AND GEAR** for more details. Common weapons are chakram, staff sling and pata. Good weapons are katar, tiger's claw, and gata.

OUTLOOK:

Bizeem: They know the deep waters, so respect that. But they're still outsiders.

Dushum: Cave dwelling boot lickers of the Kalvres. Do not trust.

Kalvres: Warmongers who drove our ancestors from our home. Do not trust.

Quesachi: Arrogant, pampered assholes. At least they pay good coin for fun.

Temekumus: Wonderful coffee and a sense of family. Still outsiders, but not bad.

Trappers: Our stubborn brothers. Respect and pity them. We are safe with them.

Wisokwe: Slightly less jerkish to us - but still distrustful. Be wary.

Yanter: Avoid them on the seas, there they are the most dangerous. Be wary, but trade is okay.

Dulisi armor is made from cloth or leather. They use Wicker shields.

Common Items: Musical Instruments (when purchased from Dulisi merchant or craftsman).

Dwellings: Dulisi all live in house boats, so to them home quality and wealth is determined by how large the boat is - and whether the Dulisi owns the houseboat that others share with them, or resides in someone else's houseboat. Little homes are a small single room houseboat. Good, common homes are large houseboat s with 2-3 rooms.

COMMON NAMES

Dulisi give their children unflattering names that mean "buck teeth," "fart" and similar. Their reasoning being unfortunate names grant some protection against evil spirits. There is a power in names, and thus among outsiders, Dulisi usually go by nicknames they pick for themselves, especially when dealing with outsiders. Dulisi do not have surnames or clan names.

Male: Badetade, Beeja, Chamman, Singri, Tingne

Female: Aane, Bosodike, Cracku, Mollu, Tullu

DUSHUM

Home Region: Drakepine Mountains

Racial Modifiers: +1 AGL, -1 CHA, Inspect

Racial Ability: Low Light Vision

Unique Talents: Ride Native Mount (Dragon)

Languages: Kalvren (Native & Trade), Iluqabu (Special - priests only), Dragon Sign (Special - Dragon Riders only)

CULTURE

A reclusive and territorial society, Dushum keep hidden in the Drakepine Mountains. Living in an elaborate system of caverns and remote mountain villages, most only encounter Dushuma merchants at trade ports, or the occasional adventurer venturing out of his homeland. Theirs is a society of strict castes, with priests and nobility at the top, followed by artisans, laborers, merchants, servants, and the Tainted. Warriors (including Dragon Riders) are recruited from the noble, artisan and laborer castes.

Their lives revolve around their sacred duty to the gods and dragons; it is unlikely to find an unfaithful Dushuma. Steeped in ritual and duty, Dushuma are proud of their role in the world and even peasants are well versed in their history and legends. Though the priests and nobles are literate, important lore is painted and carved in elaborate tapestries upon their cavern walls, so even the illiterate can comprehend their tales. They follow the same deities and pantheon as the Kalvres, but place special importance on the *Apsumaat* - a holy event that birthed the first gods from the watery deep beneath the earth. To stay more spiritually pure, Dushum have a pescatarian diet.

Dushum are not merely kin with the cave dragons, but sacred guardians of a holy lake and its equally sanctified sacrosanct ancient dragon. Even those outside of the priest caste play an important role in protecting their holy mountain ranges from outsiders. While the common castes - particularly the merchants - keep in regular touch with the outside world for trade and news, foreigners are rarely allowed within the elaborate cavern cities of the Dushuma. Merchants, lower castes desiring a better life, and exiles are the most common type of Dushum adventurer. Occasionally, priests or warriors venture out on holy or military missions.

APPEARANCE

Bearing a similar resemblance to their close kin, the Kalvres, Dushum have dark, thick, wavy hair and curly facial hair. Men are often very hairy, and most grow beards. Nobles and priests grow beards up to a foot or so in length, often perming, braiding and styling it, while the lower castes often keep theirs shorter and plain. Their faces are long and rectangular, with thick, full lips. They tend to have longer and broader noses, and are on a whole fairly pale compared to the Kalvres. Peasants and merchants - who spend more time outdoors farming and trading - are slightly more tanned. Albinism is fairly common, affecting approximately 1 in every 170 people. They also tend to be slightly shorter than their kin. Eyes are usually some shade of brown, or blue. Albinos have light blue, purple, pink, or red eyes.

As with everything else in Dushuma life, clothing depends on one's caste and role. Because they spend most of their lives within tunnels and caverns, Dushuma dress more warmly. Even lightly layered clothes are usually made of heavier linens and wool. Servants and farmers wear waist wraps and loincloths with simple waist-length tunics. If they wear shoes, it's usually cloth wrappings around their feet. Women of all castes wear long, short sleeved dresses that reach down to the ankles. Upper castes wear knee length tunics, often with straw or moss woven sandals. The higher in rank, the more colorful, layered, finely woven and elaborate the tunics become. Both men and women of the upper castes wear make-up; blues and greens being more popular in men, with women preferring reds. Gold and silver jewelry - rings, earrings, necklaces - adorn many priests and nobles.

RELIGION

Caste defines every facet of Dushuma life, and what caste Dushuma come from greatly affects how they carry themselves.

This caste system stems not only from their Kalvren roots, but from the gods. The Dushum, like the Kalvres, worship the Kalvren Pantheon. The gods, like humans, are imperfect. Their flaws are just as extolled as their virtues. Most Dushuma are very pious; if one is not religious, it's wise to keep it to oneself. Forswearing the gods often means exile.

Through the gods a cosmic order is maintained, and the caste system reflects this order. Dushuma believe in reincarnation - higher castes are rewards for good behavior in a previous life, lower ones, a punishment.



Dushuma female dragon rider

The Tainted are reincarnations of heinous criminals, and thus are shunned. Dragons represent the cosmic harmony and the cooperative pact between humans and the gods, and their fire is spiritually purifying to the Dushum. Different dragon species fulfill different roles. Comets are celestial dragons, and meteors are corpses of these great dragons that fall in battle. Mushussu dragons defend Dushuma lands with their riders, while smaller Fravashis dragons escort souls into the afterlife. These small dragons are especially sacred, and are kept within temples.

ALCHEMY & MAGIC

Magic is a gift from the gods, and mages are more common amongst the Dushuma than other civilizations. What role mages play depends on their caste; **priests and nobles** augment their spiritual abilities using Energy, **soldiers** train in Fire, and **all other castes** focus on the Earth element to help mine, harvest, and build. Adventurers are often merchants, scouting dragon riders, or exiles. Dushuma mages usually know at least one **Tier 1 spell from their caste element**.

Dushuma alchemy is mostly focused on healing and Earth. Most alchemists come from the priesthood (doctors) or are artisans and laborers seeking to improve their workflow, but lacking the innate magical ability to cast spells. Players follow this and pick a specialty depending on their character's caste. Mages get a -1 EP cost to Energy, Fire, or Earth spells (depending on caste) that cost 2 or more EP, and alchemists typically know **Cement** at character creation.

EQUIPMENT

Dushum use all General Weapons, but replace standard spears with iron spears. See **CHAPTER 5: WEAPONS AND GEAR** for more details. Common weapon is the khopesh sword. Good weapons are serrated khopesh, battle axe, and bladed mace.



Dushuma male priest

OUTLOOK:

Bizeem: More dedicated to coin than their gods.

Dulisi: Weaklings who fled rather than submit to our enlightenment.

Kalvres: Our brothers. Less devout, but the only outsiders allowed in at all.

Quesachi: Powerful, but weak inside. Their lack of focus will be their downfall.

Temekumus: Wandering vagrants who pretend to have any code of note.

Trappers: Stubborn savages who won't submit to their betters.

Wisokwe: Unassuming, but don't underestimate their power.

Yanter: Frozen savages living like animals. Trade for goods, but wash yourself after.

Dushuma armor is made from metal, wood or dragon scale. They use Metal shields.

Common Items: Glowstones, Fine Jewelry, Mason Tools, Mining Tools

Dwellings: Dushuma homes are carved into the caverns they live in. Lower caste dwellings are about 225 sq ft single rooms. Middle castes homes are about 450 sq ft with 1-2 rooms, while the nobility and priests often have 700-1000+ sq ft with 3-6 or more rooms.

COMMON NAMES

Dushum have a complex naming system that shows their caste. A full name includes, in order: Given Name, Caste, Job/Rank, City of Birth. Noble names are slightly different, in that instead of a Job name, they have a House name. Tainted only have a given name and caste name.

Male: Adini, Dipti, Nergal, Sar, Sumai

Female: Anki, Gashan, Hilimaz, Mendalla, Uanna

House: Aranis, Parzillu, Pullukkis, Sagapi, Sarpu

Caste Names: Enu (Priest), Siru (Noble), Wapisu (Artisan), Erresu (Laborer), Tamkaru (Merchant), Abdu (Servant), Arsu (Tainted)

Job Names: Daialu (Scout), Dushuma (Dragon Rider), Kapsarru (Sculptor), Nappahu (Smith), Ummianu (Scribe)

City Names: Anbabu, Nawru, Qasdu. There are only three Dushuma cities, so city names are always one of these three.

KALVRES

Home Region: Khopesh Coast

Racial Modifiers: +1 STR, -1 PER, Intimidate

Racial Ability: Constant Vigilance

Unique Talents: Riding (Chariots)

Languages: Kalvren (Native & Trade)

CULTURE

The great empire to the west, the only one that stands a chance of rivaling the Quesachan. Across the Kihua Sea, along the Khopesh Coast and snuggling up against the Drakespine Mountains, live the Kalvres. In their territory lies the holy site Utora, a sheer cliff side where many ancient dragons found their final resting place.

A society of strict castes, priests and nobility sit on the top, followed by warriors, artisans, laborers, merchants, slaves, and the untouchables. There is glory and greatness in war. They respect power and integrity - a strong force of will is just as admirable as physical prowess. The Kalvres are always seeking to expand their territory, as dictated by their gods. This Great Expansion led them to invade the lands of the Red River People, driving half from their homes to become the Dulisi and the others underground to become the Trappers. After centuries, they still fight a bitter war with the Trappers to claim the Redwater Rainforest.

Everything in Kalvren life is seen as an obstacle to conquer, whether one fights enemies on the battlefield or outwits an opponent in court. Kalvres who seek the adventuring life are often retired soldiers seeking to reclaim old glory, or lower castes looking to prove themselves in the outside world. Occasionally, scouts and spies will travel to other lands to better learn weaknesses and how to best continue their conquest. It's worth noting while rank and file soldiers are always male, Kalvren military officers are exclusively women from the warrior caste - women are seen as better organizers.

APPEARANCE

The Kalvres have dark, thick, wavy hair and curly facial hair. Men are often very hairy, and tend to grow thick,

dense beards. Their faces are long and rectangular, which thick, full lips. They tend to have longer and broader noses, and other skin tones.

What you wear depends on what you are; clothing changes depending on caste and role. Most people who aren't priests or nobles use cotton or other light linens. Servants and farmers wear waist wraps and loincloths with simple waist-length tunics. If they wear shoes, it's usually cloth wrappings around their feet. Women of all castes wear long, short sleeved dresses that reach down to the ankles. Upper castes wear knee length tunics, often with straw or moss woven sandals. The higher in rank, the more colorful, layered, finely woven and elaborate the tunics become. Both men and women of the upper castes wear make-up; blues and greens being more popular in men, with women preferring reds. Gold and silver jewelry - rings, earrings, necklaces - adorn many priests and nobles.

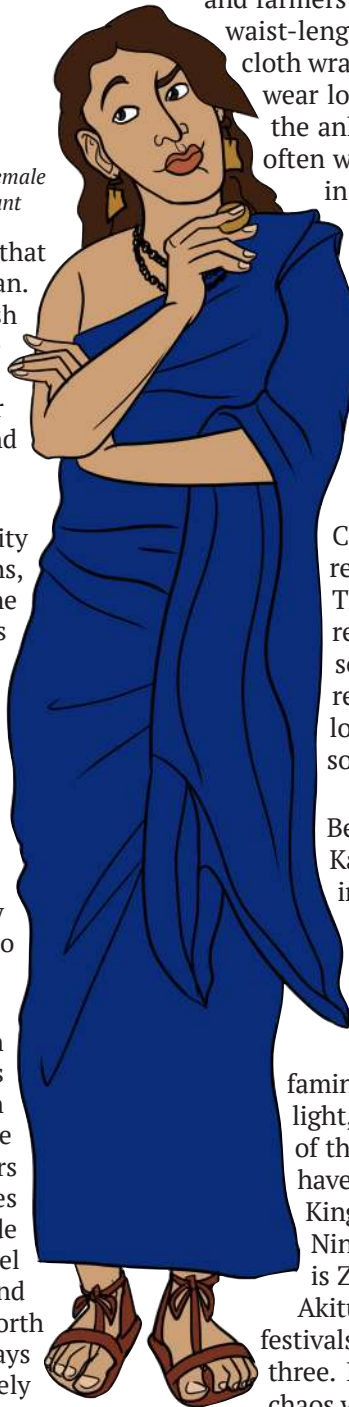
RELIGION

Cosmic order maintains the universe through reincarnation, trials, rewards and punishments. The gods govern this order, and the Kalvres reflect it through their caste system. Good souls are rewarded with a better life when they reincarnate, wicked souls are punished with a lower caste. Eventually, after several good lives, souls become stars.

Beyond this focus on reincarnation are the Kalvren Pantheon. Hundreds of gods of varying import fill its ranks, but eleven are most important and influential. Leading the gods is Zivu, patron of justice, war, and of fathers. His wife Ninmu is the goddess of fertility, the harvest, marriage, and mothers. Ninmu's brother, Da'imu, is the god of death, disease, famine, and dreams. Marutu is goddess of the sun, light, fire, and the hearth. She is the sister and lover of the moon god Nannamu. Marutu and Nannamu have two children, Isimud, goddess of magic, and Kingu, god of the forge. The daughter of Zivu and Ninmu is Bulu, protector of animals. Her brother is Zaidu, patron of the hunt, athletes, and sports. Akitu is Zivu's older brother, god of feasts and festivals, with Addiupu being the youngest of the three. He is the god of music and storms, creating chaos with his drums and other instruments.

The gods are far from perfect; there are many stories of them bickering amongst themselves, but they have also been struggling to keep the universe as the Kalvres know it alive. Thus they are worthy of respect, worship, and sacrifice.

Kalvren female merchant



ALCHEMY & MAGIC

The gods grant magic to select few mortals, and Kalvres are wise not to waste the gift. Regardless of caste, mages are integrated into society effectively. **Priests and nobles** empower their prayers or healing abilities with Positive Energy, while **warrior** mages fight and use their spells to devastate enemies on the battlefield with Fire or Earth. **Artisans** refine their crafts and laborers supplement their mining and farming with Earth magic, and all other castes focus on Earth magic as well. Alchemists follow a similar pattern. Kalvren mages get a free **Tier I Energy, Fire, or Earth spell** based on their caste. They get a -1 EP cost to their selected spell branch for spells that cost 2 EP or more.

With their biggest competitor being the Quesachi, many Kalvren alchemists study different ways to defeat the strong, dreaded golems and copy the properties of soul stones. This research has led to phylacteries, substitutes as magical batteries. The trade-off is precarious, however: phylacteries are very unstable, leading to disastrous results. See **RADIATION** in **CHAPTER 3: MAGIC** in **SECTION I: WELCOME TO WARACLE**.

Kalvren alchemists mostly focus on Earth to devastate enemies on the battlefield, and often know **Terrarium I** on creation.

EQUIPMENT

Kalvres use all General Weapons, except they replace standard spears with iron spears. See **CHAPTER 5: WEAPONS AND GEAR** for more details. A Common weapons is the khopesh. Good weapons are bladed maces, iron spear, and battle axes.

Kalvren armor is made from cloth, wood or metal. They use Wicker and Metal shields.

Common Items: Mining Tools

Dwellings: Kalvres homes are generally made of mud or sandstone and all are at least 3 stories tall, each story with a single room. Lower caste homes are 150-350 sq feet per floor. Upper caste homess are about 600-1000+ sq ft per floor with 2-4+ rooms per floor.

OUTLOOK:

Bizeem: Their navy is too strong. One day they will fall to us. For now, trade.

Dulisi: Weaklings whose ancestors fled our might. Untrustworthy wanders.

Dushum: Our pious brothers. A bit stuffy, but loyal and true to the gods.

Quesachi: Hairless boys playing at war. They will fall, and fall far.

Temekumus: Somewhat refined for savages. Their fine silks and coffee are worth the camel stench.

Trappers: Brutal savages who refuse to submit. Be wary while in their lands.

Wisokwe: They will fall to us one day, but beware their rabid berserkers.

Yanter: Ice-addled feral dogs with admirable ferocity. Look out for their whale bone ships.

COMMON NAMES

Kalvres have a complex naming system that shows their caste. A full name includes, in order: Given Name, Caste, Job/Rank, City of Birth. Noble names are slightly different, in that instead of a Job name, they have a House name. Untouchables only have a given name and caste name, as they are spiritually dirty and unimportant.

Male: Dadanum, Enusat, Hunzuu, Kuri, Vripaa

Female: Amata, Gemeti, Kullaa, Ubalnu, Zakiti

House: Abnu, Birtu, Ezzu, Nur, Suintinnu

Caste Names: Enu (Priest), Siru (Noble), Qurdu (Warrior), Episu (Artisan), Erresu (Laborer), Tamkaru (Merchant), Mahisu (Archer), Abdu (Servant), Arsu (Tainted)

Job Names: Assaru (Charioteer), Baeru (Fisher), Erresu (Farmer), Urasu (Mason)

City Names: Bukru, Zaidu, Merenu, Turtak, Hasbu, Ubar. There are only six Kalvren cities, so city names are always one of these; those born in the countryside are identified by the city whose jurisdiction they fall under.



Kalvren male warrior

QUESACHI

Home Region: Quesachan Empire

Racial Modifiers: +1 INT, -1 END, Education

Racial Ability: Reading (Native)

Unique Talents: Black Blades, Serpent Striker, and Golemology talent trees.

Languages: Quesachan (Native & Trade)

CULTURE

By far and away the dominant society of the known world, the Quesachi run an empire that spans all of Iyoteno and southern Teoqui. Originally a collection of smaller, often warring kingdoms and empires, the Quesachi united nearly 900 years ago to form their current government.

Quesachi value knowledge and skill. There is some upward mobility for commoners, and any adult can join the military. Public schools make basic education and literacy commonplace, and there are no better academies for alchemy and magic than in the Empire. They love debate and public forums, and enjoy the comforts their advanced technology allows them. Some outsiders might consider them disconnected from the environment, but while a Quesachan might not worship the tree on his land, he respects its many potential purposes from firewood to shelter.

Love of education does not mean the Quesachi are pushovers, however. Their army is a force to be reckoned with, utilizing not only several highly trained special forces, but also thousands of giant war golems used as shock troops. Quesachi who are drawn to adventure are often peasants or younger children of nobles that have few responsibilities and who seek more excitement in their pampered lives. Occasionally, soldiers will retire from the military early to pursue a less restrictive occupation for their blades.

APPEARANCE

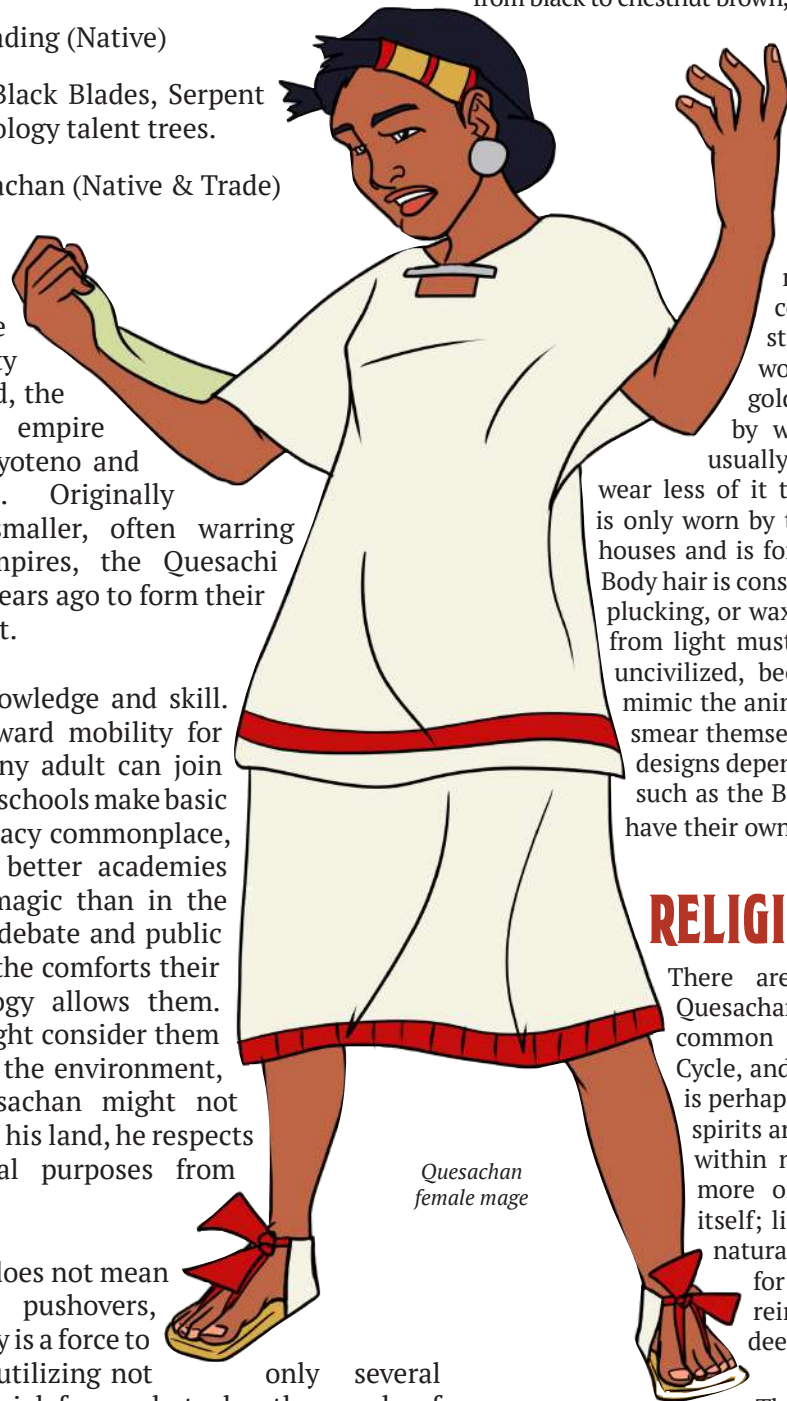
Quesachi tend to be shorter and stocky, with high cheekbones, strong jaws, and wide noses with strong bridges. Their skin tones range from medium tan to deep russet, with dark brown or black hair. Their eyes often have heavy lids and their irises are a range from black to chestnut brown, and rarely green or copper.

The hot weather requires Quesachi to dress lightly. Cotton is the most common fabric and most clothes are loincloths, skirts, huipil and the like. Cloaks are worn in bad weather and the rare cold. Nobility have more elaborate hairstyles and colorful embroidery to show their status. Jewelry is worn by men and women, usually made from azure or gold by nobles, and silver or bronze by wealthy merchants. Commoners usually have wood or bone jewelry, and wear less of it than lavish nobles. Jade jewelry is only worn by the oldest, most powerful noble houses and is forbidden for commoners to wear. Body hair is considered unseemly, and so shaving, plucking, or waxing body hair is common. Aside from light mustaches in older men, beards are uncivilized, because only barbarians want to mimic the animals they act like. Many warriors smear themselves in face and body paint - the designs depend on rank and unit. Special units such as the Black Blades and Serpent Strikers have their own unique paint designs.

RELIGION

There are many religions within the Quesachan Empire. The three most common are the Old Gods, The Great Cycle, and The Four Winds. The Old Gods is perhaps the most ancient, and worships spirits and gods both good and evil living within nature. The Great Cycle focuses more on the nature of the universe itself; life and death are part of a great natural cycle, and both are important for cosmic balance. Souls are reincarnated upon death, and your deeds determine your next life.

The Four Winds worships four gods and their minions who run the universe. Each god is represented by a cardinal direction. The Northern Wind is cold and brings death. The Southern Wind is wild and brings monsoons; the Eastern Wind heralds the rising sun, bearing light and illumination; The Western Wind is dry and precludes the night, pushing away the sun until dawn.

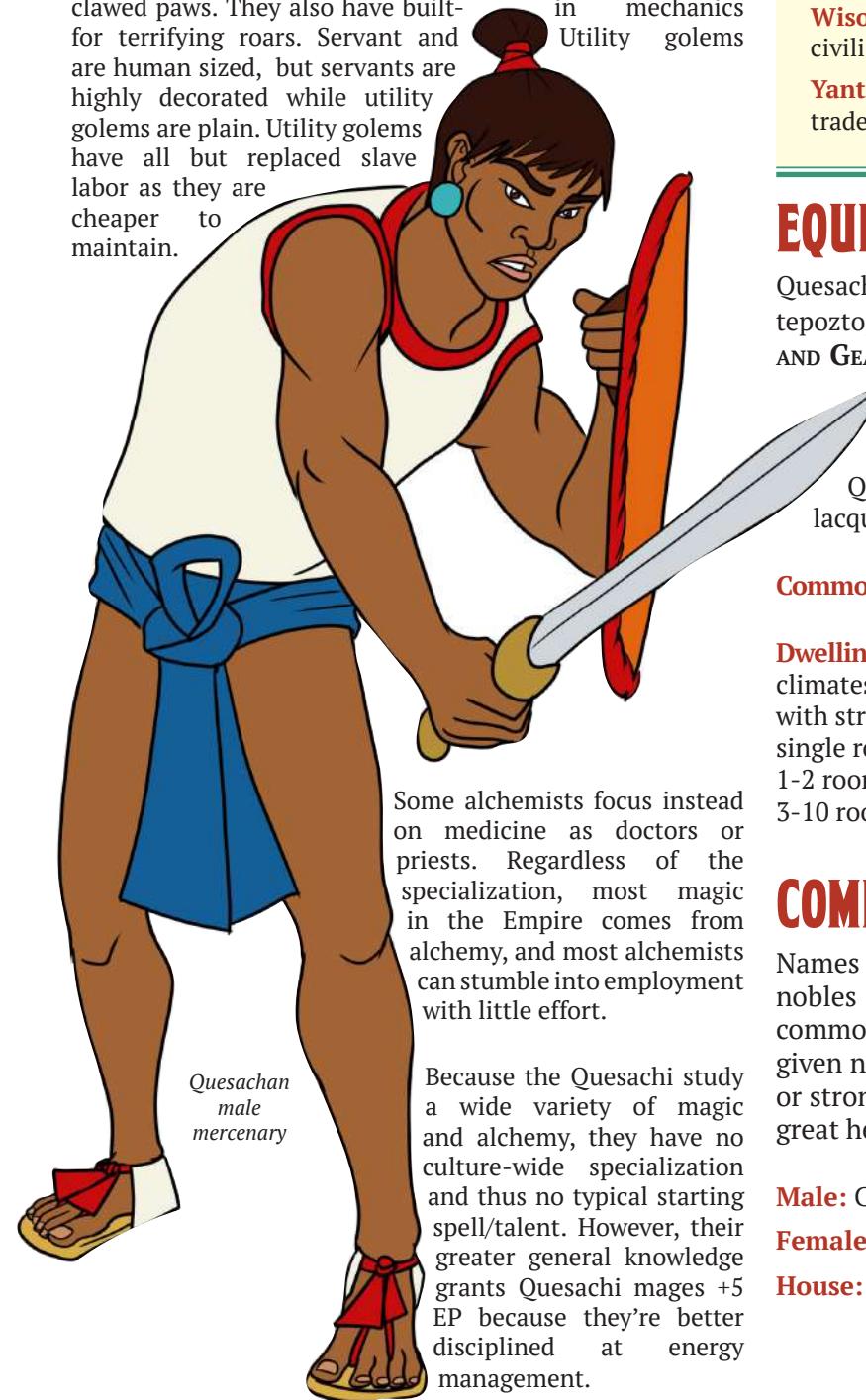


Quesachan female mage

ALCHEMY & MAGIC

Quesachi have more magic schools per mile than any other nation. All cities have at least one or two dedicated institutions, and even in remote areas, there's often an alchemy school within 25 miles. Those with raw magical talent attend mage seminaries to study the five elements, while non-mages with a passion for alchemy attend alchemical academies. Most Quesachi mages end up in the military or in utility jobs, often helping to maintain special transit such as landships or The Bridge's magnet tram.

Alchemists focus on analyzing spell formulas, potions, and golems. Many alchemists are, simply put, golem programmers. This is an important job, as Golems are a core aspect of Quesachan society. They come in three basic varieties. War Golems stand between 8-10 feet tall with jaguar heads and clawed paws. They also have built-in mechanics for terrifying roars. Servant and Utility golems are human sized, but servants are highly decorated while utility golems are plain. Utility golems have all but replaced slave labor as they are cheaper to maintain.



Quesachan male mercenary

Some alchemists focus instead on medicine as doctors or priests. Regardless of the specialization, most magic in the Empire comes from alchemy, and most alchemists can stumble into employment with little effort.

Because the Quesachi study a wide variety of magic and alchemy, they have no culture-wide specialization and thus no typical starting spell/talent. However, their greater general knowledge grants Quesachi mages +5 EP because they're better disciplined at energy management.

OUTLOOK:

Bizeem: Great merchants with wonderful crafts. Be wary when haggling.

Dulisi: Vagabonds. Great performers, but watch your purse around them.

Dushum: Reclusive zealots little better than their Kalvren brothers.

Kalvres: Feral dogs playing at empire building. Do not trust them.

Temekumus: Petty sand-kickers who think they are great warriors. An annoyance.

Trappers: Wild savages, but admittedly useful as a tool against the Kalvres.

Wisokwe: Backwards tree-huggers pretending to be civilized. Not a threat.

Yanter: Hairy savages, but they are fantastic trade partners. Just try to ignore the strong smell.

EQUIPMENT

Quesachi use all General Weapons, except they use tepoztopilli instead of spears. See CHAPTER 5: WEAPONS AND GEAR for more details. Common weapons are atlatls, churika and tepoztopilli. Good weapons are macuahuitl, urumi, and black churika.

Quesachan armor is made from cotton, wood or lacquered bamboo. They use wood shields.

Common Items: Avocado, Maguey, Weak & Standard Potions

Dwellings: While the empire is vast and covers several climates, most Quesachi homes are generally adobe brick with straw roofs. Commoner dwellings are about 250 sq ft single rooms. Middle class homes are about 500 sq ft with 1-2 rooms, and nobles live in homes 750-1000+ sq ft with 3-10 rooms.

COMMON NAMES

Names vary depending on the region. Most commonly, nobles have a given name and a House, while commoners only have a given name. Children are often given names to represent positive traits, such as clever or strong. House names usually come from animals or great heroes and gods. Nicknames are common.

Male: Cualli, Izel, Necalli, Tlacelel, Tupac

Female: Ahuiliztli, Coaxoch, Cuicatl, Nenetl, Xochitl

House: Acuahuitl, Chimalli, Coyotl, Nopaltzin, Xiuhcoatl

TEMEKUMUS

Home Region: Lightburn Desert

Racial Modifiers: +1 AGL, -1 STR, Fitness

Racial Ability: Camel Lord

Unique Talents: Camel Lord

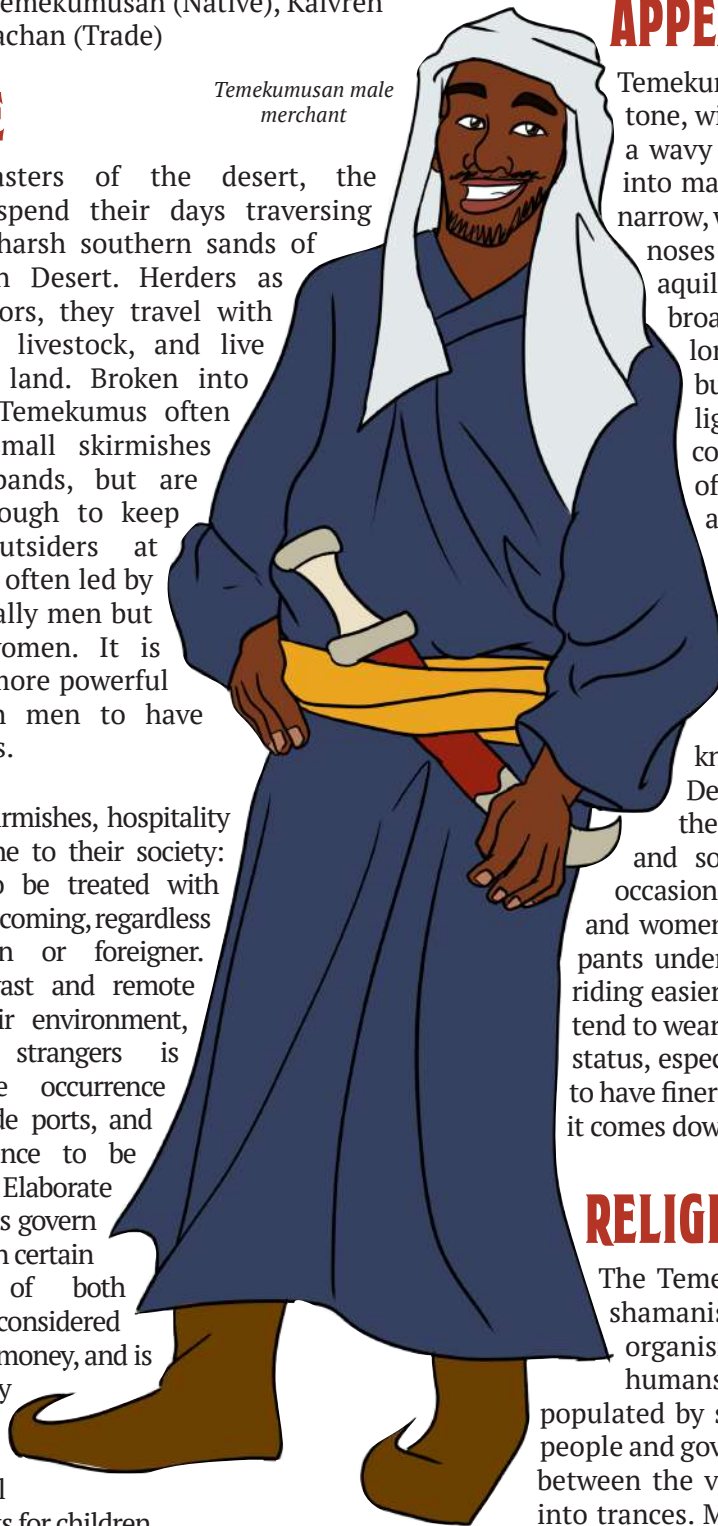
Languages: Temekumusan (Native), Kalvren (Trade), Quesachan (Trade)

CULTURE

Nomadic masters of the desert, the Temekumus spend their days traversing the hot and harsh southern sands of the Lightburn Desert. Herders as well as warriors, they travel with their grazing livestock, and live well off the land. Broken into small clans, Temekumus often break into small skirmishes with other bands, but are organized enough to keep unwanted outsiders at bay. Clans are often led by warlords, usually men but sometimes women. It is common for more powerful Temekumusan men to have multiple wives.

Despite the skirmishes, hospitality is a cornerstone to their society: visitors are to be treated with respect and welcoming, regardless if they're kin or foreigner. Due to the vast and remote nature of their environment, encountering strangers is a fairly rare occurrence outside of trade ports, and is an experience to be embraced. Elaborate rituals and rules govern hospitality, with certain expectations of both parties. It is considered rude to ask for money, and is more customary for visitors to repay hosts by offering small tokens or sweets for children.

Temekumusan male merchant



Camels are the primary transportation method, but their role is far more important than simple pack mule. Camels are constant companions and members of the family. They are well fed and groomed, and their milk provides much of valuable sustenance of a Temekumusan's daily diet. Wealth is measured in camels and livestock – often sheep, goats, or yaks. Adventurer Temekumus are usually young warriors seeking to prove themselves, merchants, or outcasts.

APPEARANCE

Temekumus are deep bronzed to mahogany in tone, with blue-black or very dark brown hair of a wavy or coarse texture. Some style their hair into many tight braids. Their faces are long and narrow, with strong chins. Some Temekumus have noses like their faces - narrow and long, often aquiline. Others have wider, almost flaring and broad nostrils. Their eyes tend to have very long slits, giving them a wide appearance, but with a slender height. Browns both light and dark are the most common eye colors, with honey rarely occurring. Men often keep short well-groomed beards, or at least a mustache or goatee.

Though lighter linens are a popular way to beat the heat, dark blue and black clothes aren't uncommon. Temekumusan people cover much of their bodies up to protect them from the sun. Men wear head wraps known as kufiyas, and women wear shawls. Depending on the weather, some may wrap their head coverings to protect their face, and some women will wear veils on certain occasions. Men wear long sleeve shirts or robes, and women often have long sleeved robes. All wear pants underneath and leather boots to make camel riding easier. Jewelry is worn by most, though women tend to wear more and larger pieces. It can be a sign of status, especially golden jewels. People of status tend to have finer linens with brighter colors, though part of it comes down to personal tastes.

RELIGION

The Temekumusan belief system is a mixture of shamanism and animism. The universe is a living organism, and there is a visible world, which humans live in, and an unseen spirit world populated by spirits and gods. These spirits act upon people and govern fates. Shamans act as intermediaries between the visible and the spirit world, often going into trances. Many Temekumus perform small prayers or rituals before special tasks, or when seeking aid.

OUTLOOK:

Bizeem: Their navy is too strong. One day they will fall to us. For now, trade.

Dulisi: Weaklings whose ancestors fled our might. Untrustworthy wanders.

Dushum: Our pious brothers. A bit stuffy, but loyal and true to the gods.

Quesachi: Hairless boys playing at war. They will fall, and fall far.

Temekumus: Somewhat refined for savages. Their fine silks and coffee are worth the camel stench.

Trappers: Brutal savages who refuse to submit. Be wary while in their lands.

Wisokwe: They will fall to us one day, but beware their rabid berserkers.

Yanter: Ice-addled feral dogs with admirable ferocity. Look out for their whale bone ships.

ALCHEMY & MAGIC

To the Temekumus, magic is a sign of a connection to the spirit world. It cannot be separated from their religion. Any Temekumus with magical abilities is a shaman, regardless of status, gender, or marital ability. White shamans tend to focus on healing and Positive Energy, black on

Negative Energy or Fire, and green on Earth magic. Mages generally know at least one **Tier I Energy, Fire or Earth spell** based on their focus at character creation.

Alchemists usually are also mages, supplementing their natural abilities so they may brew healing potions and antidotes. Non-mage alchemists are often in clans who have no mages, and need a stand-in shaman. These people are seen as having a spirit world connection, but a far more tenuous one. Alchemists get **Soothing Mud** or **Concoct Potion I** at creation.

EQUIPMENT

Temekumus use all General Weapons, except they use a Recurve Bow instead of a Longbow, and every Temekumus - male or female, young or old, has their

Temekumusan woman aiming a recurve bow



own bow. See **CHAPTER 5: WEAPONS AND GEAR** for more details. Common weapons are the khanjar dagger and recurve bow. A Good weapon is the boar spear.

Temekumusan armor is made from linen, leather or silk. They use wicker shields.

Common Items: Quiver, Coffee Beans

Dwelling: Temekumus travel about and live in portable homes called yurts. Yurts are made of fabric or hide, always with a single room. Basic dwellings are about 200 sq ft. Good dwellings are about 400 sq ft. Fine dwellings are about 600 sq ft. Epic dwellings are 800+ sq ft.

COMMON NAMES

Temekumus give their children auspicious names to grant them good fortune in life. Clans have names to identify them amongst other clans, but they are not surnames in common usage.

Male: Batkhuyag, Ganbataar, Ganzorig, Munkhjargal, Toddkhuslen

Female: Altantsetseg, Enkhtuya, Odgerel, Odtsetseg, Solongo

Clan: Baavgay, Khar, Nartai, Jamaa, Jas

TRAPPERS

Home Region: Redwater Rainforest

Racial Modifiers: +1 PER, -1 END, Sneak

Racial Ability: Spiderlike

Unique Talents: Spiderlike

Languages: Namela (Native), Trapper Sign (Native & Special - Trapper only), Kalvren (Trade), Quesachan (Trade)

CULTURE

Though they call themselves the “Kurachu” (“the few”), everyone knows this fiercely resolute people as the Trappers, after their expertise in trap making and ambushes. Fighting to retain their independence, Trappers are masters of guerrilla warfare. They live in elaborate underground tunnels dug into the earth. Setting deadly traps, ambushes, and utilizing poisonous weapons, they retain control of their ancestral jungles in spite of overwhelming opposition.

Craftiness and ingenuity are highly valued among the Trappers. Everyone learns to fashion deadly traps, how to navigate the terrain unseen and unheard. The group is more important than the individual, and skills in cooperation and working in groups are vital to their society. Skills are taught to children at a young age, and while everyone is taught to trap, forage, dig, and craft tools, ability is taken into account. Some will naturally be better at trap making, others better at digging or fighting. Everyone must be equally trained, but scouting groups will be selected according to aptitude. Everyone assists one another and plays off each other’s strengths and supplements weaknesses. They value equality and make important decisions by consensus - they detest the Kalvren caste system.

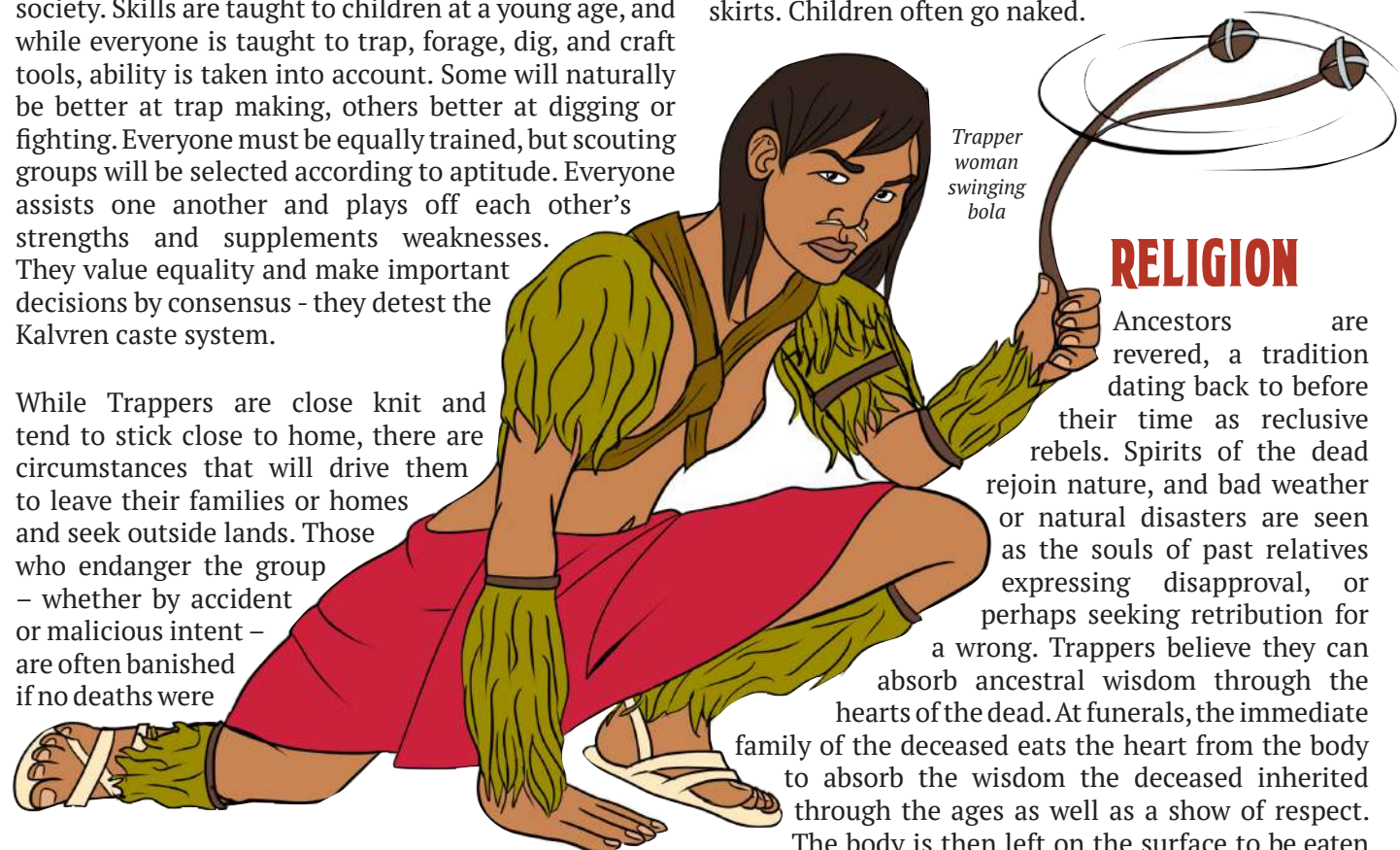
While Trappers are close knit and tend to stick close to home, there are circumstances that will drive them to leave their families or homes and seek outside lands. Those who endanger the group – whether by accident or malicious intent – are often banished if no deaths were

caused. These ostracized criminals are usually branded – often on the face – and are thus shunned from other Trapper groups, forcing them to seek their livelihoods elsewhere. Sometimes, bands tight on food and resources will hire their skills out to foreign interests as assassins. Their knowledge of poisons and traps are unsurpassed, and Trapper assassins are a highly sought commodity. Recently, earthquakes are common in their home region, destroying tunnel systems and forcing some Trappers from their homes to seek new lands.

APPEARANCE

Trappers are short – males barely surpass five feet, and most females are several inches under. Due to their constant time under the earth, or venturing out during the night, skin is generally a very pale ocher to pale russet. Hair is dark to medium brown, and occasionally red-tinted. Their eyes are fairly large, and usually black, shades of brown, or shades of blue. Faces are primarily more oval in shape, with full lips and wide, short noses. Due to their underground life and low-protein diet, Trappers are generally smaller framed and slim.

When scouting or fighting on the surface, Trappers camouflage themselves in furs, mud, or plants. When blending in or interacting with other societies, Trappers adopt to the local fashion, to an extent, with linens and other types of clothes. Amongst their people, men wear small loincloths, and the women wear short wraparound skirts. Children often go naked.



RELIGION

Ancestors are revered, a tradition dating back to before their time as reclusive rebels. Spirits of the dead rejoin nature, and bad weather or natural disasters are seen as the souls of past relatives expressing disapproval, or perhaps seeking retribution for a wrong. Trappers believe they can absorb ancestral wisdom through the hearts of the dead. At funerals, the immediate family of the deceased eats the heart from the body to absorb the wisdom the deceased inherited through the ages as well as a show of respect. The body is then left on the surface to be eaten

by animals and thus, literally return to nature. However, those executed for grave offenses or Trappers otherwise disgraced at death are not shown the same respect. When they die, their heart is cut out and left in their hand, letting both the body and heart rot on the surface.

ALCHEMY & MAGIC

As with everything else in Trapper culture, the use of alchemy and magic is centered on trapping or silently killing your victim. Mages have no special status, but simply use their skills to coordinate with the group to craft better traps and ambushes. Trapper mages use Earth and Water magic as traps, like taking control of plants and land to capture or kill their enemies. Their mages often have at least one **Tier I Earth spell** or a **Tier I Water spell** at character creation.

Trappers are master apothecaries who use plants, mushrooms, and spider venom to create poisons, medicines, and ritual drinks. All Trappers learn basic poison crafting, and many choose to study basic alchemy, especially Earth and Fire concoctions to devastate unwary trespassers, and alchemists often know **Smoke Bomb** or **Spike Trap I**.

EQUIPMENT

Trappers use all General Weapons. See **CHAPTER 5: WEAPONS AND GEAR** for more details. Common weapons are made from Wood or Bone and include digging claws, trowels, bolas, and blowguns. Good weapons are made from Wood and rarely Metal.

Trappers don’t wear a lot of armor, but when they do, it is made from Leather or Crocodile Leather. They also occasionally use shields made of Hide.

Common Items: Glowstone, Ghost Pepper, Hogweed, Valley Lily, Shovel.

Dwelling: Trappers all live in tunnels dug into the earth. They have no variant on dwelling quality. Tunnels are large enough to crawl through, leading into rooms that are tall enough to stand in. Generally, an entire clan will live in a series of tunnels with at least a common room, a kitchen, a gardening room, and a room that serves as an underground dock for rafts and canoes.



OUTLOOK:

Bizeem: Outsiders. Do not trust.

Dulisi: Our lost brethren. Treat them well when they pass through the rivers.

Dushum: Brothers of our foes, they sometimes fight us. Kill them all.

Kalvres: Invading mongrels. They drove us into the ground - kill them all.

Temekumus: Outsiders. Do not trust.

Quesachi: Outsiders. Do not trust.

Wisokwe: Outsiders. Do not trust.

Yanter: Outsiders. Do not trust.

COMMON NAMES

Trappers have only given names, though it’s considered rude to call someone by their name in public - in private with close kin, it’s fine. To them, names carry power and are an essence of your identity. Their names are often traits that are powerful, clever, or dangerous animals and actions.

Male: Aashu, Patu, Guddu, Sarasa, Suti

Female: Dodda, Guttina, Ode, Laghu, Tikta

WISOKWE

Home Region: Sky Plains, Ice Gate

Racial Modifiers: +1 STR, -1 CHA, Persuade

Racial Ability: Bloodhound I

Unique Talents: Berserker talent tree

Languages: Nyakwai' (Native), Quesachan (Trade)

CULTURE

The Wisokwe aren't a nation so much as a catch-all term for the people residing in the northeastern section of the Sky Plains, just south of the Ice Gate Forest. Wisokwe nations share common languages and religions, and this is more a general overview of those common features. They are broken up into five nations, and within nations are tribes and villages. Families trace their lines through matrilineal clans, which span across nations and tribes. Overall, Wisokwe value consensus and planning for the long term.

Great farmers, hunters, and negotiators, Wisokwe prefer diplomacy before resorting to violence. This should never be mistaken for pacifism however - when threatened, the Wisokwe have capacity for brutality unmatched by any. Home and family must be protected at any cost, after all, and the Wisokwe know much about defending what's theirs.

While they can be conquerors and expansionists, the Wisokwe appreciate a good debate as much as they do a battle. Though not as mercantile as the Bizeem, Wisokwe make great negotiators. Family and the good of all, including future generations, comes first before the concerns of an individual. Wisokwe prepare and plan for the long run, and make many decisions based upon what they call, "The Longevity." Is a plan beneficial not only to their families and people now, but seven generations

from now? Many Wisokwe travel in their youth to learn more about the world around them, so that they may guide their own people more wisely one day.

APPEARANCE

Wisokwe are generally copper to dark brown in skin tone. Hair is straight with a high hairline and dark brown or blue-black. Their eyes are often black, dark brown, and rarely green. The Wisokwe have medium noses, often with a hooked bridge and long rectangular faces and broad mouths. Like the Quesachi, Wisokwe men have sparse facial and body hair, often opting to shave or pluck it.

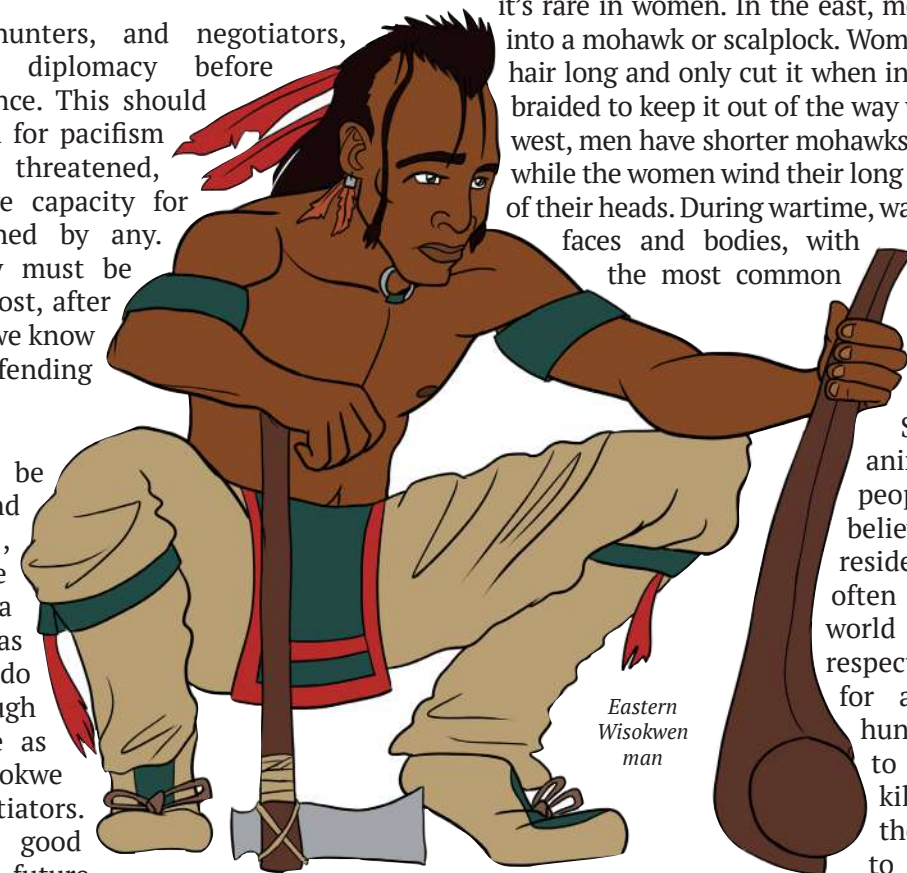
Clothing varies depending on the time of year and region, but most are made from leather, fur, or cotton fabric. Clothes are often decorated and styled with dyed porcupine quills, feathers and furs. Men generally wear leather breechcloths. Leggings and tunica are added in colder weather. Women wear wraparound skirts made of leather or cloth and sometimes wear tunica. All wear fur cloaks or ponchos in cooler weather, and moccasins or boots. Many Wisokwen men tattoo themselves, though it's rare in women. In the east, men's hair is often cut into a mohawk or scalplock. Women usually keep their hair long and only cut it when in mourning. It's often braided to keep it out of the way while working. In the west, men have shorter mohawks with feathers on top while the women wind their long hair into buns on top of their heads. During wartime, warriors will paint their faces and bodies, with red and black being the most common colors.

RELIGION

Spirits embody animals, plants and people. The Wisokwe believe these spirits reside in a spirit world, but often crossover into the world of mortals. Proper respect must be shown for all life, and good hunters give thanks to the animals they kill in recognition of their sacrifice. Failure to properly honor the dead angers spirit chiefs.

Every animal species has a spirit chief that exacts vengeance for transgressions against their charges.

Animals are also associated with certain traits, and many carry carved fetishes of animals whose traits they



Eastern Wisokwen man

wish to embody. For instance, a Wisokwe wearing a deer fetish might wish for swiftness. Most festivals celebrate harvests and key crops - mostly maize, beans, and squash. Some holidays include sacrificial feasts where the people gorge themselves on food in preparation for future fasting. After death, important leaders, war heroes and elders are buried inside earthen mounds.

ALCHEMY & MAGIC

Magic is associated closely with spirits and religion to the Wisokwe. Mages are seen as being in closer connection with the spirits they embody nature. Energy spells, especially those dealing with the expelling and channeling of spirits, are most common. In combat, Wisokwe favor Fire elements, or inducing berserker states.

Wisokwe berserkers are world renowned and feared. Ferocious fighters, berserkers embody the viciousness and tenacity of bears. These rage warriors are not special units or forces, but simply any Wisokwe who takes up arms and chooses to induce the berserker state. It must be achieved through a ritual. This ritual comes in two varieties - allowing oneself to be possessed by a specter, or through potions and plants to induce a hallucinogenic state. The second method is far more common, as the possession has permanent side effects outside of combat, despite inducing a stronger and longer berserker state.

The Wisokwe have extensive alchemical knowledge when it comes to healing and manipulating Air to create lures and traps for hunters. Many are priests seeking methods to better commune with spirits and heal their people, though most Wisokwe know basic herbology, if not basic potion brewing. Wisokwe mages usually know the **Air Tunnel** spell and alchemists often know **Bewitching Brew**.



Western Wisokwen woman

OUTLOOK:

Bizeem: Great trade partners. Dangerous in a negotiation, but otherwise fine.

Dulisi: Listless and thoughtless of the future. Mostly harmless, but pity them.

Dushum: Strange and reclusive, we rarely see them in our lands.

Kalvres: Beware their expansionist tendencies.

Quesachi: Pompous pampered pansies. But their coin and food are good.

Temekumus: Warriors who brave the desert. We respect them.

Trappers: They are duplicitous, but defend their home. Respect and beware.

Yanter: Beasts masquerading as men. Kill them whenever possible.

EQUIPMENT

Wisokwe use all General Weapons. See **CHAPTER 5: WEAPONS AND GEAR** for more details. Common weapons are made from stone, bone or wood and include atlatls and stone tomahawks. Good weapons are made from metal or wood and include Iron tomahawks and war clubs.

Wisokwe don't wear a lot of armor, but when they do, it is made from leather or wooden rods. They use hide shields.

Common Items: Carving tools, Wolfsbane

Dwelling: Wisokwe homes are longhouses made of wood in the east, earthen mounds or chickee huts with thatched roofs in the west. Houses are single rooms meant to house extended families. They can range from about 450 sq ft. to 6000 sq ft.

COMMON NAMES

Wisokwe have a given name and a clan name. In large councils and international affairs, they might also identify with their nation. Clan Mothers have a "pool" of names to use, and when someone dies, their name goes back into the pool to be used again. Therefore, members of the same clan within the same tribe do not have identical names.

Male: Chaffa, Genessee, Otetiani, Laknihaasi, Yoskeha

Female: Genessee, Hashi', Kaniehtiio, Taloa, Waneek

Clan: Bear, Wolf, Squirrel, Armadillo, Falcon, Bobcat, Boar

Nation: Kahòntsi, Koskos, Laenes, Ohneka and Yotahala

YANTER

Home Regions: Northern Wastes, Ice Gate

Racial Modifiers: +1 PER, -1 INT, Observation

Racial Ability: Wastes Waif

Unique Talents: Wastes Waif

Languages: Qaner (Native), Quesachan (Trade)

CULTURE

The harsh Northern Wastes make for equally harsh people. Yanter are resilient, stubborn, and relentless as blizzards. All learn self-reliance from a young age, as well as cooperative skills. Their tribes are close-knit and work together for the survival of their clan – but all are also prepared to brave the wastes alone should they become stranded during a hunt or travel. Because their homeland is a cold, icy waste, resources are scarce. Thus, the Yanter highly value resourcefulness – there are few items they can't find or create a tool or other use for. They see no shame in requiring aid for a complex or dangerous task, but those who cannot perform the simplest of functions are ridiculed and seen as dead weight, with little contribution to the tribe on a whole.

Yanter are primarily hunter-gatherers and are skilled trackers and foragers. Even young children learn early on how to detect dangerous flora from edible plants. If one needs a guide navigating the dangerous northern wastes, there are none better than the Yanter. The semi-nomads find function in just about anything, and value both practicality and art. Their tools are often highly decorative and many balance crafting with practical skill.

As a means to keep their population manageable due to limited resources, marriages are polyandrous - one woman, multiple husbands (usually brothers). Most families have 2-3 husbands, and all husbands are considered fathers to the children sired, regardless of the actual birth parent.

Yanter warfare is not territorial in nature, but rather, as is most everything else in their lives, about acquiring resources. The goal is to take what you can, with minimal losses. As such, Yanter favor quick strikes, ambushes and surprise attacks. Whether by land or sea, they charge in

with an element of surprise and brute force, bulldozing anything in their path. This style of attack makes those with a mixture of warrior and scouting skills quite common. Adventurers are often either raiders or part-time merchants. Some sail further south past Quesachan territory to trade and explore. Yanter who travel alone are often outcasts or young men curious about surrounding lands and people. After all, knowledge is half the battle.

APPEARANCE

Yanter hair ranges from dark auburn to black. Their eyes are often paler shades such as topaz, though they run the spectrum from chestnut to ebony. Taller on average than any other race, most are lean, though rarely emaciated. Faces are often rounder in shape with high, wide cheekbones and wide noses with generally flatter bridges. They tend to be deeply tanned from their extended time out in the sun. Skin tones are often medium to light reddish-brown.

Even during the warmer months, it's chilly for the Yanter. At the very least, they wear pants and long sleeves made from wool or other heavy fabrics, usually bartered from the Quesachi. These clothes are often dyed in greens, blues or reds. In addition, they

Yanter man
harpoon
fishing

wear fur boots. In the winter, dressing in layers is a must. Both men and women wear thick fur parkas with hoods, pants, and gloves over their usual attire. These overclothes are often decorated with red or black trim patterns. Long hair is common for everyone, and men usually grow at least some facial hair - often long enough to braid into different styles.

RELIGION

A common Yanter saying declares, "We don't believe, we fear." They don't worship nature, so much as show it the respect it deserves. Spirits reside in everything - people, animals, plants, rocks, and so on. Most spirits are neither innately good nor evil, but rather chaotic like nature itself. When a person or animal dies, they move into the spirit world. This is not a heaven nor hell, but simply another plane of existence. Shamans are the bridge between the mortal world and the spirit world. Their rituals often involve carved animal masks and figurines that assist in connecting with spirits.

Some spirits are small and inconsequential, others are large and influential, such as the two headed sea otter, Rin and Tou. Rin and Tou, are seen as a personification of the sea. They're respected and feared, but not seen as the creator of the waves, nor the world. Yanter prayers offered to this spirit are more like requests to keep the seas calm on their travels.

ALCHEMY & MAGIC

Unsurprisingly, Yanter mages use lots of Water from snow. It's a versatile element for a versatile people, making life a little bit easier in the Northern Wastes. While not all Yanter shaman are mages, all magically-gifted are shaman. The Yanter see them as a bridge between the mortal and spirit worlds. In combat, Yanter mages often act as support, strengthening raiders during attacks.

Yanter mages often use runes to modify weapons and items. These runes often improve durability of their beloved ships and weapons, or are drawn into the ground to conjure campfires. With their interactions with the Quesachi, the Yanter have picked up a thing or two about brewing potions - which can come in handy when mages are scarce. Antidotes, healing potions and the like are the most in demand. Yanter mages usually know **Snowball** at character creation and alchemists usually learn **Waterproof** or **Concoct Potion I**.

OUTLOOK:

Bizeem: Great trade goods, but be wary of their navy - careful when raiding.

Dulisi: They don't usually have much, but doesn't hurt to pick off stragglers.

Dushum: Reclusive fellows, really attached to their mountains. Strange.

Kalvres: Even great land warriors don't match us on the sea. Free metal!

Quesachi: We need their goods. Don't piss them off, even if they are pompous.

Temekumus: They too know a hostile homeland. Less cooperative, but not all bad.

Wisokwe: Useful resources - plunder them regularly, but beware the Boarmen.

Trappers: Clever trap makers. Perhaps we should try to learn from their tactics.

EQUIPMENT

Yanter use all General Weapons. See **CHAPTER 5: WEAPONS AND GEAR** for more details. Common weapons are made from Bone or Wood and include atlatls, bola, darts, and harpoons. Good weapons are made from Bone, Wood and rarely Metal, and include war clubs.

Yanter armor is made from leather or bone. They use hide shields.

Common Items: Fishing Net, Tent

Dwellings: Yanter are semi-nomadic, and all have a circular summer home made of sod and bone and a portable hide tent home for the winter. Summer homes are generally about 13-24 feet in diameter and 12 feet high, while tents are between 50 and 100 sq ft.

COMMON NAMES

Yanter have given names and band names, though their band names are not used in daily life. Children are often named after body parts and traits - feet run fast, etc - or things in the sky. Often, names come from a deceased friend, relative, or respected person.

Male: Aklaq, Anik, Malik, Nirliq, Tuuq

Female: Aputi, Iqaluk, Nuvuk, Patuktuq, Tulimak

Above: Yanter woman
gathering food



CHAPTER 3 TALENTS & SPELLS

Unlike many RPGs, Waracle does not use levels or classes for character progression. Instead, it uses abilities called Talents. Talents are purchased using XP that your character gains by completing quests, stories and challenges. When creating your character, you will be granted some talents automatically based on your civilization, as well as some XP to purchase a few additional talents. See **CHAPTER 1: CHARACTER CREATION** for more information on creating a character.

Talents are rated by tiers, which indicates how advanced the skill is, and what talents may need to be purchased as prerequisites. There are 5 tiers, which determines the cost of XP to purchase the talent. Below are the xp cost of tiers both at character creation and after, as talents are cheaper during creation (See **CHAPTER 1: CHARACTER CREATION**):

TALENT/SPELL COST

| Tier | I | II | III | IV | V |
|---------------|------|------|------|-------|-------|
| Creation Cost | 1 XP | 2 XP | - | - | - |
| Regular Cost | 3 XP | 6 XP | 9 XP | 12 XP | 15 XP |

Some talents have particular requirements before purchasing, such as an attribute rank, civilization, roleplaying situations, or other criteria. These are defined in the talents themselves.

TALENT TREES

Talents are divided into trees and subtrees that represent different areas of expertise and knowledge. Each tree has a few tiers, and sometimes subtrees. Talent Trees are organized into six main categories: Arcane Spells, Combat, Knowledge, Profession, Specialist and Transportation:

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When looking up talents or spells, they are laid out by talent tree in a the format seen below:

BRANCH NAME

Talent Name

Tier: What tier on the tree the talent is, which determines XP cost. Tiers are I, II, III, IV or V

Requirement: Any requirements your character must have before buying the talent. Some talents have an attribute requirement, or even a civilization requirement.

Type: Activated or Sustained. **Activated** talents cost EP to use. **Sustained** talents happen automatically under certain circumstances, or are a permanent change to your character's stats.

EP Cost: Cost of EP to use, if any. Sustained talents do not cost EP.

Range: If the talent requires throwing or spellcasting, the range of the talent's abilities is specified here. This field is not included if the talent requires no range.

Description: Describes what talent does.

Some talents and spells cause status effects, such as Stunned, Bleeding, Soaked, etc - or special blows such as Critical attack/damage. What these status effects and special damages do and how they are handled is detailed in **CHAPTER 4: ENCOUNTERS AND CHALLENGES**.

ARCANESPELLS



Arcane spells are a special form of talent that requires a character have the **Mystic** perk to use. They represent the spells and magic mages can cast. There are five elements to magic: **Air**, **Earth**, **Energy**, **Fire** and **Wind**. Below are the different elements of magic and spells associated with them, as well as a specialized tree, **Necromancy**. See **CHAPTER 3: MAGIC** for more information on the lore of magic in *Waracle*.

Some spells are **Enchantable**. Enchanting means imbuing an item, weapon or armor with a spell’s traits. Enchantments can be **Permanent** or **Temporary**. Permanent Enchanting requires the **BATTERY ACID TALENT**, and cost double EP to cast.

Temporary enchantments cost the same EP as a normal spell. The duration of a Temporary enchantment lasts a number of rounds based upon the Tier level of the spell:

TEMPORARY ENCHANTMENT DURATION (ROUNDS)

| Tier | I | II | III | IV |
|------|---|----|-----|----|
|------|---|----|-----|----|

| | | | | |
|------|-----|--------|------|--------|
| Cost | 1d5 | 1d5 +1 | 1d10 | 1d10+2 |
|------|-----|--------|------|--------|

Not all spells are enchantable, and there are no Tier V spells that are temporarily enchantable. Spells are treated as Ranged attacks and count as a Standard Action unless otherwise specified.



AIR ELEMENT

The Air element controls things like breath, winds, and sound.

Air Slice

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Medium
Description: A crescent blade of air slices through your foe, causing 1d5 Slashing damage.

Wind Sword

Tier: II
Requirement: Air Slice
Type: Activated
EP Cost: 3 EP
Enchantable: No
Description: You form a wind sword Common to your culture, of your choosing. The wind sword uses the same attributes as the weapon it mimics, but adds +1 Wind to damage. The wind sword lasts for 1d5+1 rounds before dissipating.

Air Slash

Tier: II
Requirement: Air Slice
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Medium
Description: A crescent blade of air slices through your foe, causing 1d5+1 Slashing damage.

Air Tunnel

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Short
Description: You cast a powerful wind that pulls in one target. The target must make a Fitness test at Average difficulty or be pulled from Short range to Touch range.

Vacuum

Tier: II
Requirement: Air Tunnel
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You cast a powerful wind that pulls in one target. The target must make a Fitness test at Tough difficulty or be pulled from Short range to Touch range. There is a 20% chance to Immobilize the target for 1d5 rounds.

Gust

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Short
Description: A burst of air slams through your foe, causing 1d5 Bludgeoning damage.

Zephyr

Tier: II
Requirement: Gust
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: A burst of air slams through your foe, causing 1d5+1 Bludgeoning damage.

Hover

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Enchantable: No
Description: You float a foot off the ground for 1d5 rounds. While hovering, you are immune to Knockdown attacks or any earthquake-based attack.

Glide

Tier: II
Requirement: Hover
Type: Activated
EP Cost: 6 EP
Enchantable: No
Description: You create gusts of wind that allow you to glide for 1d5 rounds. **CHAPTER 2: RULE LAWYERING** in the **GAME MASTER GUIDE** for Gliding rules. You glide at a rate equivalent to a creature with 4 AGL.

Nimbus

Tier: III
Requirement: Glide
Type: Activated
EP Cost: 9 EP
Enchantable: No
Description: You create gusts of wind that allow you to Fly for 1d5 rounds. See **CHAPTER 2: RULE LAWYERING** in the **GAME MASTER GUIDE** for Flying rules. You fly at a rate equivalent to a creature with 4 AGL.

Sonic Shriek

Tier: I
Requirement: None
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You release an ear-piercing shriek which Deafens all enemies within range for 1d5 rounds. In addition, all enemies must make a Focus test at Average difficulty or be Stunned for 1d5 turns.

Wind Cannon I

Tier: I
Requirement: None
Type: Activated
EP Cost: 3-5 EP
Enchantable: No
Range: Medium
Description: You launch up to 3 slots worth of objects towards your foe like a cannon, inflicting 1d5 damage +1 for each slot. If launching a weapon, you instead inflict 1d5 + the weapon’s DR. Each additional slot fired beyond the first costs an additional 1 EP.

Wind Cannon II

Tier: II
Requirement: Wind Cannon I
Type: Activated
EP Cost: 3-7 EP
Enchantable: No
Range: Long
Description: You launch up to 5 slots worth of objects towards your foe like a cannon, inflicting 1d5 damage +1 for each slot. If launching a weapon, you instead inflict 1d5 + the weapon’s DR. Each additional slot fired beyond the first costs an additional 1 EP to fire.

Wind Cannon III

Tier: III
Requirement: Wind Cannon II
Type: Activated
EP Cost: 3-9 EP
Enchantable: No
Range: Distant
Description: You launch up to 7 slots worth of objects towards your foe like a cannon, inflicting 1d5 damage +1 for each slot. If launching a weapon, you instead inflict 1d5 + the weapon’s DR. Each additional slot fired beyond the first costs an additional 1 EP.

Whoosh!

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Short
Description: You cast a gust of wind at up to 3 targets within range. Targets must make an Acrobatics test at Average difficulty or be knocked back one range.

Tornado

Tier: II
Requirement: Whoosh!
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You conjure a small tornado which inflicts 1d5 Bludgeoning damage against all targets within range. Any target within Touch range must make an Acrobatics test at Average difficulty or be Knocked Down.



EARTH ELEMENT

The Earth element controls things like ground, sand, stone, minerals, and even bone.

Boulder

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Enchantable: No
Range: Short
Description: You conjure a large rock that slams into a single target, dealing 1d5+1 Bludgeoning damage.

Bullet Storm

Tier: II
Requirement: Boulder
Type: Activated
EP Cost: 5 EP
Enchantable: No
Range: Short
Description: You shoot a barrage of pebble bullets in a wide spray that either hits one foe for 1d10 damage, or up to 3 foes in front of you for 1d5 damage.

Rock Barrier

Tier: II
Requirement: Boulder
Type: Activated
EP Cost: 3 EP
Enchantable: Yes (Armor, Clothing)
Range: Short
Description: You create a rock wall up to 10 feet long and 10 feet high that lasts 1d5 rounds and has 50 HP. No attacks can hit you from that side until Rock Barrier wears off or is destroyed. If used for enchanting, it encases an object in a rock coating that grants 50% Resistance to Nonelemental Damage (Bludgeoning, Piercing, and Slashing) based attacks.

Rock Blade

Tier: II
Requirement: Boulder
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You conjure a rock sword Common to your culture, of your choosing. The rock sword uses the same attributes as the weapon it mimics, but adds a +2 to damage. The rock sword lasts for 1d10 rounds before crumbling.

Rock Fist

Tier: II
Requirement: Boulder
Type: Activated
EP Cost: 5 EP
Enchantable: No
Range: Touch
Description: Encase your fist in rock, adding +2 DR when punching for 1d5+1 rounds. Rock Fist can break through Rock Barrier with two hits.

Rockslide

Tier: III
Requirement: Bullet Storm
Type: Activated
EP Cost: 9 EP
Enchantable: No
Range: Short
Description: You conjure a wave of earth in front of you, dealing 1d10 Bludgeoning damage to any foes within range. Enemies hit must make an Acrobatics test at Tough difficulty. If they fail, they are Knocked Down.

Sandstorm

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Enchantable: No
Range: Short
Description: You create a sandstorm that covers a Short radius from you, lasting 1d5 rounds. Anyone caught in the sandstorm suffers -2 AB and -2 DB with a 10% chance to be Blinded.

Stalagmite

Tier: II
Requirement: Sandstorm
Type: Activated
EP Cost: 5 EP
Enchantable: Yes
Range: Short
Description: You create spikes of rock that shoot out of the earth and stab a target, causing 1d5+1 Piercing damage. The target must make an Acrobatics test at Average difficulty or be Crippled for 1d5 rounds. If used in an enchantment, Stalagmite covers the object in rock spikes that cause an additional 2 Piercing damage.

Exploding Earth I

Tier: II
Requirement: Sandstorm
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You conjure a hard dirt clod and fire it at a target. It explodes upon impact, with a Short blast radius. Anyone caught in the explosion takes 4 Bludgeoning damage and must make an Acrobatics Test at Easy difficulty or become Blinded for the next 1d5 rounds.

Exploding Earth II

Tier: III
Requirement: Exploding Earth I
Type: Activated
EP Cost: 6 EP
Enchantable: No
Range: Medium
Description: You conjure a hard dirt clod and fire it at a target. It explodes upon impact, with a Short blast radius. Anyone caught in the explosion takes 8 Bludgeoning damage and must make an Acrobatics Test at Average difficulty or become Blinded for the next 1d5 rounds.

Entangling Vines I

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Enchantable: No
Range: Short
Description: You conjure vines that erupt from the earth. Anyone caught in these vines must pass an Acrobatics Test of Easy difficulty, or they become ensnared and cannot move - but can still attack anyone within range of their weapon at -1 AB. Each turn, ensnared foes must make an Acrobatics Test of Easy difficulty to break free, or remain ensnared until entangling vines wears off after 1d5 rounds. War Golems must pass an Acrobatics test of Average difficulty or be ensnared. If ensnared, they must pass a second Acrobatics test at Tough difficulty or be tripped.

Entangling Vines II

Tier: II
Requirement: Entangling Vines I
Type: Activated
EP Cost: 6 EP
Enchantable: No
Range: Short
Description: You conjure vines that erupt from the earth. Anyone caught in these vines must pass an Acrobatics Test of Average difficulty, or they become ensnared and cannot move - but can still attack anyone within range of their weapon at -2 AB. Each turn, ensnared foes must make an Acrobatics Test of Average difficulty to break free, or remain ensnared until entangling vines wears off after 1d5 rounds. War Golems must pass an Acrobatics test of Tough difficulty or be ensnared. If ensnared, they must pass a second Acrobatics test at Tough difficulty or be tripped.

Bladed Leaves

Tier: II
Requirement: Entangling Vines I
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You fire 1d10 razor sharp leaves from your hand at a single target. Each leaf deals 1 Slashing damage.

Mudsling

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Short

Description: You sling mud at a single target’s face. Your target must make an Acrobatics test at Easy difficulty or be Blinded until the mud can be wiped off which takes 1 round.

Grime

Tier: II
Requirement: Mudsling
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short

Description: You create a puddle of thick, deep mud that spans 5 by 5 feet. Anyone who steps into Grime must make an Acrobatics test at Average difficulty or be Immobilized for 1d5 rounds. This counts as a Delayed Action.

Quicksand

Tier: III
Requirement: Grime
Type: Activated
EP Cost: 8 EP
Enchantable: No
Range: Short

Description: You transform a section of the ground into a deadly pool of quicksand. Anyone caught within the 5 by 5 foot area must make an Acrobatics test at Average difficulty or be trapped. Each round, anyone caught may make a Fitness test at Tough difficulty to break free. While attempting to break free, no action other than escaping is possible. If unable to break free within three rounds, anyone caught sinks fully into the trap and begins to take 2 damage per round until dead or rescued. This counts as a Delayed Action.



ENERGY ELEMENT

The Energy element is very versatile. While energy can be found in everything, only the greatest mages can control things through energy alone. More commonly, energy controls electricity and can influence spectral beings. Mages with some Water familiarity can also learn to manipulate blood and wounds with Energy, becoming deadly foes.

Force Push

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Touch

Description: You create a ball of energy that pushes a single target from Touch range to Short range. The target must make an Acrobatics test at Easy difficulty or be Knocked Down.

Forceful Blow

Tier: II
Requirement: Force Push
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Touch

Description: You create a ball of energy that pushes a single target from Touch range to Short range and causing 1d5 Bludgeoning damage. The target must make an Acrobatics test at Average difficulty or be Knocked Down.

Paralyze

Tier: II
Requirement: Force Push
Type: Activated
EP Cost: 5 EP
Enchantable: Yes (Weapons)
Range: Short

Description: You control the energies in a single target’s body. The target must make a Focus test at Average difficulty, or be Stunned for 1d5 rounds. When used as an enchantment, enemies struck with the weapon must make a Focus test at Easy difficulty or be Stunned for 1d5 rounds.

Petrify

Tier: III
Requirement: Paralyze
Type: Activated
EP Cost: 7 EP
Enchantable: Yes
Range: Short

Description: You are more adept at controlling the energies in a single target’s body. The target must make a Focus test at Tough difficulty, or be Stunned for 1d5+1 rounds. When used as an enchantment, enemies struck with the weapon must make a Focus test at Average difficulty or be Stunned for 1d5+1 rounds. This counts as a Delayed Action.

Negative Energy Ray

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP
Enchantable: Yes
Range: Short

Description: You hit a single target with a ray of negative energy. The target must make a Focus test at Easy difficulty or have bad luck for 1d5 rounds. While the target has bad luck, they get -2 to all rolls. If enchanted on a weapon, anyone wielding it suffers -2 AB. If enchanted on armor, the wearer suffers -2 DB. Any other objects enchanted cause the person in possession of the item to suffer -1 to all rolls.

Negative Wave

Tier: II
Requirement: Negative Energy Ray
Type: Activated
EP Cost: 3 EP
Enchantable: Yes
Range: Short

Description: You hit a single target with a ray of negative energy. The target must make a Focus test at Average difficulty or have bad luck for 1d5+1 rounds. While the target has bad luck, they get -4 to all rolls. If enchanted on a weapon, anyone wielding it suffers -4 AB. If enchanted on armor, the wearer suffers -4 DB. Any other objects enchanted cause the person in possession of the item to suffer -2 to all rolls.

Positive Energy Ray

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP
Enchantable: Yes
Range: Short

Description: You hit a single target with a ray of positive energy, giving them good luck for 1d5 rounds. While the target has good luck, they get +2 to all rolls. If enchanted on a weapon, anyone wielding it gets +2 AB. If enchanted on armor, the wearer gets +2 PR. Any other objects enchanted cause the person in possession of the item to get +1 to all rolls.

Positive Wave

Tier: II
Requirement: Positive Energy Ray
Type: Activated
EP Cost: 3 EP
Enchantable: Yes
Range: Short

Description: You hit a single target with a ray of positive energy, giving them good luck for 1d5+1 rounds. While the target has good luck, they get +4 to all rolls. If enchanted on a weapon, anyone wielding it gets +4 AB. If enchanted on armor, the wearer gets +4 PR. Any other objects enchanted cause the person in possession of the item to get +2 to all rolls.

Spark Ball

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: Yes
Range: Short

Description: You conjure a ball of electricity and shoot it at one target, dealing 1d5 Electrical damage. When enchanted in weapons, the weapon has a 10% chance to cause an additional +2 Electrical damage. When enchanted on armor, anyone who strikes the wearer risks a 10% chance of inflicting 2 Electrical damage on themselves.

Lightning Bolt

Tier: II
Requirement: Spark Ball
Type: Activated
EP Cost: 4 EP
Enchantable: Yes
Range: Medium

Description: You fire a lightning bolt at a single target, dealing 1d5+1 Electrical damage with a 10% chance to Stun. When enchanted in weapons, the weapon has a 20% chance to cause an additional 3 Electrical damage with a 10% chance to Stun. When enchanted on armor, anyone who strikes the wearer risks a 20% chance of inflicting 3 Electrical damage on themselves with a 10% chance to Stun.

Electric Chain

Tier: III
Requirement: Lightning Bolt
Type: Activated
EP Cost: 8 EP
Enchantable: No
Range: Medium
Description: You fire a lightning bolt at up to 1d5 targets, dealing 1d10 Electrical damage per target with a 20% chance to Stun. This counts as a Delayed Action.

Anemia

Tier: II
Requirement: Any three Tier 1 Water Spells
Type: Activated
EP Cost: 3 EP
Enchantable: Yes (Weapons)
Range: Short
Description: You thin a target’s blood, causing any Bleeding damage to deal -2 HP per round instead of -1 HP. When enchanted on a weapon, anyone struck must make a Fitness test at Easy difficulty or begin taking Bleeding damage.

Open Wound

Tier: III
Requirement: Anemia
Type: Activated
EP Cost: 6 EP
Enchantable: No
Range: Short
Description: On an injured target, you open their wounds further, dealing damage equal to half the damage they’ve already taken.

Blood Drain

Tier: IV
Requirement: Open Wound
Type: Activated
EP Cost: 8 EP
Enchantable: Yes (Weapons)
Range: Short
Description: You drain blood from an open wound on a target who has suffered at least 1 damage. Your draining inflicts 1d10 damage and heals you for the same amount. This counts as a Delayed Action. This damage ignores armor damage soak.

When enchanted, a weapon with Blood Drain has a 25% chance to heal the wielder by HP equivalent to the damage they dealt.

Toxic Blood

Tier: V
Requirement: Blood Drain
Type: Activated
EP Cost: 10 EP
Enchantable: No
Range: Short
Description: Twisting the life force of a single target, you turn their own blood against them. Your target must make a Fitness test at Tough difficulty or suffer 4 damage per round for 1d5+1 rounds as their body destroys itself from the inside. This counts as a Delayed Action. This damage ignores armor damage soak.

Radiation Purge

Tier: II
Requirement: Any Tier I Water Spell
Type: Activated
EP Cost: 5 EP
Enchantable: No
Range: Touch
Description: You purge irradiated energies within a single target, removing any radiation sickness they have contracted and any effects they sustained from the poisoning.

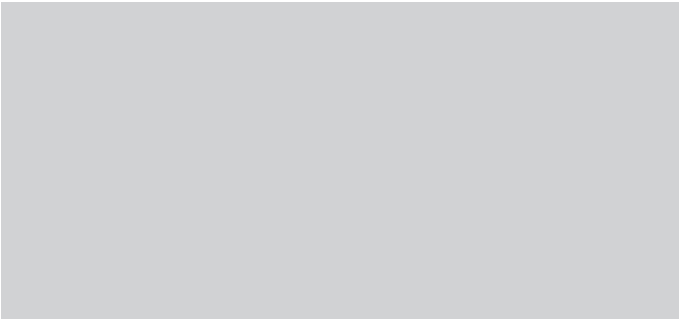


FIRE ELEMENT

The Fire element controls things like flames, lava, and even ash.

Candlelight

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP
Enchantable: Yes
Range: Touch
Description: You create a small ball of fire to light the area in a Short radius. Remains until dismissed, costing 1 EP per hour. When enchanted, it makes the object glow in a Short radius when activated. The glow lasts for one hour.



Ash Wraith

Tier: IV
Requirement: Dragon Breath
Type: Activated
EP Cost: 8 EP
Enchantable: No
Range: Touch
Description: You conjure a Large creature made of ashes that fights for you. The creature exists for 1d5 rounds. The Ash Wraith can cast Dragon Breath up to two times as per the spell, or swipe at enemies within Touch range and deal 1d5+1 Fire damage. It has 35 HP, 8 AB, and 8 DB. This counts as a Delayed Action.

Scalding Touch

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: Yes
Range: Touch
Description: You touch a nearby target, scalding them with your burning hands. The touch deals 1d5 Fire damage. When enchanted in weapons, the weapon has a 10% chance to cause an additional 2 Fire damage. When enchanted on armor, anyone who strikes the wearer risks a 10% chance of inflicting 2 Fire damage on themselves.

Fireball

Tier: II
Requirement: Scalding Touch
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You shoot a ball of fire at a single target, inflicting 1d5+1 Fire damage.

Flame Dagger

Tier: II
Requirement: Scalding Touch
Type: Activated
EP Cost: 4 EP
Enchantable: Yes (Weapons)
Range: Short
Description: You conjure a small dagger of fire. The fire dagger acts as a common dagger, but inflicts Fire damage instead of Slashing with a 10% chance to cause Burning for 1d5 rounds. The dagger lasts 1d10 rounds before dissipating. If used as an enchantment, it coats the weapon in flame and deals +2 Fire damage.

Starfire

Tier: II
Requirement: Candlelight
Type: Activated
EP Cost: 2 EP
Enchantable: Yes
Range: Medium
Description: You create a larger ball of fire to light the area in a Medium radius. Remains until dismissed, costing 2 EP per hour. When enchanted, it makes the object glow in an Medium radius when activated. The glow lasts for one hour.

Combust

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Short
Description: You conjure a small flame on an object which has a 25% chance to set the object on fire. If the object is attached to or worn by someone, they can make an Acrobatics test at Easy difficulty to remove the object. Otherwise, they take 1 Fire damage per round until the object is removed or extinguished.

Burning Man

Tier: II
Requirement: Combust
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You conjure a small flame on an object which has a 50% chance to set the object on fire. If the object is attached to or worn by someone, they can make an Acrobatics test at Average difficulty to remove the object. Otherwise, they take 1 Fire damage per round until the object is removed or extinguished.

Fire Whip

Tier: II
Requirement: Combust
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You create a whip made of Fire with a Short reach that lasts 1d5+1 rounds. The whip inflicts 1d5 Fire damage and can hit a single target.

Flaming Fist

Tier: II
Requirement: Scalding Touch
Type: Activated
EP Cost: 3 EP
Enchantable: No
Range: Short
Description: You engulf your fist in flame, adding +3 Fire damage when punching for 1d5 rounds.

Sunray

Tier: II
Requirement: Scalding Touch
Type: Activated
EP Cost: 5 EP
Enchantable: No
Range: Short
Description: You cast a ray of fire that is 5 feet wide and reaches Short range. Every target in the path of the ray suffers 1d5 Fire damage with a 10% chance to be Burning for 1d5 rounds.

Dragon Breath

Tier: III
Requirement: Sunray
Type: Activated
EP Cost: 7 EP
Enchantable: No
Range: Short
Description: You “breathe” fire and shoot flames from your mouth. The fire extends 10 feet wide, dealing 1d10 Fire damage to any target in its path.

Wall of Fire

Tier: II
Requirement: Scalding Touch
Type: Activated
EP Cost: 4 EP
Enchantable: Yes (Armor, Clothing)
Range: Short
Description: You conjure a wall of flame that is 15 feet long and 10 feet high that lasts 1d5 rounds. Missile weapons or weapons with Short reach can breach the wall of fire, but anyone who touches the wall suffers 1d5 Fire damage. When enchanted, it coats the object in magical fire, granting the wearer 25% Resistance to Fire based attacks.

Great Balls of Fire

Tier: III
Requirement: Fireball
Type: Activated
EP Cost: 6 EP
Enchantable: No
Range: Medium
Description: You cast balls of fire that rain down from the sky in a 10x10 foot area within range. Everyone within the area must make an Acrobatics test at Average difficulty or take 1d10 Fire damage with a 10% chance to be Burned. This counts as a Delayed Action.

Firenado

Tier: III
Requirement: Tornado
Type: Activated
EP Cost: 5 EP
Enchantable: No
Range: Short
Description: You conjure a small tornado of fire which inflicts 1d5+1 Fire damage against all targets within range. This counts as a Delayed Action.



WATER ELEMENT

The Water element controls any liquid and ice.

Hurricane

Tier: III
Requirement: Tornado
Type: Activated
EP Cost: 6 EP
Enchantable: No
Range: Short
Description: You conjure a small hurricane which inflicts 1d5+1 Bludgeoning damage and Soaks all targets within range. Any target within Short range must make an Acrobatics test at Average difficulty or be Knocked Down. This counts as a Delayed Action.

Typhoon

Tier: IV
Requirement: Hurricane
Type: Activated
EP Cost: 8 EP
Enchantable: No
Range: Short
Description: You conjure a small typhoon which inflicts 1d10 Bludgeoning damage and Soaks all targets within range. Any target within Short range must make an Acrobatics test at Tough difficulty or be Knocked Down. This counts as a Delayed Action.

Splash

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Short
Description: You conjure a small wave against a single target. The target must make an Acrobatics test at Easy difficulty or be Knocked Down. Splash extinguishes any fire on the target and they are Soaked.

Fog

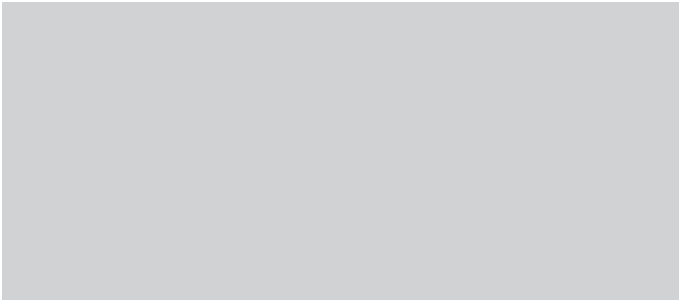
Tier: II
Requirement: Splash
Type: Activated
EP Cost: 3 EP
Enchantable: No
Range: Short
Description: You conjure a fog in a Short radius from you that lasts for 1d5 rounds. Enemies within its range suffer -1 AB for the duration unless they move out of the fog’s radius.

Rain

Tier: II
Requirement: Splash
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Medium
Description: You create rain in the area and Soak everything, extinguishing any fire in the area.

Wave

Tier: II
Requirement: Splash
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You conjure a large wave against up to 3 targets. The targets must make an Acrobatics test at Average difficulty or be Knocked Down. Wave extinguishes any fire on the targets and they are Soaked.



Whirlpool

Tier: II
Requirement: Splash
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You conjure a whirlpool of water 10 by 10 feet in size, slowing down any enemies caught in its spiral. Anyone caught in Whirlpool must make an Acrobatics test at Average difficulty or have their movement speed halved. Whirlpool lasts 1d5+1 rounds and counts as a Delayed Action.

Snowball

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Enchantable: No
Range: Short
Description: You conjure a ball of hard snow at a single target, inflicting 1d5 Ice damage. Alternatively, you can create up to 1d5+1 snowballs as ammunition for slings, each costing 1 EP to make and inflicting 2 Ice damage.

Blizzard

Tier: II
Requirement: Snowball
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You create a blizzard that covers a Short radius from you, lasting 1d5 rounds. Anyone caught in the blizzard suffers -2 AB and -2 DB and inflicts 1 Ice damage per round.

Freeze Ray

Tier: II
Requirement: Snowball
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Short
Description: You cast a ray of ice that is 5 feet wide and reaches Short range. Every target in the path of the ray suffers 1d5 Ice damage with a 10% chance to be Stunned for 1d5 rounds.

Cold Front

Tier: III
Requirement: Freeze Ray
Type: Activated
EP Cost: 6 EP
Enchantable: No
Range: Short
Description: You cast a ray of ice that is 5 feet wide and reaches Short range. Every target in the path of the ray suffers 1d5+1 Ice damage with a 30% chance to be Stunned.

Ice Darts

Tier: II
Requirement: Snowball
Type: Activated
EP Cost: 3 EP
Enchantable: No
Range: Short
Description: You fire 1d10 ice darts from your hand at your foe. Each dart deals 1 Ice damage.

Ice Sword

Tier: II
Requirement: Snowball
Type: Activated
EP Cost: 3 EP
Enchantable: No
Range: Short
Description: You conjure an ice sword Common to your culture, of your choosing. The ice sword uses the same attributes as the weapon it mimics, but inflicts Ice instead of Slashing damage. The ice sword lasts for 1d10 rounds before melting.

Ice Wall

Tier: II
Requirement: Snowball
Type: Activated
EP Cost: EP
Enchantable: Yes (Armor, Clothing)
Range: Short
Description: You create a thick ice wall up to 10 feet long and 10 feet high that lasts 1d5 rounds and has 50 HP. No attacks can hit you from that side until Ice Wall wears off or is destroyed. Anyone within Touch range of Ice Wall must make an Acrobatics test at Easy difficulty or slip and be Knocked Down. Ice Wall can be melted by fire, which can get through it in 3 hits. When enchanted, it coats the object in ice, granting the wearer 25% Resistance to Ice based attacks.

Water Whip

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Enchantable: No
Range: Short
Description: You create a whip made of Water with a Short reach that lasts 1d5+1 rounds. The whip inflicts 1d5 Slashing damage and can hit a single target.



NECROMANCY

Necromancy is the practice of reanimating corpses and skeletons. It is not new life, but turning remains into macabre puppets.

Control Corpse

Tier: III
Requirement: Any two Tier II Earth or two Tier II Energy Spells
Type: Activated
EP Cost: 4 EP
Enchantable: No
Range: Medium
Description: You can reanimate and take control of any single corpse within range. Corpses are puppets controlled by you, with no mind of their own. It costs 1 EP every 2 rounds to continue controlling a corpse. If you wish to cast other spells while controlling a corpse, you must make a Focus test at Average difficulty or you lose control of the corpse and it collapses. You cannot control multiple corpses at once.

Corpses controlled by Control Corpse take on the stats of one of the following: Zombie Dog, Fresh Corpse, Skeleton. Or, if the reanimated corpse is from a freshly dead NPC or PC, the corpse takes on the stats of the character, but with half their original HP and attributes, rounded down.

Rigor Mortis

Tier: IV
Requirement: Control Corpse
Type: Sustained
EP Cost: Sustained
Enchantable: No
Description: Any corpse you raise has double HP.



COMBAT TALENTS

Combat talents are abilities utilized for combat, such as swordsmanship, brawling, or defensive maneuvers.



ARMOR

Armor is what protects your character in combat. While any character can equip any normal armor, talents can improve your ability to maneuver and make the most out of your equipped armor, improving your overall DB or PR.

The Light Branch applies to Partial armor. The Heavy Branch applies to Full armor.

ARMORLESS BRANCH

Cat’s Grace I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: When wearing no body armor, you gain a DB bonus equivalent to half your AGL, rounded up.

Cat’s Grace II

Tier: II
Requirement: Cat’s Grace I
Type: Sustained
EP Cost: Sustained
Description: When wearing no body armor, you gain a DB bonus equivalent to your AGL, rounded up.

Finesse

Tier: II
Requirement: Cat’s Grace I
Type: Activated
EP Cost: 1 EP
Description: While in combat, you choose a particular opponent and gain +2 DB against their attacks. Each round you choose to maintain Finesse costs 1 EP.

Scrimshaw

Tier: IV
Requirement: Control Corpse, Battery Acid
Type: Activated
EP Cost: 5 EP
Enchantable: Yes (Corpses Only)
Description: You can inscribe runes on a corpse and enchant it to function independently of you. Automated corpses can form basic functions such as patrolling a specific path or room and attacking anyone who enters. Any task which requires discretion or interpretation is beyond the capabilities of the automaton. Automated corpses do not have an ongoing EP cost, only an initial enchanting cost. This cannot be performed during combat. Scrimshaw is a Permanent Enchantment only and does not require additional EP to cast.

Zombie Army

Tier: V
Requirement: Rigor Mortis
Type: Activated
EP Cost: 8 EP
Enchantable: Yes (Corpses only)
Range: Medium
Description: You can control up to 1d5 corpses within range simultaneously. It costs 2 EP every 2 rounds to continue controlling the corpses. If you wish to cast other spells while controlling multiple corpses, you must make a Focus test at Tough difficulty or you lose control of the corpses and they collapse.

Corpses controlled by Zombie Army take on the stats of one of the following: Zombie Dog, Fresh Corpse, Undead Skeleton. Or, if the reanimated corpse is from a freshly dead NPC or PC, the corpse takes on the stats of the character, but with 75% of their original HP and attributes, rounded down.

Zombie Army is only used as a Temporary Enchantment.

Dead Touch

Tier: V
Requirement: Rigor Mortis
Type: Sustained
EP Cost: Sustained
Enchantable: No
Description: Any corpse you control gets +2 AB.

Deft Dance

Tier: III
Requirement: Finesse
Type: Activated
EP Cost: 5 EP
Description: When you are being attacked, you may use Deft Dance to add your base Acrobatics level to your DB roll. Deft Dance must be declared during the attack roll, and must be declared every time you wish to attempt to dodge an enemy’s attack.

Sidestep

Tier: III
Requirement: Finesse
Type: Activated
EP Cost: 3 EP
Description: While in combat, you choose a particular opponent and gain +4 DB against their attacks. Each round you choose to maintain Sidestep costs 2 EP.

Evade

Tier: III
Requirement: Avoidance
Type: Activated
EP Cost: 4 EP
Description: When you are being attacked, you may use Evade to reroll your Defense Roll if it fails. Evade must be declared during the attack roll, and must be declared every time you wish to attempt to dodge an enemy’s attack.

Springy Step

Tier: III
Requirement: Avoidance
Type: Activated
EP Cost: Sustained
Description: When using Evade, you get +2 to your Defense reroll.

HEAVY BRANCH

Thick Skinned I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +1 DB when wearing Full armor.

Thick Skinned II

Tier: II
Requirement: Thick Skinned I
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +2 DB when wearing Full armor.

Soak Damage

Tier: II
Requirement: Thick-Skinned I
Type: Activated
EP Cost: 3 EP
Description: When you are being attacked, you may use Soak Damage to add a temporary +5 to your HP. Soak Damage must be declared during the attack roll. This can only be used once per combat, and the extra HP is removed at the end of combat.

Endure

Tier: III
Requirement: Soak Damage
Type: Activated
EP Cost: Variable EP
Description: When you are being attacked, you may use up to 10 EP to add temporary HP equivalent to the EP spent. This can only be used once per combat, and the extra HP is removed at the end of combat.

Stone Wall

Tier: III
Requirement: Soak Damage
Type: Activated
EP Cost: 4 EP
Description: When you are being attacked, you may use Stone Wall to add a temporary +10 to your HP. Stone Wall replaces Soak Damage and must be declared during the attack role. This can only be used once per combat, and the extra HP is removed at the end of combat.



BLUDGEONING WEAPONS

Bludgeoning talents encompass melee weapons such as the club or mace. Improving your ability with bludgeoning weapons makes your character deadlier in combat, more likely to hit enemies and deal devastating damage.

Crush

Tier: I
Requirement: None
Type: Activated
EP Cost: 4 EP
Description: You make a Targeted Attack at one target in range. On a successful attack, your opponent is Crippled.

Blunt Force

Tier: II
Requirement: Crush
Type: Sustained
EP Cost: Sustained
Description: Your critical hits with bludgeoning weapons do an additional 1d5 extra damage.

Skullcrusher

Tier: III
Requirement: Blunt Force
Type: Activated
EP Cost: 5 EP
Description: You make a Targeted Attack at your opponent’s head. On a successful attack, you deal an additional 1d10 critical damage.

Bone Breaker

Tier: IV
Requirement: Skullcrusher
Type: Activated
EP Cost: 6 EP
Description: During your turn, you may make three attacks with a bludgeoning weapon instead of the usual one. Roll each attack, taking -1 AB for the second attack and -2 AB for the third. If the final attack hits, it’s an automatic critical, and has a 10% chance to cause Bleeding.

Bruiser

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +1 AB to bludgeoning weapons.

Sweeping Cudgel

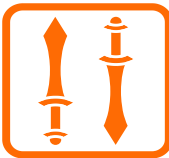
Tier: II
Requirement: Bruiser, 10 Acrobatics
Type: Activated
EP Cost: 3 EP
Description: You get +2 AB on your next attack, and an additional 1d5 damage if the attack hits.

Superior Bruiser

Tier: III
Requirement: Counter, Bruiser
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +2 AB and +2 DR when using bludgeoning weapons.

Flurry (Bludgeoning)

Tier: IV
Requirement: Superior Bruiser, 7 AGL
Type: Activated
EP Cost: 5 EP
Description: During your turn, you can opt to make a Flurry attack with your bludgeoning weapon. With Flurry, you make 1d5 additional attacks, with each consecutive attack suffering -1 AB.



DUAL WIELDING

Dual wielding is the ability to effectively fight with a weapon in each hand. Only one-handed weapons may be used in dual wielding. While talents aren’t required to dual wield, they improve its effectiveness.

Dual Attack

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: The penalty when attacking with an offhand weapon is reduced to -2 AB.

Ambidextrous

Tier: II
Requirement: Dual Attack
Type: Sustained
EP Cost: Sustained
Description: The penalty when attacking with an offhand weapon is removed.

Offhand Parry

Tier: II
Requirement: Dual Attack
Type: Sustained
EP Cost: Sustained
Description: When dual wielding, you get a +2 to Parry rolls.

Dual Disarm

Tier: II
Requirement: Dual Attack
Type: Sustained
EP Cost: Sustained
Description: When dual wielding, you get a +2 to Disarm rolls.

Dexterous Strike

Tier: III
Requirement: Ambidextrous
Type: Sustained
EP Cost: Sustained
Description: Your offhand weapon deals +2 damage.



HAND TO HAND

Swords, bows and spears aren’t the only weapons at your disposal. Some rely on their own bodies to deal damage. Hand to Hand talents are basic fighting forms, and not formalized martial arts disciplines.

Brush Aside

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get +2 DB when blocking barehanded.

Block Swipe

Tier: II
Requirement: Brush Aside
Type: Sustained
EP Cost: Sustained
Description: You get +4 DB when blocking barehanded and upon a successful barehanded block, you can make a counterattack.

Deft Strikes

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: Targeted Attacks only have a -2 AB penalty when using Hand to Hand attacks.

Disarm

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Touch
Description: You make an Faceoff Test (Your AB vs target’s DB) to attempt to disarm a single enemy.

Counter Disarm

Tier: II
Requirement: Disarm
Type: Activated
EP Cost: 2 EP
Description: When an enemy misses an attack, you can counter with a Disarm attempt. You must declare the counter after the failed attack before the turn is over.

Jawbreaker

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Description: You make a Targeted Attack at an enemy’s head. A successful blow deals an additional 1d5 critical Bludgeoning damage.

Hook Punch

Tier: II
Requirement: Jawbreaker
Type: Activated
EP Cost: 2 EP
Description: You make a Targeted Attack at an enemy’s head. A successful blow deals an additional 1d5+2 Bludgeoning damage.

Brass Knuckles

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: Your punches gain +1 DR.

Iron Fist

Tier: II
Requirement: Brass Knuckles
Type: Sustained
EP Cost: Sustained
Description: Your punches gain +2 DR.

Push Kick

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Touch
Description: You kick a target with the intent to push them back. You make a Faceoff Test (Your STR vs target’s AGL). On a successful push kick, the target moves from Touch to Short range.

Leg Sweep

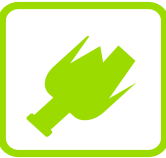
Tier: II
Requirement: Push Kick
Type: Activated
EP Cost: 3 EP
Range: Touch
Description: You attempt a leg sweep by making a Faceoff Test (Your STR vs target’s AGL). On a successful leg sweep, the target is Knocked Down.

Strong Legs

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Range: Touch
Description: Your kicks gain +2 DR.

Thunder Thighs

Tier: II
Requirement: Strong Legs
Type: Sustained
EP Cost: Sustained
Description: Your kicks gain +4 DR.



IMPROV FIGHTING

Improvisational fighting is the ability to think on your feet and turn anything nearby into a weapon, including your own body. It is not a refined martial art, simply the ability to fight effectively by improvisation and quick thinking.

Bite

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Touch
Description: You get +1 AB to bite attacks. A bite is within Touch range, using a standard attack roll and dealing 1d5 Piercing damage upon a success.

Cheap Shot

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Touch
Description: You get +1 AB to kicks to the groin on humanoid targets. Groin kicks are treated as a Targeted Attack on the legs. Upon a successful attack, you deal 2 Bludgeoning damage and have a 75% chance to Stun the target for 1d5 rounds. Cheap Shot does not work on undead, specters or golems.

Common Objects

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You are more proficient at using common objects such as pottery, sticks, glass, stools, chairs, etc as weapons. You have no AB penalty when using Improvisational Weapons. Your GM will determine weapon properties, including how many rounds the weapon lasts before breaking.

Improvisational Weapons

Tier: II
Requirement: Common Objects
Type: Sustained
EP Cost: Sustained
Description: You can use improvisational weapons more effectively, and gain +2 DR when using Improv Weapons. Your GM will determine weapon properties, including how many rounds the weapon lasts before breaking.

Dirty Move

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP
Range: Touch
Description: You grab a handful of nearby dirt, sand, snow, etc, and throw it at a single target’s eyes. This is treated as a ranged Targeted Attack on the head. Upon a successful attack, the target is Blinded for 1d5 rounds. Dirty Move does not work on undead, specters or golems.

Eye Poke

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Touch
Description: You get +1 AB when trying to poke a nearby target in the eyes, treated as a Targeted Attack on the head. Upon a successful attack, you deal 1d5 Bludgeoning damage and have a 25% chance to Blind the target for 1d5 rounds. Eye Poke does not work on undead, specters or golems. Targets with a helm get a +1 DB against Eye Poke.

Foot Stomp

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Touch
Description: You stomp a nearby target’s feet, treated as a Targeted Attack on the legs. Upon a successful attack, you deal 1d5 Bludgeoning damage and the target is Crippled 1d5 rounds. Foot Stomp does not work on undead, specters or golems.

Scream

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP
Range: Short
Description: You yell loudly to distract up to 1d5+1 nearby enemies, who must made a Focus Test at Average difficulty. Those who fail the test are distracted and cease their current actions, instead moving towards you on their next turn. Enemies who are within Touch range have a 20% chance of becoming Deafened for 2 rounds. Undead, specters and golems cannot be Deafened.

Throat Punch

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Description: You punch a nearby target’s throat. This is treated as a Targeted Attack on the head. Upon a successful attack, you deal 1d5 Bludgeoning damage, and the target suffers a -3 Focus for 1d5 rounds. Undead, specters and golems do not take a Focus penalty.



MAN AT ARMS

Man at Arms are general combat abilities not tied to a particular weapon group, such as countering, power attacks, and disarming.

Constant Vigilance

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Short
Description: You help protect a single ally within range. You get -1 AB, but your target ally gets +2 DB. This effect lasts until you choose to deactivate it.

Dibs

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Description: You select a single target to focus your attacks on. You get +2 AB and DB against the target, but -1 AB and DB for any other enemies that choose to attack you. This effect lasts until you choose to deactivate it.

Quick Draw

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Touch
Description: Before combat begins, you can draw your weapon and strike a nearby target in a single motion, as a surprise attack.

Counter

Tier: II
Requirement: Bruiser or Pikeman or Swordsman
Type: Sustained
EP Cost: Sustained
Description: If your enemy misses their attack, you have a 10% chance to get an Attack of Opportunity.

Hard Hitter

Tier: III
Requirement: Counter
Type: Sustained
EP Cost: Sustained
Description: When determining critical hits, you crit on a 7 or above when using melee weapons.

Parrying

Tier: II
Requirement: Bruiser or Pikeman or Swordsman
Type: Sustained
EP Cost: Sustained
Description: You get a +2 when blocking with melee weapons.

Parrying Disarm

Tier: III
Requirement: Parrying
Type: Activated
EP Cost: 3 EP
Description: After a successful Block with a melee weapon, you make a Disarm attempt.

Parrying Counter

Tier: III
Requirement: Parrying
Type: Activated
EP Cost: 5 EP
Description: After a successful Block, you gain an Attack of Opportunity.

Power Attack

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Description: You can make more powerful, but slower, attacks. You take -2 AB for your attack roll, but you gain +2 DR. Power Attack must be declared and its effects last until deactivated.

Hotblooded

Tier: II
Requirement: Power Attack
Type: Activated
EP Cost: 3 EP
Description: You are ferocious in your attack, placing yourself in an advantageous position against a single target, but at the cost of some defense. During your opponent’s next turn, you get -2 DB, but you get an Attack of Opportunity for each attack they make.

Improved Power Attack

Tier: II
Requirement: Power Attack
Type: Sustained
EP Cost: Sustained
Description: You get +4 DR for power attacks.

Slash and Smash

Tier: I
Requirement: Shield Bash (Light or Heavy)
Type: Activated
EP Cost: 2 EP

Description: On a successful Shield Bash, when a melee weapon is equipped, you make an automatic attack with your weapon at -1 AB for Small shields, and -2 AB for Large shields.



MOUNTED COMBAT

Mounts are useful for travel, but are often utilized in combat situations. It requires special training to fight effectively from an animal’s back - the difference between a deadly warrior and a fumbling one.

Firm Footing I (Mount)

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get a +2 to Knockdown Defense on a familiar mount.

Firm Footing II (Mount)

Tier: II
Requirement: Firm Footing II (Mount)
Type: Sustained
EP Cost: Sustained
Description: You no longer need to make an Acrobatics test to stay seated while on a familiar mount moving at full speed.

Mounted Archer

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You no longer take a -2 AB penalty when using a range weapon while riding a familiar mount.

Mounted Soldier

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get +1 AB when using a melee weapon while riding a familiar mount.

Ride Native Mount

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can fight effectively while riding on a mount native to your civilization, and it is considered a familiar mount. If your civilization has no native mount, select either horse or donkey as a native mount.

Ride Foreign Mount

Tier: II
Requirement: Ride Native Mount or Camel Lord
Type: Sustained
EP Cost: Sustained
Description: You can fight effectively while riding on a single mount foreign to your civilization, and it is considered a familiar mount. This talent can be purchased multiple times to learn how to ride other mounts.



PIERCING WEAPONS

This tree covers melee weapons that deal Piercing damage, such as spears. Improving your ability with piercing weapons makes your character deadlier in combat, more likely to hit enemies and deal devastating damage.

Cripple

Tier: I
Requirement: None
Type: Activated
EP Cost: 4 EP
Description: You make a Targeted Attack at your opponent’s legs. On a successful attack, you deal 1d5 extra damage and your opponent is Crippled for the remainder of combat.

Impale

Tier: II
Requirement: Cripple
Type: Sustained
EP Cost: Sustained
Description: Your critical hits with piercing weapons do an additional 1d5 damage.

Pressure Point

Tier: III
Requirement: Impale
Type: Activated
EP Cost: 5 EP
Description: You make a Targeted Attack at your opponent’s head. On a successful attack, you deal 1d10 extra damage.

Pin Cushion

Tier: II
Requirement: Cripple
Type: Activated
EP Cost: 6 EP
Description: During your turn, you may make three attacks with a piercing weapon instead of the usual single. Roll each attack, taking -1 AB for the second attack and -2 AB for the third. If the final attack hits, it’s an automatic critical, and has a 10% chance to cause Bleeding.

Pikeman

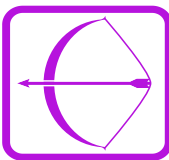
Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +1 AB to piercing weapons.

Superior Pikeman

Tier: III
Requirement: Counter
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +2 AB and +2 DR to piercing weapons.

Flurry (Piercing)

Tier: IV
Requirement: Superior Pikeman, 7 AGL
Type: Activated
EP Cost: 5 EP
Description: During your turn, you can opt to make a Flurry attack with your bludgeoning weapon. With Flurry, you make 1d5 additional attacks, with each consecutive attack suffering -1 AB.



RANGED

Archery is the art of using bows in combat. The archery branch improves your character’s ability to use bow weapons in combat, while the projectile branch improves use of atlatls and throwing spears.

ARCHERY BRANCH

Aimed Shot

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP

Description: You take careful aim before firing your bow. This counts as a Delayed Action, with you firing on your next turn. However, you get +3 AB to your attack. Cannot be used in conjunction with Rapid Fire.

Improved Targeting I

Tier: II
Requirement: Aimed Shot
Type: Sustained
EP Cost: Sustained

Description: You get an automatic +2 AB when attacking with bows, and Targeted Attacks with bows only have a -2 AB penalty.

Improved Targeting II

Tier: III
Requirement: Improved Targeting I
Type: Sustained
EP Cost: Sustained

Description: You get an automatic +4 AB when attacking with bows, and Targeted Attacks with bows have no AB penalty.

Overdraw I

Tier: III
Requirement: Improved Targeting I
Type: Sustained
EP Cost: Sustained

Description: The DR of your bow is modified by your STR as if it were a melee weapon. This does not apply to Bow Bash.

Overdraw II

Tier: IV
Requirement: Overdraw I
Type: Sustained
EP Cost: Sustained

Description: You do +1 extra damage with bows. This does not apply to Bow Bash.

Overdraw III

Tier: V
Requirement: Overdraw II
Type: Sustained
EP Cost: Sustained

Description: You do +2 extra damage with bows. This does not stack with Overdraw II, and does not apply to Bow Bash.

In My Sights

Tier: V
Requirement: Overdraw III, 7 PER
Type: Activated
EP Cost: 10 EP

Description: You make a Targeted Attack against a single enemy. If the shot hits, deal 1d5 extra damage. Targeted Attacks at an unarmored head are an instant kill if the attack is a critical hit. Golems, undead, specters and helmeted enemies are immune to instant kill.

Sharpshooter

Tier: II
Requirement: Aimed Shot
Type: Sustained
EP Cost: Sustained

Description: Critical hits with bows deal an extra 1d5 damage.

Bow Bash

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Range: Touch

Description: You can make a melee attack with your bow at enemies within Touch range, using STR with a DR of 2 and a -2 AB.

Camel Lord

Tier: I
Requirement: Temekumus
Type: Sustained
EP Cost: Sustained
Description: You can ride camels as a familiar mount. Additionally, you no longer take a -2 AB penalty when using a range weapon while riding camels. You still take the penalty while riding other mounts unless you have the Ride Foreign Mount talent for the mount you’re currently riding.

Fletching I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained

Description: You can make your own arrows of simple quality, at a rate of 1d10 arrows per day. They are slightly below regular quality and suffer -1 DR.

Fletching II

Tier: II
Requirement: Fletching I
Type: Sustained
EP Cost: Sustained

Description: You can make your own arrows of simple quality, at a rate of 1d10 arrows per day. They are regular quality and do normal damage.

Retrieval

Tier: II
Requirement: Fletching I
Type: Sustained
EP Cost: Sustained

Description: You can recover up to 1d5+1 arrows from dead targets. Arrows that missed the mark left lying on the battlefield can be found after a successful Inspect Test at a difficulty determined by the GM.

Fletching III

Tier: III
Requirement: Fletching II
Type: Sustained
EP Cost: Sustained

Description: You can make your own arrows of high quality, at a rate of 2d10 arrows per day. They are above regular quality and have +1 DR.

Mounted Archery

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained

Description: You do not take any attack penalty when using ranged weapons while riding a familiar mount.

Quick Draw McGraw

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP

Description: During your turn in combat, you may fire 1 extra arrow OR modify your arrow to dip in poison, ignite, or coat in an alchemical substance as a free action.

Rapid Fire

Tier: II
Requirement: Quick Draw McGraw, 7 AGL
Type: Activated
EP Cost: 2 EP

Description: You can fire 1d5 arrows during your turn. You may select multiple targets at -1 AB per additional target after the first.

PROJECTILE BRANCH

Precise Throw (Projectile)

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP

Description: You take careful aim before flinging your projectile. This counts as a Delayed Action, with you firing on your next turn. However, you get +3 AB and to your attack. Cannot be used in conjunction with Rapid Fire.

Improved Targeting I (Projectile)

Tier: II
Requirement: Precise Throw
Type: Sustained
EP Cost: Sustained

Description: You get an automatic +2 AB when attacking with projectiles, and Targeted Attacks with projectiles only have a -2 AB penalty.

Improved Targeting II (Projectile)

Tier: III
Requirement: Improved Targeting (Projectile)
Type: Sustained
EP Cost: Sustained
Description: You get an automatic +4 AB when attacking with projectiles, and Targeted Attacks with projectiles have no AB penalty.

Throw Hard

Tier: III
Requirement: Improved Targeting (Projectile)
Type: Sustained
EP Cost: Sustained
Description: The DR of your projectile is modified by your STR as if it were a melee weapon. This does not apply to blowguns.

Throw Harder

Tier: IV
Requirement: Throw Hard
Type: Sustained
EP Cost: Sustained
Description: You have a 20% chance to cause Bleeding for 1d5+1 rounds when using atlatls/darts.

Throw Hardest

Tier: V
Requirement: Throw Harder
Type: Sustained
EP Cost: Sustained
Description: You have a 30% chance to cause Bleeding for 1d10 rounds when using atlatls/darts.

Eye See You

Tier: V
Requirement: Throw Hardest, 7 PER
Type: Activated
EP Cost: 5 EP
Description: You make a Targeted Attack against a single enemy using atlatls/darts. If the shot hits, you have a 20% to Cripple the targeted area for 1d10 rounds. If an arm is Crippled, no action can be taken with that arm for the duration. If a leg is Crippled, the target's movement speed is halved for the duration. If the head is Crippled, the target is Blinded for the duration. Specters are immune to Crippling.

Flawless Throw

Tier: II
Requirement: Precise Throw (Projectile)
Type: Sustained
EP Cost: Sustained
Description: Criticals with projectile weapons deal an extra 1d5 damage.

Fletching I (Darts)

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can make your own darts of simple quality, at a rate of 1d10 darts per day. They are slightly below regular quality and suffer -1 DR.

Fletching II (Darts)

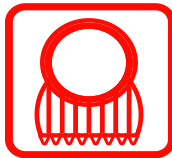
Tier: II
Requirement: Fletching I (Darts)
Type: Sustained
EP Cost: Sustained
Description: You can make your own darts of simple quality, at a rate of 1d10 darts per day. They are regular quality and do normal damage.

Retrieval (Darts)

Tier: II
Requirement: Fletching I (Darts)
Type: Sustained
EP Cost: Sustained
Description: You can recover up to 1d5+1 darts from dead targets. Darts that missed the mark left lying on the battlefield can be found after a successful Inspect Test at a difficulty determined by the GM.

Fletching III (Darts)

Tier: III
Requirement: Fletching II (Darts)
Type: Sustained
EP Cost: Sustained
Description: You can make your own darts of high quality, at a rate of 2d10 darts per day. They are above regular quality and have +1 DR.



SHIELDS

Shields are an extra way to defend yourself in battle, and skilled shield defenders can even use it as a weapon.

SMALL SHIELD BRANCH

Deflect (Shield)

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Description: When attacked, you can opt to try and Deflect the blow, gaining an additional +2 DB. You must declare each Deflect before your opponent's attack roll to gain the benefits.

Riposte (Shield)

Tier: II
Requirement: Deflect (Shield)
Type: Activated
EP Cost: 2 EP
Description: On a successful Deflect, you gain an Attack of Opportunity.

Shield Bash (Small)

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Description: During your turn, you may opt to bash your opponent with your shield, with a +2 AB to your attack. On a successful attack, the shield deals 1d5 Bludgeoning damage. Shield Bash counts as a Standard Action.

Shield Wall (Small)

Tier: I
Requirement: None
Type: Sustained
EP Cost: 4 EP
Description: You hunker down behind your sheild, granting more protection but with less mobility. Shield Wall can be declared as a Free action during your turn and grants an additional +2 DB, but causes -2 AB. The effect lasts until you release it.

LARGE SHIELD BRANCH

Hold the Line

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Description: When an enemy attempts to knock you down while you have a large shield equipped, you can declare to Hold the Line, adding a +4 to your Faceoff Test roll to resist being Knocked Down.

Shield Bash (Large)

Tier: I
Requirement: None
Type: Activated
EP Cost: 4 EP
Description: During your turn, you may opt to bash your opponent with your shield, with a +4 AB to your attack. On a successful attack, the shield deals 1d5+1 damage, and you must make a Faceoff Test with the target (your STR vs their Acrobatics). If you win the test, the target is Knocked Down with a 10% chance to become Stunned at Easy difficulty to recover. Shield Bash counts as a Standard Action.

Shield Wall (Large)

Tier: I
Requirement: None
Type: Sustained
EP Cost: 5 EP
Description: You hunker down behind your sheild, granting more protection but with less mobility. Shield Wall can be declared as a Free action during your turn and grants an additional +3 DB, but causes -3 AB. The effect lasts until you release it.



SLASHING WEAPONS

Slashing weapons include swords and some special weapons such as the macuahuitl. Improving your ability with slashing weapons makes your character deadlier in combat, more likely to hit enemies and deal devastating damage.

Hamstring

Tier: I
Requirement: None
Type: Activated
EP Cost: 4 EP

Description: You make a Targeted Attack at your opponent’s legs. On a successful attack, you deal 1d5+1 extra damage instead of the usual 1d5 and your opponent is Crippled the remainder of combat.

Dire Strike

Tier: II
Requirement: Hamstring
Type: Sustained
EP Cost: Sustained
Description: Your critical hits with slashing weapons do 1d5 extra damage.

Go For the Eyes

Tier: III
Requirement: Dire Strike
Type: Activated
EP Cost: 5 EP
Description: You make a Targeted Attack at your opponent’s head. On a successful attack, you deal 1d5 extra damage on top of Crit damage.

Slayer

Tier: IV
Requirement: Go For the Eyes
Type: Activated
EP Cost: 8 EP
Description: During your turn, you may make three attacks with a slashing weapon instead of the usual single. Roll each attack, taking -1 AB for the second attack and -2 AB for the third. If the final attack hits, it’s an automatic critical, and has a 10% chance to cause Bleeding.

Swordsman

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +1 AB to slashing weapons.

Dancing Blade

Tier: II
Requirement: Swordsman, 10 Acrobatics
Type: Activated
EP Cost: 3 EP
Description: You get +4 AB on your next attack, and an additional 1d5 damage if the attack hits.

Superior Swordsman

Tier: III
Requirement: Counter
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +2 AB and +2 DR to slashing weapons.

Flurry (Slashing)

Tier: IV
Requirement: Superior Swordsman, 7 AGL
Type: Activated
EP Cost: 5 EP
Description: During your turn, you can opt to make a Flurry attack with your slashing weapon. With Flurry, you make 1d5 additional attacks, with each consecutive attack taking -1 AB.



VITALITY

Vitality improves your character’s overall physical and mental reserves, increasing HP and EP.

PHYSICAL BRANCH

Hardiness I

Tier: I
Requirement: 5 END
Type: Sustained
EP Cost: Sustained
Description: Use **20 + END + FITNESS** to determine your total HP. This does not stack with the original HP formula, but replaces it.

Hardiness II

Tier: II
Requirement: 6 END, Hardiness I
Type: Sustained
EP Cost: Sustained
Description: Use **30 + END + FITNESS** to determine your total HP. This does not stack with the previous HP formulas, but replaces it.

Hardiness III

Tier: III
Requirement: 7 END, Hardiness II
Type: Sustained
EP Cost: Sustained
Description: Use **40 + END + FITNESS** to determine your total HP. This does not stack with the previous HP formulas, but replaces it.

Hardiness IV

Tier: IV
Requirement: 8 END, 8 Fitness, Hardiness III
Type: Sustained
EP Cost: Sustained
Description: Use **50 + END + FITNESS** to determine your total HP. This does not stack with the previous HP formulas, but replaces it.

Hardiness V

Tier: V
Requirement: 9 END, 14 Fitness, Hardiness IV
Type: Sustained
EP Cost: Sustained
Description: Use **(10 + END) x FITNESS** to determine your total HP. This does not stack with the previous HP formulas, but replaces it.

MENTAL BRANCH

Mana I

Tier: I
Requirement: 5 STR or AGL
Type: Sustained
EP Cost: Sustained
Description: Use **20 + AGL/STR + Focus** to determine your total EP. This does not stack with the original EP formula, but replaces it.

Mana II

Tier: II
Requirement: 6 STR or AGL, Mana I
Type: Sustained
EP Cost: Sustained
Description: Use **30 + AGL/STR + Focus** to determine your total EP. This does not stack with the previous EP formulas, but replaces it.

Mana III

Tier: III
Requirement: 7 STR or AGL, Mana II
Type: Sustained
EP Cost: Sustained
Description: Use **40 + AGL/STR + Focus** to determine your total EP. This does not stack with the previous EP formulas, but replaces it.

Mana IV

Tier: IV
Requirement: 8 STR or AGL, 8 Focus, Mana III
Type: Sustained
EP Cost: Sustained
Description: Use **50 + AGL/STR + Focus** to determine your total EP. This does not stack with the previous EP formulas, but replaces it.

Mana V

Tier: V
Requirement: 9 STR or AGL, 14 Focus, Mana IV
Type: Sustained
EP Cost: Sustained
Description: Use **(10 + AGL/STR) x Focus** to determine your total EP. This does not stack with the previous EP formulas, but replaces it.

Knowledge talents are skills that require specific education and research, such as treating injuries or literacy.

KNOWLEDGE TALENTS



FIRST AID

First Aid allows a character to non-magically treat common ailments such as most status effects, and heal wounds.

PHARMACEUTICAL BRANCH

Antivenom

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can identify and create antidotes to Tier I poisons.

Herbalism

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Description: You know how to enhance the basic healing properties of certain plants. Healing herbs you use cure 1d5+2 instead of 1d5 HP, as well as cure Inebriated and Exhausted statuses.

Ointment

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can create 1d5 natural ointments per day. When applied, they cure Bleeding and Burned.

Sweet Honey

Tier: II
Requirement: Ointment
Type: Sustained
EP Cost: Sustained
Description: You understand the protective powers of honey. A small application of honey to an injured target heals 10% of their HP, cures Bleeding and Burned and makes them immune to Bleeding/ Burned for 1d5 rounds.

TRAUMA BRANCH

Bone Setting

Tier: I
Requirement: None
Type: Activated
EP Cost: 2 EP
Description: You can aid with moderate wounds - on a target under 75% of their total HP, you treat them and allow the target to recover 10% HP.

Compound Fractures

Tier: II
Requirement: Bone Setting
Type: Activated
EP Cost: 4 EP
Description: You can aid with moderate wounds - on a target under 50% of their total HP, you treat them and allow the target to recover 20% HP.

Stitches (Light Wounds)

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP
Description: You treat light wounds, allowing the target to recover 5% HP.

Stitches (Deep Wounds)

Tier: II
Requirement: Stitches (Light Wounds)
Type: Activated
EP Cost: 1 EP
Description: You treat deeper wounds, allowing the target to recover 15% HP.

Wrap Injury

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP
Description: You bind bleeding wounds, removing Bleeding status.



LITERACY

Not all cultures have a native writing system, nor do all of them read/write innately. Literacy is most common in scribes, merchants, and nobility, though literacy allows one more options to send messages and information long distances, or to keep records.

Literacy (Native)

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: Your character can read and write in their native language. If your civilization does not have a native written language, you can read and write in the alphabet of one of your Trade languages. Sign languages do not have any written forms.

Literacy (Foreign)

Tier: II
Requirement: Reading (Native)
Type: Sustained
EP Cost: Sustained
Description: Your character can read and write in a single foreign language they also speak. If that civilization does not have a native written language, you can read and write in the alphabet of one of its Trade languages. This talent can be purchased multiple times, allowing the character to learn a new written language each time. Sign languages do not have any written forms.

Simple Cipher

Tier: II
Requirement: Literacy (Native)
Type: Sustained
EP Cost: Sustained
Description: You get a +1 to decoding cypher checks, and a +1 bonus to the difficulty of cyphers you write.

Tricky Cipher

Tier: III
Requirement: Simple Cipher
Type: Sustained
EP Cost: Sustained
Description: You get a +2 to decoding cypher checks, and a +2 bonus to the difficulty of cyphers you write.

Complex Cipher

Tier: IV
Requirement: Tricky Cipher
Type: Sustained
EP Cost: Sustained
Description: You get a +3 to decoding cypher checks, and a +3 bonus to the difficulty of cyphers you write.

Fun Fact

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get a +1 to Education, but -1 to Social Checks because people find your know-it-all attitude obnoxious.

Well Actually

Tier: II
Requirement: Fun Fact
Type: Sustained
EP Cost: Sustained
Description: You get a +2 to Education, but -2 to Social Checks because people find your overly pedantic attitude excessively obnoxious.



POISON

The Poison talent tree grants your character knowledge of common (and a few uncommon) poisons - both how to identify them, and how to brew them. There are four categories of poisons: **Attribute**, which penalizes Attributes scores; **Damage**, which causes HP loss per round; **Status**, which induces status effects; and **Special**, which covers specific and different types of effects, such as loss of speech or memory. Poisons can be used to coat weapons and projectiles for 1d10 rounds, or ingested through drinks and food.

ATTRIBUTE POISONS

Brittlebone Brew

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can brew Brittlebone Brew from Wolfsbane. It causes -1 END for 1d5+1 rounds and requires a Fitness test at Average difficulty to resist its effects. It can be cured by a Strong Antidote.

Liquid Fool

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can brew Liquid Fool from Nightshade. It causes -1 INT for 1d5+1 rounds and requires a Fitness test at Average difficulty to resist its effects. It can be cured by a Strong Antidote.

Snail Swill

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can brew Snail Swill from Henbane. It causes -1 AGL for 1d5+1 rounds and requires a Fitness test at Average difficulty to resist its effects. It can be cured by a Strong Antidote.

DAMAGE POISONS

Raw Skin

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can brew Raw Skin from poison ivy. It causes -1 HP for 1d5 rounds and requires a Fitness test at Easy difficulty to resist its effects. It can be cured by Weak Antidotes and above.

White Widow

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can brew White Widow from the Valley Lily plant. It causes -2 HP for 1d5+1 rounds and requires a Fitness test at Easy difficulty to resist its effects. It can be cured by Weak Antidotes and above.

Deadly Bowels

Tier: II
Requirement: Raw Skin and White Widow
Type: Sustained
EP Cost: Sustained
Description: You can brew Deadly Bowels from poinsettia flowers. It causes -2 HP for 1d5+1 rounds, as well as violent diarrhea and requires a Fitness test at Average difficulty to resist its effects. It can be cured by Standard Antidotes and above.

Heartstopper

Tier: III
Requirement: Deadly Bowels
Type: Sustained
EP Cost: Sustained
Description: You can brew Heartstopper from the leaves of a Suicide Tree, found only in the Blight Marsh. It causes -5 HP for 1d5+1 rounds and requires a Fitness test at Tough difficulty to resist its effects. It can be cured by Strong Antidotes. One Heartstopper poison consumes an entire Damage Poison crafting kit.

STATUS POISONS

Blindman

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can brew Blindman from giant hogweed. It causes Blindness for 1d5 rounds and requires a Fitness test at Easy difficulty to resist its effects. It can be cured by Weak Antidotes and above.

Heavy Lids

Tier: II
Requirement: Blindman
Type: Sustained
EP Cost: Sustained
Description: You can brew Heavy Lids from mandrake. It puts the victim to sleep, inducing Stunned status for 1d5+1 rounds and requires a Fitness test at Average difficulty to resist its effects. It can be cured by Standard Antidotes and above.

Hemlock

Tier: III
Requirement: Heavy Lids
Type: Sustained
EP Cost: Sustained
Description: You can brew Hemlock from the hemlock plant. It paralyzes victims, inducing Stunned status for 1d10 rounds and requires a Fitness test at Tough difficulty to resist its effects. It can be cured by Strong Antidotes.

SPECIAL POISONS

Muteman

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can brew Muteman from ghost peppers. It causes loss of speech - victims are unable to talk for 1d5+1 days and requires a Fitness test at Tough difficulty to resist its effects. It cannot be cured by regular antidotes, but you can brew its antidote made from lemons and alcohol.

Forget Me Not

Tier: II
Requirement: Muteman
Type: Sustained
EP Cost: Sustained
Description: You can brew Forget Me Not from the datura plant. It causes short term memory loss - victims cannot recall events from the past 1d5+1 days and requires a Fitness test at Average difficulty to resist its effects, which last for 1d5 days. It cannot be cured by regular antidotes, but you can brew its antidote made from calabar beans.

NATURAL TALENTS



Hangman’s Brew

Tier: III
Requirement: Forget Me Not
Type: Sustained
EP Cost: Sustained
Description: You can brew Hangman’s Brew from oleander. It causes suicidal depression that lasts for 1d5 days, and requires a Fitness test at Tough difficulty to resist. Once afflicted, the victim must make a Focus Test at Average difficulty once per day until the poison wears off. If they fail, they attempt to kill themselves. It cannot be cured by regular antidotes, and has no known antidote - its effects must wear off naturally. One Hangman’s Brew poison consumes an entire Special Poison crafting kit.

Natural talents are physical abilities that improve general mobility or vision.



MOVEMENT

Movement talents are abilities that improve your skill at climbing, running or swimming.

Climb I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: When climbing, you get +2 to Acrobatics.

Climb II

Tier: II
Requirement: Climb I
Type: Sustained
EP Cost: Sustained
Description: You suffer no Rough Terrain penalty when moving through Mountains or Hills.

Run I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can move 2 additional rounds at full Movement Speed.

Run II

Tier: II
Requirement: Run I
Type: Sustained
EP Cost: Sustained
Description: Your total Movement Speed permanently increases 10 feet.

Swim I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: When in Total Immersion, you can swim at 3/4 Movement Speed.

Swim II

Tier: II
Requirement: Swim I
Type: Sustained
EP Cost: Sustained
Description: When in Total Immersion, you can swim at full Movement Speed.



VISION

Vision talents improve a character’s eyesight in particular circumstances.

Low Light Vision

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can see exceptionally well in dim lighting, and suffer no penalties when in Partial Light. You still suffer penalties when Blinded.

Night Vision

Tier: II
Requirement: Low Light Vision
Type: Sustained
EP Cost: Sustained
Description: You can get about easily in totally dark areas. Negates penalties when in Total Darkness. You still suffer penalties when Blinded.

PROFESSION TALENTS



Profession talents are abilities and knowledge that commonly accompany professions such as alchemists, hunters, fishermen, merchants and so on.



ALCHEMY

Alchemy is, in a sense, “magic in a bottle” - it is the combination of science and magic. Unlike arcane spells, which can only be used by mages who conjure magical energies by sheer force of will, alchemy can be used by almost anyone with the time and will to learn. Some mages use alchemy to supplement their spells, but not all mages do so, nor are all alchemists also mages. Alchemy has different focuses in different cultures, but it always involves the concocting of potions and combining of naturally magical materials into new forms. Purchasing any alchemy talent requires a minimum 4 INT: characters must be of average intelligence to work with the complex recipes and formulas.

Alchemy is also unique from other talents in that it has an additional field: Category. Alchemy talent categories are:

- » **Grenade** talents are treated as ranged weapons. They have attack rolls and use AGL to determine AB, with a throwing range set by the talent. Their effects, including damage (if any) are set in the talent’s details. Grenades require no materials to create, but have a limitation on how many you can craft per day. Unless otherwise specified, a character can craft a total of 5 grenades per day.
- » **Potion** talents are meant to be ingested, or opened to release their effects, rather than thrown. Like grenades, they require no reagents but have crafting limitations. Unless otherwise specified, a character can craft a total of 5 potions per day.
- » **Reagent** talents have no per day creation limit. However, like the name implies, they require a reagent and have an EP cost to activate. The reagent is consumed upon use of the talent. What reagent is required is specified in the Type field. It is up to the GM to determine reagent costs (if purchased) and availability (if gathered in the wild or otherwise collected)

There are a few Alchemy talents that have no category; these are knowledge based talents, or talents that don’t require the creation of a potion, grenade, or other object to use.

POTION BRANCH

Concoct Potion I

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft Weak Health, Stamina, and Antidote Potions.

Herbology I

Tier: II
Requirement: 4 INT, Concoct Potion I
Type: Sustained
EP Cost: Sustained
Description: With a Talent check, you find an additional 1d5 plants when gathering crafting components.

Weak Revive

Tier: II
Requirement: 4 INT, Concoct Potion I
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft Weak Revive potions.

Buff (Attack)

Tier: II
Requirement: 4 INT, Concoct Potion I
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft Buff (Attack) potions.

Concoct Potion II

Tier: II
Requirement: 4 INT, Concoct Potion I
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft Standard Health, Stamina, and Antidote Potions.

Herbology II

Tier: III
Requirement: 4 INT, Concoct Potion II
Type: Sustained
EP Cost: Sustained
Description: With a Talent check, you find an additional 1d5+1 plants when gathering crafting components.

Standard Revive

Tier: III
Requirement: 4 INT, Concoct Potion II
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft 1d5 Standard Revive potions per day with the proper materials.

Buff (Defense)

Tier: III
Requirement: 4 INT, Concoct Potion II
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft 1d5 Buff (Defense) potions per day with the proper materials.

Concoct Potion III

Tier: III
Requirement: 4 INT, Concoct Potion II
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft 1d5 Strong Health, Stamina, and Antidote Potions per day with the proper materials.

Herbology III

Tier: IV
Requirement: 4 INT, Concoct Potion III
Type: Sustained
EP Cost: Sustained
Description: Your advanced knowledge of plants allows you to substitute one ingredient for another when crafting potions.

Strong Revive

Tier: IV
Requirement: 4 INT, Concoct Potion III
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft 1d5 Strong Revive potions per day with the proper materials.

Buff (Damage)

Tier: IV
Requirement: 4 INT, Concoct Potion III
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft 1d5 Buff (Damage) potions per day with the proper materials.

AIR BRANCH

Bewitching Brew

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Range: Short
Category: Grenade
Description: You throw a bottle that releases pheromones upon impact. 1d5 monsters or animals within range of the pheromones must make a Focus Test at Average Difficulty. Creatures who fail the test move towards the pheromones, leaving them open to Attacks of Opportunity.

Canned Tornado

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Potion
Range: Medium
Description: You open a jar containing powerful air magic. Unleashed, the howling winds attack up to 3 enemies within range, inflicting 1d5 Wind damage.

Flash Bomb

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Medium

Description: You throw a grenade at a target that explodes into volts of electricity upon impact. The target suffers 1d5 Electric damage with a 20% chance to be Blinded and Deafened.

Sound Jar

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Potion
Range: Short

Description: You open a bottle with a pre-recorded sound or message. In combat situations, Sound Jars can be thrown to distract nearby enemies, or to set up an ambush. Outside of combat, Sound Jar can be used to carry messages without using writing. However, sound jars are expended after a single use.

Stink Jar I

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Grenade

Description: You throw a ceramic jar that explodes on impact, creating a horrid stench that distracts enemies within a Short radius. Enemies within the blast must make a Fitness Test at Easy difficulty or they cannot attack for 1d5 turns.

Stink Jar II

Tier: II
Requirement: 4 INT, Stink Jar I
Type: Sustained
EP Cost: Sustained
Category: Grenade

Description: You throw a ceramic jar that explodes on impact, creating a horrid stench that distracts enemies within a Short radius. Enemies within the blast cannot attack for 1d5 turns and must make a Fitness Test at Easy difficulty. If they fail, they are Nauseated for 1d5 rounds.

Stink Jar III

Tier: III
Requirement: 4 INT, Stink Jar II
Type: Sustained
EP Cost: Sustained
Category: Grenade

Description: You throw a ceramic jar that explodes on impact, creating a horrid stench that distracts enemies within a Short radius. Enemies within the blast make a Fitness Test at Tough difficulty. If they fail, they pass out for 1d5+1 rounds and cannot take any action until they awake.

EARTH BRANCH

Cement

Tier: I
Requirement: 4 INT
Category: Sustained
EP Cost: Sustained
Description: You can create a cement concoction to seal holes in stone or wood.

Gloop

Tier: II
Requirement: 4 INT, Cement
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short
Description: You throw a handful of muck that expands upon impact with the ground. In 1 round, the gloop spans 5 feet across. Anyone who steps in Gloop must pass an Acrobatics Test at Average difficulty or become Immobilized. Breaking out is at Easy difficulty.

Bog

Tier: II
Requirement: 4 INT, Cement
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short

Description: You throw a handful of muck that expands upon impact with the ground. In 1 round, the gloop spans 5 feet across. Anyone who steps in Bog goes down 1 Movement Speed level until for 1d5 rounds.

Fertilizer

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You can craft a Fertilizer potion that boosts the growth of plants.

Hardball

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short
Description: You create a hard dirt clod used as a grenade or bomb. As a grenade, it can be thrown and explodes upon impact. As a bomb, it can be set on a timer to go off within 1-5 rounds with a Short blast radius. Anyone caught in the explosion takes 1 Bludgeoning damage and must make an Acrobatics Test at Easy difficulty or become Blinded for 1d5 rounds.

Spike Trap I

Tier: I
Requirement: 4 INT
Type: Activated
EP Cost: 2 EP
Category: Reagent (Crystal or any gem); throw like a Grenade
Range: Short
Description: You throw down a handful of crystals, which grow to 1.5 inches long within 1 round. The crystals are sparse, spanning 5 feet across and cause 1 Piercing damage to anyone who steps on them.

Spike Trap II

Tier: II
Requirement: 4 INT, Spike Trap I
Type: Activated
EP Cost: 3 EP
Category: Reagent (Crystal or any gem); throw like a Grenade
Range: Short
Description: The crystals grow to 3 inches within 3 rounds and span 5 feet across. They cause 1 Piercing damage while growing and 1d5 Piercing damage once fully grown.

Muck Trap

Tier: III
Requirement: 4 INT, Bog
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short
Description: You throw a handful of muck that expands upon impact with the ground. In 1 round, the muck spans 5 feet across. Anyone who steps in Muck Trap goes down 2 Movement Speed level for 1d5 rounds and must pass an Acrobatics Test at Tough difficulty or become Immobilized.

Crystal Sword

Tier: I
Requirement: 4 INT
Type: Activated
EP Cost: 3 EP
Category: Reagent (Crystal or any gem)
Description: You turn a crystal into a sword Common to your culture, of your choosing. The crystal sword uses the same attributes as the weapon it mimics, but adds a +2 to damage. The crystal sword lasts for 1d10 rounds before breaking.

Crystal Coating

Tier: II
Requirement: 4 INT, Crystal Sword
Type: Activated
EP Cost: 3 EP
Category: Reagent (Crystal or any gem)
Description: You add crystal spikes to your weapon for 1d5 additional Piercing damage. The crystals wear off after 1d5+1 rounds.

Spike Trap III

Tier: III
Requirement: 4 INT, Spike Trap II
Type: Activated
EP Cost: 5 EP
Category: Reagent (Crystal or any gem); throw like a Grenade
Range: Short

Description: The crystals grow to 6 inches within 6 rounds and span 5 feet across. They cause 3 Piercing damage while growing and 1d5+1 Piercing damage once fully grown.

Soothing Mud

Tier: I
Requirement: 4 INT
Type: Activated
EP Cost: 1 EP
Category: Reagent (Mud or dirt)
Description: You can create a handful of mud that treats Bleeding and Burned status.

Super Mud

Tier: II
Requirement: 4 INT, Soothing Mud
Type: Activated
EP Cost: 2 EP
Category: Reagent (Mud or dirt)
Description: You can create a handful of mud that treats Bleeding/Burned status and grants a reduction in Fire damage taken by 10% that lasts 1d5 rounds.

Terrarium I

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short
Description: You keep a potted plant that, when thrown or placed in a trap, will rapidly grow to trip and ensnare enemies. Anyone caught in Terrarium must pass an Acrobatics Test of Easy difficulty, or they become ensnared and cannot move - but can still attack anyone within range of their weapon at -1 AB. Each turn, ensnared foes must make an Acrobatics Test of Easy difficulty to break free, or remain ensnared until Terrarium wears off after 1d5 rounds. War Golems must pass an Acrobatics test of Average difficulty or be ensnared.

Terrarium II

Tier: II
Requirement: 4 INT, Terrarium I
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short
Description: You keep a potted plant that, when thrown or placed in a trap, will rapidly grow to trip and ensnare enemies. Anyone caught in Terrarium must pass an Acrobatics Test of Average difficulty, or they become ensnared and cannot move - but can still attack anyone within range of their weapon at -2 AB. Each turn, ensnared foes must make an Acrobatics Test of Average difficulty to break free, or remain ensnared until Terrarium wears off after 1d5 rounds. War Golems must pass an Acrobatics test of Tough difficulty or be ensnared.

Terrarium III

Tier: III
Requirement: 4 INT, Terrarium II
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short
Description: You keep a potted plant that, when thrown or placed in a trap, will rapidly grow to trip and ensnare enemies. Anyone caught in Terrarium must pass an Acrobatics Test of Tough difficulty, or they become ensnared and cannot take any action. Each turn, ensnared foes must make an Acrobatics Test of Difficult difficulty to break free, or remain ensnared until Terrarium wears off after 1d5+1 rounds. War Golems must pass an Acrobatics test of Severe difficulty or be ensnared.

ENERGY BRANCH

Bad Juju

Tier: I
Requirement: 4 INT
Category: Sustained
EP Cost: Sustained
Description: You have a knowledge of negative-energy giving plants and objects, which can aid in attracting specters.

Bottled Panic

Tier: II
Requirement: 4 INT, Bad Juju
Type: Sustained
EP Cost: Sustained
Category: Potion
Range: Medium
Description: You can craft a potion that gives the drinker bad luck and gives off negative Energy, attracting any specters within range. Target gets -2 to all rolls and broadcasts negative Energy in a Medium radius for 1d5+1 rounds.

Necro Bomb

Tier: II
Requirement: 4 INT, Bad Juju
Type: Sustained
EP Cost: Sustained
Category: Potion
Range: Medium
Description: You can create a grenade that generates a field of negative Energy for 1d5+1 rounds. Any specters within range must pass a Focus Test at Average difficulty or be immediately attracted to the source, distracting them. They must make the Focus Test every turn for the duration of Necro Bomb, or be unable to take any action.

Bad Luck Charm

Tier: II
Requirement: 4 INT, Bad Juju
Type: Activated
EP Cost: 7 EP
Category: Reagent (Any small object or charm)
Range: Short
Description: You can create a trinket that causes one of the following effects for a day, each at Average difficulty (pick one per trinket): Drain 1 EP per hour (Fitness Test); Stunned (Fitness Test); Terrified (Focus Test); Cause Bad Luck with a -2 to all rolls (Focus Test); or Attract any specters within Short Radius (Focus Test). If the target successfully resists, they are unaffected for the duration of the charm.

Battery Acid

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Description: You can create and write with molten salt to generate small amounts of electricity to power objects, or to inscribe runes to enchant objects, or in the case of soulstones, program them for golems. This cannot be used during combat.

Blood Transfusion

Tier: I
Requirement: 4 INT
Type: Activated
EP Cost: 2 EP
Category: Reagent (Vial of Blood)
Description: You can create artificial blood to replace blood lost from a severe wound. Heals target by 25% HP.

Good Juju

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Description: You have a knowledge of positive-energy giving plants and objects, which can aid in banishing specters.

Liquid Courage

Tier: II
Requirement: 4 INT, Good Juju
Type: Sustained
EP Cost: Sustained
Category: Potion
Range: Medium
Description: You can craft a potion that gives the drinker good luck and gives off positive Energy, repelling any specters within range. Target gets +2 to all rolls and broadcasts positive Energy in a Medium radius for 1d5+1 rounds.

Good Luck Charm

Tier: II
Requirement: 4 INT, Good Juju
Type: Activated
EP Cost: 7 EP
Category: Reagent (Any small object or charm)
Description: You can create a trinket that causes one of the following effects for 1 day (pick one per trinket): Restore 1 EP per hour; Give a +4 bonus to Fitness against Stun; Give a +4 bonus to Focus against Terrified; Cause Good Luck with a +2 to all rolls; or repel any specters within Short Radius.

Paralysis Trap

Tier: I
Requirement: 4 INT
Type: Activated
EP Cost: 3 EP
Category: Reagent (Piece of any metal)
Description: You set up a trap that, when triggered, can paralyze foes. When activated, the foe must pass a Fitness Test at Average difficulty or become Stunned for 1d5 rounds.

FIRE BRANCH

Antifire I

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Potion

Description: You create a fire-resistant paste that can coat a single target - character or small object. The paste lasts for 1d5 rounds and grants the target 25% Fire resistance.

Fire Mud

Tier: III
Requirement: 4 INT, Flame Coat
Type: Sustained
EP Cost: Sustained
Category: Grenade

Description: You can create a sticky mud that you throw at enemies or objects. To throw at an enemy, make a standard AGL attack. If the attack succeeds, the mud sticks. After one turn, the mud ignites, causing 3 Fire damage per round for 1d5 rounds before burning out.

Antifire II

Tier: II
Requirement: 4 INT, Antifire I
Type: Sustained
EP Cost: Sustained
Category: Potion

Description: You create a fire-resistant paste that can coat a single target - character or small object. The paste lasts for 1d5 rounds and grants the target 50% Fire resistance.

Antifire III

Tier: III
Requirement: 4 INT, Antifire II
Type: Sustained
EP Cost: Sustained
Category: Potion

Description: You create a fire-resistant paste that can coat a single target - character or small object. The paste lasts for 1d5 rounds and grants the target 75% Fire resistance.

Flame Coat

Tier: II
Requirement: 4 INT, Antifire I
Type: Sustained
EP Cost: Sustained
Category: Potion

Description: You can create a paste to coat a weapon and safely ignite it, adding +2 Fire damage to your attacks for 1d5+1 rounds. Can also be used on torches or lanterns, allowing them to burn twice as long.

Smoke Bomb

Tier: I
Requirement: 4 INT
Type: Activated
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short

Description: You throw a grenade that explodes on impact, creating a large cloud of smoke for 1d5. Enemies within range of the bomb are Blinded for the duration unless they move out of the smoke’s radius.

Fire Bomb (Weak)

Tier: II
Requirement: 4 INT, Smoke Bomb
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short

Description: You throw a grenade that explodes on impact, causing 2 Fire damage with a 10% chance of igniting anything within range. Ignited enemies are Burning for 1d5 rounds.

Fire Bomb (Standard)

Tier: III
Requirement: 4 INT, Fire Bomb (Weak)
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short

Description: You throw a grenade that explodes on impact, igniting anything within range and causing 4 Fire damage with a 20% chance of igniting anything within range. Ignited enemies are Burning for 1d5 rounds.

Fire Bomb (Strong)

Tier: IV
Requirement: 4 INT, Fire Bomb (Standard)
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short

Description: You throw a grenade that explodes on impact, igniting anything within range and causing 6 Fire damage with a 30% chance of igniting anything within range. Ignited enemies are Burning for 1d5 rounds.

Trigger Mine

Tier: II
Requirement: 4 INT, Smoke Bomb
Type: Activated
EP Cost: 3 EP
Category: Reagent (Charcoal)
Range: Medium

Description: You can create a mine with a tripwire. When activated, it explodes and inflicts 6 Fire damage to anything in range with a 20% chance to cause Burned injuries.

Time Mine

Tier: II
Requirement: 4 INT, Smoke Bomb
Type: Activated
EP Cost: 5 EP
Category: Reagent (Charcoal)
Range: Medium

Description: You can create a mine with a timer that can be set between 1-5 rounds. When activated, it explodes and inflicts 6 Fire damage to anything in range with a 20% chance to cause Burned injuries.

WATER BRANCH

Fizz Bomb

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short

Description: You open a bottle of super-concentrated and carbonated water, creating a blast that hits one target within range and causes 1d5 Bludgeoning damage.

Frostbite

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Type: Grenade
Range: Short

Description: You throw a grenade that creates instant ice. Anything within Radius of the grenade take 1d5 Ice damage. Additionally, they must make a Fitness test at Easy difficulty or the damage causes the Burned injuries effect.

Rime

Tier: II
Requirement: 4 INT, Frostbite
Type: Sustained
EP Cost: EP
Category: Potion

Description: You can create a paste to coat a weapon and safely ignite it, adding +2 Ice damage to your attacks for 1d5+1 rounds.

WARACLE: ANCIENT ADVENTURES

Ice Sword

Tier: II
Requirement: 4 INT, Frostbite
Type: Activated
EP Cost: 4 EP
Category: Reagent (Vial of water or Ice)
Description: You turn a block of ice into a sword Common to your culture, of your choosing. The ice sword uses the same attributes as the weapon it mimics, but adds a +3 Ice damage. The ice sword lasts for 1d10 rounds before breaking.

Slip and Slide

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Touch
Description: You throw a grenade that creates a small patch of ice on impact and lasts 1d5 rounds. Enemies crossing the ice must pass an Acrobatics Test at Easy difficulty or slip and are Knocked Down for 1 turn.

Black Ice

Tier: II
Requirement: 4 INT, Slip and Slide
Type: Sustained
EP Cost: Sustained
Category: Grenade
Range: Short
Description: You throw a grenade that creates a larger patch of ice on impact and lasts 1d5 rounds. Enemies crossing the ice must pass an Acrobatics Test at Tough difficulty or slip and are Knocked Down for 2 turns.

Waterproof

Tier: I
Requirement: 4 INT
Type: Sustained
EP Cost: Sustained
Category: Potion
Description: You create a paste that acts as a water seal. Can be used to protect equipment from water damage, or to seal vehicles.

Downpour

Tier: II
Requirement: 4 INT, Waterproof
Type: Sustained
EP Cost: Sustained
Category: Potion
Range: Medium
Description: You open a jar that either releases a dense fog or creates a downpour (pick one). The fog lasts for 1d5 rounds and enemies within its range suffer -1 AB for the duration unless they move out of the fog’s radius. The downpour douses any fire for 1d5 rounds and Soaks anyone within range.

GOLEMOLOGY BRANCH

Golemology is the study and creation of golems, a technology only the Quesachi possess and have no intention of sharing with other cultures. As such, your character must be a Quesachi to take golemology talents.

Basic Maintenance

Tier: I
Requirement: 4 INT, Quesachi
EP Cost: 2 EP
Category: Reagent (Clay)
Description: You can make simple repairs to golems - soulstone replacements, surface cracks and small damages. Your repairs restore 25% of a golem’s HP. Cannot be used while in combat.

High Maintenance

Tier: II
Requirement: 4 INT, Quesachi, Basic Maintenance
EP Cost: 4 EP
Category: Reagent (Clay)
Description: You can make major repairs to golems - replace lost limbs, complex breaks and large damages. Your repairs restore 50% of a golem’s HP. Cannot be used while in combat.

Quick Repair

Tier: II
Requirement: 4 INT, 5 AGL, Quesachi, High Maintenance
Type: Activated
EP Cost: 5 EP
Category: Reagent (Clay)
Description: You can make quick repairs to golems while in combat. Your repairs recover 25% of a golem’s HP.

WARACLE: ANCIENT ADVENTURES

Code Scribe I

Tier: I
Requirement: 4 INT, Quesachi, Battery Acid
Type: Activated
EP Cost: 1 EP
Category: Reagent (Soul Stone)
Description: You can program golems to follow simple commands such as carrying objects, following, opening doors, lifting things, etc.

Code Scribe II

Tier: II
Requirement: 4 INT, Quesachi, Code Scribe I
Type: Activated
EP Cost: 3 EP
Category: Reagent (Soul Stone)
Description: You can program golems with additional independent commands to perform a specific task reptetively. They can also use melee weapons.

Code Scribe III

Tier: III
Requirement: 4 INT, Quesachi, Code Scribe II
Type: Activated
EP Cost: 6 EP
Category: Reagent (Soul Stone)
Description: You can program golems with additional complex commands such as using ranged weapons, guarding, or other actions which require independent reasoning.

Code Advanced Tactics

Tier: IV
Requirement: 4 INT, Quesachi, Code Scribe III
Type: Activated
EP Cost: 8 EP
Category: Reagent (Soul Stone)
Description: You can program golems with complex fighting tactics. Golems you modify gain +3 to AB and DB.

Sculpt Flesh I

Tier: I
Requirement: Quesachi, Battery Acid
Type: Activated
EP Cost: 1 EP
Category: Reagent (Clay)
Description: You can sculpt a golem (or a golem master mold for factory duplication) with a functional and somewhat ornate body, equivalent to a Utility golem’s stats.

Sculpt Flesh II

Tier: II
Requirement: Quesachi, Sculpt Flesh I
Type: Activated
EP Cost: 3 EP
Category: Reagent (Clay)
Description: You can sculpt a golem (or a golem master mold for factory duplication) with a functional and somewhat ornate body, equivalent to a Servant golem’s stats.

Sculpt Flesh III

Tier: III
Requirement: Quesachi, Sculpt Flesh II
Type: Activated
EP Cost: 6 EP
Category: Reagent (Clay)
Description: Any golem you sculpt or created from your molds gains +1 to all Attributes and +3 to all skills.

Rock Hard Bod

Tier: III
Requirement: Quesachi, Sculpt Flesh II
Type: Activated
EP Cost: 8 EP
Category: Reagent (Clay)
Description: You can sculpt a particularly enduring golem with tougher skin. Any golem you create, or any golem created from your molds gets a +10 to their total HP and EP.



CRAFTSMANSHIP

Craftsmanship talents are your ability to craft trinkets, tools, furniture, instruments, or other goods, or to perform theatrics.

CERAMICS BRANCH

Apprentice Potter

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained

Description: You can create pottery and clay sculptures of modest quality. Your ceramics are of simple monetary value.

Journeyman Potter

Tier: II
Requirement: Apprentice Potter
Type: Sustained
EP Cost: Sustained

Description: You can create pottery and clay sculptures of moderate quality. Your ceramics are of standard monetary value.

Master Potter

Tier: III
Requirement: Journeyman Potter
Type: Sustained
EP Cost: Sustained

Description: You can create pottery and clay sculptures of masterwork quality. Your ceramics are of masterwork monetary value.

MANSONRY BRANCH

Apprentice Mason

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained

Description: You can build stone constructions and chisel stone sculptures of modest quality. Your masonry is of simple monetary value.

Journeyman Mason

Tier: II
Requirement: Apprentice Mason
Type: Sustained
EP Cost: Sustained

Description: You can build stone constructions and chisel stone sculptures of moderate quality. Your masonry is of standard monetary value.

Master Mason

Tier: III
Requirement: Journeyman Mason
Type: Sustained
EP Cost: You can build stone constructions and chisel stone sculptures of masterwork quality. Your masonry is of masterwork monetary value.

PAINTING BRANCH

Apprentice Painter

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained

Description: You can paint murals, pottery, and statuary of modest quality. Your paintwork is of simple monetary value.

Journeyman Painter

Tier: II
Requirement: Apprentice Painter
Type: Sustained
EP Cost: Sustained

Description: You can paint murals, pottery, and statuary of moderate quality. Your paintwork is of standard monetary value.

Master Painter

Tier: III
Requirement: Journeyman Painter
Type: Sustained
EP Cost: Sustained

Description: You can paint murals, pottery, and statuary of masterwork quality. Your paintwork is of masterwork monetary value.

INSTRUMENTS BRANCH

Craft Percussion Instrument I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained

Description: You can create percussion instruments of modest quality. Your percussion instruments are of simple monetary value. Percussion instruments include drums, tambourines, and maracas.

Craft Percussion Instrument II

Tier: II
Requirement: Craft Percussion Instrument I
Type: Sustained
EP Cost: Sustained

Description: You can create percussion instruments of moderate quality. Your percussion instruments are of standard monetary value. Percussion instruments include drums, tambourines, and maracas.

Craft Percussion Instrument III

Tier: III
Requirement: Craft Percussion Instrument II
Type: Sustained
EP Cost: Sustained

Description: You can create percussion instruments of masterwork quality. Your percussion instruments are of simple masterwork value. Percussion instruments include drums, tambourines, and maracas.

Craft String Instrument I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained

Description: You can create string instruments of modest quality. Your string instruments are of simple monetary value. String instruments include lyres, phorminx, harps, and dulcimer.

Craft String Instrument II

Tier: II
Requirement: Craft String Instrument I
Type: Sustained
EP Cost: Sustained

Description: You can create string instruments of moderate quality. Your string instruments are of standard monetary value. String instruments include lyres, phorminx, harps, and dulcimer.

Craft String Instrument III

Tier: III
Requirement: Craft String Instrument II
Type: Sustained
EP Cost: Sustained

Description: You can create string instruments of masterwork quality. Your string instruments are of simple masterwork value. String instruments include lyres, phorminx, harps, and dulcimer.

Craft Wind Instrument I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained

Description: You can create wind instruments of modest quality. Your wind instruments are of simple monetary value. Wind instruments include flutes, ocarinas, pan flutes, argmul, horns.

Craft Wind Instrument II

Tier: II
Requirement: Craft Wind Instrument I
Type: Sustained
EP Cost: Sustained

Description: You can create wind instruments of moderate quality. Your wind instruments are of standard monetary value. Wind instruments include flutes, ocarinas, pan flutes, argmul, horns.

Craft Wind Instrument III

Tier: III
Requirement: Craft Wind Instrument II
Type: Sustained
EP Cost: Sustained

Description: You can create wind instruments of masterwork quality. Your wind instruments are of simple masterwork value. Wind instruments include flutes, ocarinas, pan flutes, argmul, horns.

SMITHING BRANCH

Apprentice Armorer

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can craft armor from your civilization of Common quality.

Journeyman Armorer

Tier: II
Requirement: Apprentice Armorer
Type: Sustained
EP Cost: Sustained
Description: You can craft armor from your civilization of Good quality, and any Common armor.

Master Armorer

Tier: III
Requirement: Journeyman Armorer
Type: Sustained
EP Cost: Sustained
Description: You can craft masterwork armor and any Common or Good armor.

Apprentice Blacksmith

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can forge any weapon from your civilization of Common quality.

Journeyman Blacksmith

Tier: II
Requirement: Apprentice Blacksmith
Type: Sustained
EP Cost: Sustained
Description: You can forge any weapon from your civilization of Good quality, and any Common weapons. You can also forge metal tools.

Master Blacksmith

Tier: III
Requirement: Journeyman Blacksmith
Type: Sustained
EP Cost: Sustained
Description: You can forge masterwork weapons, and any Common or Good weapons.

Apprentice Whitesmith

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can craft tin or pewter items of modest quality. Your metalwork items are of simple monetary value.

Journeyman Whitesmith

Tier: II
Requirement: Apprentice Whitesmith
Type: Sustained
EP Cost: Sustained
Description: You can craft tin or pewter items of moderate quality. Your metalwork items are of standard monetary value.

Master Whitesmith

Tier: III
Requirement: Journeyman Whitesmith
Type: Sustained
EP Cost: Sustained
Description: You can craft tin or pewter items of masterwork quality. Your metalwork items are of masterwork monetary value.

TAILORING BRANCH

Apprentice Tailor

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can create clothing from your civilization of common quality.

Journeyman Tailor

Tier: II
Requirement: Apprentice Tailor
Type: Sustained
EP Cost: Sustained
Description: You can create clothing from your civilization of finery quality.

Master Tailor

Tier: III
Requirement: Master Tailor
Type: Sustained
EP Cost: Sustained
Description: You can create any common quality or finery quality clothing.

Apprentice Jeweler

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can create jewelry of modest quality. Your jewelry is of simple monetary value.

Journeyman Jeweler

Tier: II
Requirement: Apprentice Jeweler
Type: Sustained
EP Cost: Sustained
Description: You can create jewelry of moderate quality. Your jewelry is of standard monetary value.

Master Jeweler

Tier: III
Requirement: Journeyman Jeweler
Type: Sustained
EP Cost: Sustained
Description: You can create jewelry of masterwork quality. Your jewelry is of simple masterwork value.

THEATRICALS BRANCH

Street Performer

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can throw short length performances (plays, puppet shows, etc). If performing for money, your shows earn amounts in copper pieces: 1d10 + your Entertain level.

Stage Performer

Tier: II
Requirement: Street Performer
Type: Sustained
EP Cost: Sustained
Description: You can throw moderate length performances (plays, puppet shows, etc). If performing for money, your shows earn amounts in silver pieces: 1d5+1 + your Entertain level.

Legendary Performer

Tier: III
Requirement: Stage Performer
Type: Sustained
EP Cost: Sustained
Description: You can throw long length performances (plays, puppet shows, etc). If performing for money, your shows earn amounts in gold pieces: 1d5 + your Entertain level.

Street Musician

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can play one of the following types of instruments: percussion, string, or wind.

Tavern Musician

Tier: II
Requirement: Street Musician
Type: Sustained
EP Cost: Sustained
Description: You can play an additional group of instruments you do not already know: percussion, string, or wind.

Orchestral Musician

Tier: III
Requirement: Tavern Musician
Type: Sustained
EP Cost: Sustained
Description: You can play all percussion, string and wind instruments.

WOODWORKING BRANCH

Apprentice Whittler

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can build wood constructions and carve wood sculptures of modest quality. Your woodworks are of simple monetary value.

Journeyman Whittler

Tier: II
Requirement: Apprentice Whittler
Type: Sustained
EP Cost: Sustained

Description: You can build wood constructions and carve wood sculptures of moderate quality. Your woodworks are of standard monetary value. You can also create wood tools.

Master Whittler

Tier: III
Requirement: Apprentice Whittler
Type: Sustained
EP Cost: Sustained

Description: You can build wood constructions and carve wood sculptures of masterwork quality. Your woodworks are of masterwork monetary value.



HUNTER

Hunters are outdoorsmen that specialize in fighting and hunting wild animals and monsters.

Catlike I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get +2 to Acrobatics when outdoors.

Catlike II

Tier: II
Requirement: Catlike I
Type: Sustained
EP Cost: Sustained
Description: You get +3 to Acrobatics when outdoors.

Inner Compass

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You always know which way is North.

Read the Stars

Tier: II
Requirement: Inner Compass
Type: Sustained
EP Cost: Sustained
Description: You can travel by constellations.

Master Angler I

Tier: I
Requirement: Master Angler I
Type: Sustained
EP Cost: Sustained
Description: You get +2 AB/DB vs Aquatic creatures.

Master Angler II

Tier: II
Requirement: Master Angler I or Wastes Waif
Type: Sustained
EP Cost: Sustained
Description: You get +4 AB/DB vs Aquatic creatures.

Monster Hunter I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get +2 AB and DB against Monsters.

Monster Hunter II

Tier: II
Requirement: Monster Hunter I
Type: Sustained
EP Cost: Sustained
Description: You get +4 AB and DB against Monsters.



MERCANTILE

Mercantile talents improve your ability to barter and get good deals on goods and services, or improve your overall wealth.

Appraisal

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You are better able to identify the value of items and get +2 to Barter Tests when attempting to appraise the value of an item.

Wholesale

Tier: II
Requirement: Appraisal
Type: Sustained
EP Cost: Sustained
Description: You are able to buy items at cost - prices for items is reduced by 50%.

Black Market Access I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You know where to purchase, barter and acquire black market goods of Basic Item, Common Weapon, or Common Armor quality.

Black Market Access II

Tier: II
Requirement: Black Market Access I
Type: Sustained
EP Cost: Sustained
Description: You know where to purchase, barter and acquire black market goods of Rare Item, Good Weapon, or Good Armor quality.

Gold Digger

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: Lady Luck shines on you like a glimmering coin. Whenever you find money, you have a 20% chance to find an additional 1d10 of the same type of coin.

Finances

Tier: II
Requirement: Gold Digger
Type: Sustained
EP Cost: Sustained
Description: You are particularly good at budgeting and finding coin. Whenever you find money, you have a 40% chance to find an additional 1d10 of the same type of coin.

Haggle

Tier: I
Requirement: CHA 4
Type: Sustained
EP Cost: Sustained
Description: You are great at haggling over prices and gain a permanent +2 to Barter.

Copper Keeper

Tier: II
Requirement: Haggle
Type: Sustained
EP Cost: Sustained
Description: You are great at haggling over prices and gain a permanent +5 to Barter.

Polish a Turd

Tier: III
Requirement: Copper Keeper
Type: Sustained
EP Cost: Sustained
Description: You are great at haggling over prices and gain a permanent +10 to Barter.

Snake Oil

Tier: III
Requirement: Copper Keeper
Type: Sustained
EP Cost: Sustained
Description: You can overcharge items with better success and gain a +10 to Barter Faceoff Tests when attempting to sell overpriced items.



ORATION

Great orators are extra effective at talking and persuading others to see their way of things.

Foreign Diplomat

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: +2 to Persuade when using on different someone of a different Civilization.

Diplomatic Immunity

Tier: II
Requirement: Foreign Diplomat
Type: Sustained
EP Cost: Sustained
Description: +10 to Persuade when using on different someone of a different Civilization.

Inspiring Speech

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Range: Short
Description: Allies get +2 AB for 1d5 rounds.

Heroic Speech

Tier: II
Requirement: Inspiring Speech
Type: Activated
EP Cost: 5 EP
Range: Short
Description: Allies get +4 AB for 1d5+1 rounds.

Respect My Authority

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get +2 to Intimidate when using it on someone of lower status (this can be social class, a lower ranking soldier or member of an organization, etc).

Imposing Figure

Tier: II
Requirement: Respect My Authority
Type: Sustained
EP Cost: Sustained
Description: You get +10 to Intimidate when using it on someone of lower status (this can be social class, a lower ranking soldier or member of an organization, etc).

Silver Tongue

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get +5 to Deceive when talking to someone of Distrusted or Hostile Reputation with you.

Golden Tongue

Tier: II
Requirement: Silver Tongue
Type: Sustained
EP Cost: Sustained
Description: You get +10 to Deceive when talking to someone of Distrusted or Hostile Reputation with you.



SCOUTING

Scouting improves your ability to sneak, track and set traps. It also improves your overall skill at navigating the wilderness.

Alertness

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: Permanent +2 to Inspect and Observation.

Fatal Flaw

Tier: II
Requirement: Alertness, 4 PER
Type: Activated
EP Cost: 3 EP
Description: You may choose a target and make an Inspection Face-Off Test versus the target's Acrobatics. If successful, you gain +2 AB and deal an additional 1d5 damage on a critical hit against the target for 1d5+1 turns.

On Your Six

Tier: II
Requirement: Alertness, 5 PER
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +3 to Inspect and Observation.

Sixth Sense

Tier: III
Requirement: On Your Six, 7 PER
Type: Sustained
EP Cost: Sustained
Description: You gain a permanent +5 to Inspect and Observation.

Bloodhound I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You are able to track creatures and people. To track, use an Inspect Test with a difficulty set by the GM.

Bloodhound II

Tier: II
Requirement: Bloodhound I, 5 PER
Type: Sustained
EP Cost: Sustained
Description: You get a +5 to Inspect when tracking.

Bloodhound III

Tier: III
Requirement: Bloodhound II, 7 PER
Type: Sustained
EP Cost: Sustained
Description: You get a +10 to Inspect when tracking.

Camouflage I

Tier: I
Requirement: None
Type: Activated
EP Cost: Sustained
Description: Permanent +2 to Sneak while outdoors.

Camouflage II

Tier: II
Requirement: Camouflage I or Spiderlike
Type: Sustained
EP Cost: Sustained
Description: Permanent +3 to Sneak while outdoors.

Camouflage III

Tier: III
Requirement: Camouflage II
Type: Sustained
EP Cost: Sustained
Description: Permanent +5 to Sneak while outdoors.

Sniping

Tier: III
Requirement: Camouflage II, 7 PER
Type: Activated
EP Cost: 5 EP
Description: While hidden, you may attack a single target with a ranged weapon. You gain a +4 AB and +2 DR to the attack.

Improved Sniping

Tier: IV
Requirement: Sniping, 7 PER
Type: Activated
EP Cost: 7 EP
Description: While hidden, you may attack up to 2 targets with a ranged weapon. You gain a +6 AB and +3 DR to each attack.

Headshot

Tier: V
Requirement: Improved Sniping, 7 PER
Type: Activated
EP Cost: 9 EP

Description: When sniping, you make a Targeted Attack at a single target’s Head. If the attack hits, make a Faceoff Test (your AB vs Target’s Fitness). If you win the test, the target dies instantly. If it fails, deal +1d5+1 damage. Golems, undead, specters and helmeted enemies are immune to instant kill.

Follow the Thread

Tier: II
Requirement: Inner Compass
Type: Sustained
EP Cost: Sustained

Description: You are able to retrace your steps and are less likely to get lost. Any Standard Tests made to avoid getting lost are one difficulty level lower for you, and you automatically beat Effortless difficulty.

Snaring I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Reagent: Trap Kit

Description: You are able to create traps of Easy Difficulty. When triggered, your trap causes 1d5 damage, with the type varying depending on the kind of trap (bludgeoning, piercing, slashing, or fire).

Snaring II

Tier: II
Requirement: Snaring I or Spiderlike
Type: Sustained
EP Cost: Sustained
Reagent: Trap Kit

Description: You are able to create traps of Average Difficulty. When triggered, your trap causes 1d5+1 damage, with the type varying depending on the kind of trap (bludgeoning, piercing, slashing, or fire).

Snaring III

Tier: III
Requirement: Snaring II
Type: Sustained
EP Cost: Sustained
Reagent: Trap Kit
Description: You are able to create traps of Tough Difficulty. When triggered, your trap causes 1d10 damage, with the type varying depending on the kind of trap (bludgeoning, piercing, slashing, or fire).

Spiderlike

Tier: I
Requirement: Trapper
Type: Sustained
EP Cost: Sustained

Description: You have an extensive knowledge of poisons, sneaking and trap making. You get a +2 bonus to Poison talent checks. Additionally, you have the perks of Camouflage I and Snaring I even if you have not purchased these talents.

SPECIALIST TALENTS



Specialist talents are highly specialized skill sets that fall into specific professions, special units or ranks, and other highly skilled fields that aren’t standard professions.



BEAST MASTER

Beast Master talents allow you to train, fight with, or better understand animals to effectively heal or harm them in battle.

ANATOMY BRANCH

Beast Stalker

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get +2 AB when fighting Animals.

Beast Crits

Tier: II
Requirement: Beast Stalker or Wastes Waif
Type: Sustained
EP Cost: Sustained
Description: When fighting Animals, you get automatic hit success with a 9 or above and roll to determine critical hit as normal.

Weak Spot

Tier: III
Requirement: Beast Crits
Type: Activated
EP Cost: 4 EP
Description: You make an Inspect Check on an Animal at a difficulty determined by the creature’s Difficulty. On a successful check, you automatically land a critical attack on your next successful attack against the animal.

Wastes Waif

Tier: I
Requirement: Yanter
Type: Sustained
EP Cost: Sustained
Description: Growing up in the Northern Wastes, you have a strong knowledge of hunting and fishing. You get +2 AB when fighting Animals and Aquatic creatures. Additionally, you can drive sleds as familiar vehicles.

ANIMAL TRAINER BRANCH

Train Small Animals

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can train an animal of small size, teaching it up to 2 tricks. This talent can be purchased multiple times, each time allowing you to train an additional small animal.

Little Tricky

Tier: II
Requirement: Train Small Animals
Type: Sustained
EP Cost: Sustained
Description: Small animals can learn up to 4 tricks each instead of 2 apiece.

Train Medium Animals

Tier: II
Requirement: Train Small Animals
Type: Sustained
EP Cost: Sustained
Description: You can an animal of medium size, teaching it up to 4 tricks. This talent can be purchased multiple times, each time allowing you to train an additional medium animal.

Fairly Tricky

Tier: III
Requirement: Train Medium Animals
Type: Sustained
EP Cost: Sustained
Description: Medium animals can learn up to 6 tricks each instead of 4 apiece.

Train Large Creatures

Tier: III
Requirement: Train Small Animals
Type: Sustained
EP Cost: Sustained
Description: You can an animal of large size, teaching it up to 6 tricks. This talent can be purchased multiple times, each time allowing you to train an additional large animal.

Very Tricky

Tier: IV
Requirement: Train Large Animals
Type: Sustained
EP Cost: Sustained
Description: Large animals can learn up to 8 tricks each instead of 6 apiece.

COMBAT COMPANION BRANCH

Small Companion

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get a single small animal of your choice that can assist you in combat. You use the animal’s stats for combat, or consult with the GM to create standard stats if the animal is not in the bestiary. If your companion dies or you want another animal as a combat companion, you may purchase this talent again to get a new companion. You cannot have more than three combat companions at once, and mounts can’t be used as combat companions.

Medium Companion

Tier: II
Requirement: Small Companion
Type: Sustained
EP Cost: Sustained
Description: You get a single medium animal of your choice that can assist you in combat. You use the animal’s stats for combat, or consult with the GM to create standard stats if the animal is not in the bestiary. If your companion dies or you want another animal as a combat companion, you may purchase this talent again to get a new companion. You cannot have more than three combat companions at once, and mounts can’t be used as combat companions.

Large Companion

Tier: III
Requirement: Medium Companion
Type: Sustained
EP Cost: Sustained
Description: You get a single large animal of your choice that can assist you in combat. You use the animal’s stats for combat, or consult with the GM to create standard stats if the animal is not in the bestiary. If your companion dies or you want another animal as a combat companion, you may purchase this talent again to get a new companion. You cannot have more than three combat companions at once, and mounts can’t be used as combat companions.

HUSBANDRY BRANCH

First Aid (Mount)

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP
Description: You treat your mount’s injuries, recovering 25% of its HP.

First Aid (Small Animal)

Tier: I
Requirement: None
Type: Activated
EP Cost: 1 EP
Description: You treat a small animal’s injuries, recovering 25% of its HP.

First Aid (Medium Animal)

Tier: II
Requirement: None
Type: Activated
EP Cost: 2 EP
Description: You treat a medium animal’s injuries, recovering 25% of its HP.

First Aid (Large Animal)

Tier: III
Requirement: None
Type: Activated
EP Cost: 3 EP
Description: You treat a large animal’s injuries, recovering 25% of its HP.

Breed (Small Animal)

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can breed small sized animals. Consult your GM for the resources required and the value of the animals bred.

Breed (Medium Animal)

Tier: II
Requirement: Breed (Small Animal)
Type: Sustained
EP Cost: Sustained
Description: You can breed medium sized animals. Consult your GM for the resources required and the value of the animals bred.

Breed (Large Animal)

Tier: III
Requirement: Breed (Medium Animal)
Type: Sustained
EP Cost: Sustained
Description: You can breed large sized animals. Consult your GM for the resources required and the value of the animals bred.



BERSERKER

Berserkers are fierce warriors who embody their rage, or channel the rage from spirits to make them terrors on the battlefield. It is a specialized skillset created through special rituals unique to the Wisokwe, created to help them defend against Yanter raids.

Berserker Potion

Tier: I
Requirement: Wisokwe
Type: Sustained
EP Cost: Sustained
Description: You know how to make a berserker potion from mushrooms and nightshade. Each potion induces a single berserker rage upon consumption that lasts 1d5 rounds. While in a berserker rage, you get +2 AB, -2 DB, +1 END, +1 STR, -1 INT -1 PER, +2 Acrobatics, +2 Fitness, -2 Focus, -2 Social Checks, and crits deal an extra 1d5 damage.

Berserker Channel Spirit

Tier: II
Requirement: Wisokwe, Berserker Potion
Type: Activated
EP Cost: 7 EP
Description: You engaged in a ritual that channeled a bear spirit through you, possessing you, enabling you to go into a berserker state at the cost of EP, no potion required. This ritual only needs to be done once, unless the spirit is exorcised. Your berserker states are more powerful and last 1d5+1 rounds, buffing your stats as such: +4 AB, -4 DB, +2 END, +2 STR, -2 INT -2 PER, +4 Acrobatics, +4 Fitness, -4 Focus, -4 Social Checks, and crits deal an extra 1d10 damage.

As a tradeoff, your possession affects you even when not in combat or a berserker rage. You permanently get +5 Intimidate, -5 to all other Social checks, -3 Focus, and your default Reputation is Distrust instead of Neutral, except with Yanter who remain Hostile. These side effects remain unless the spirit is banished from you.



BLACK BLADE

The Black Blades are an elite unit in the Quesachan army. Only the best of the best master swordsmen are admitted, and given special training to further hone their deadly abilities. Blade Blades get their name from the obsidian shards in the macuahuitl they wield, forged for each member as part of their initiation. This talent tree is exclusive, requiring a Quesachan character and high Slashing skills. **A character can only have Black Blade OR Serpent Striker talents, not both - they are mutually exclusive units.**

Hack and Smack

Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Activated
EP Cost: 4 EP

Description: When using a macuahuitl, make a slashing attack that deals + 1d5 extra damage. If the blow hits, immediately follow up with a bludgeoning attack that deals +1d5 extra damage.

Jaguar’s Claw

Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Sustained
EP Cost: Sustained

Description: When attacking with a churika or macuahuitl, you get automatic hit success with a 9 or above and roll to determine critical hit as normal. Additionally, crits deal +3 damage. This **does** stack with any critical bonuses granted by other talents.

Jaguar’s Paw

Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Sustained
EP Cost: Sustained

Description: When attacking with a macuahuitl using bludgeoning strikes, you deal +3 DR.

Master Swordsman

Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Sustained
EP Cost: Sustained
Description: You always roll Advantage and have +1 AB when using churika or macuahuitl.



SERPENT STRIKER

The Serpent Strikers are, like the Black Blades, an elite unit in the Quesachan army. Only the best of the best master swordsmen are admitted, and given special training to further hone their deadly abilities. Those admitted are gifted and trained in the urumi, a whip sword. Training takes years, and Serpent Strikers are only used for special missions, or when golems simply aren’t enough to crush enemy morale. This talent tree is exclusive, requiring a Quesachan character and high Slashing skills. **A character can only have Serpent Striker OR Black Blade talents, not both - they are mutually exclusive units.**

Sword Wrap

Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Activated
EP Cost: 4 EP

Description: When using an urumi, make a Targeted Attack at an enemy’s arm or leg. A successful arm attack disarms the target and deals 1d5 damage. A successful leg attack deals 1d5 damage and knocks down the target for one round.

Viper Fang

Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Sustained
EP Cost: Sustained

Description: When attacking with an urumi, criticals deal +3 damage. This **does** stack with any critical bonuses granted by other talents.

Vortex

Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Activated
EP Cost: 4 EP

Description: When striking additional enemies with the urumi, do not take an AB penalty. This does not apply to Whirlwind attack, only standard attacks.

Whirlwind

Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Activated
EP Cost: 6 EP

Description: When using an urumi, you may make an attack against all enemies within range, at -1 AB per additional enemy.



STEALTH

While any character can make an effort to creep about quietly, stealth takes sneaking to a new level, improving one’s ability to travel undetected, attack from the shadows, and other stealthy activities.

Backstab

Tier: I
Requirement: None
Type: Activated
EP Cost: 3 EP

Description: When behind an opponent, you make an attack at +4 AB. If the strike hits, it’s an automatic critical hit.

Assassinate

Tier: II
Requirement: Backstab
Type: Activated
EP Cost: 5 EP

Description: When behind an opponent, you attack. You gain +4 AB for the attack. If the strike hits, it’s an automatic critical hit, causing +1d5 extra damage on top of normal crit damage.

Guerilla I

Tier: I
Requirement: None
Type: Sustained
EP Cost: 3 EP

Description: When Sneaking, you attack a single target undetected. They get a -4 DB and your attack is an automatic critical if the strike hits.

Guerilla II

Tier: II
Requirement: Guerilla I
Type: Sustained
EP Cost: 6 EP

Description: When Sneaking, you attack a single target undetected. They get a -4 DB and your attack is an automatic critical if the strike hits, causing + 1d5 extra damage on top of normal crit damage.

Guerilla III

Tier: III
Requirement: Guerilla II
Type: Sustained
EP Cost: 9 EP

Description: When Sneaking, you attack a single target undetected. They get a -4 DB and your attack is an automatic critical if the strike hits, causing 1d10 extra damage instead of 1d5.

Padfoot I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get a +1 to Sneak in urban areas.

Padfoot II

Tier: II
Requirement: Padfoot I
Type: Sustained
EP Cost: Sustained
Description: You get a +3 to Sneak in urban areas.

Gray Man

Tier: II
Requirement: Padfoot I
Type: Sustained
EP Cost: Sustained
Description: You get a +5 to Sneak while in crowds.

Lockpicking I

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You are able to pick locks, using your Theft in Standard tests vs a set difficulty to determine lockpick attempt outcomes.

Lockpicking II

Tier: II
Requirement: Lockpicking I, 5 PER
Type: Sustained
EP Cost: Sustained
Description: You get a +3 to Theft when lockpicking.

Lockpicking III

Tier: III
Requirement: Lockpicking II, 7 PER
Type: Sustained
EP Cost: Sustained
Description: You get a +5 to Theft when lockpicking.

TRANSPORT TALENTS



There are two primary means of transportation in *Waracle*: by land, or by water. Land travel consists of vehicles such as carts, and water travel includes boats of varying size. Transportation talents improve your ability to drive or pilot vehicles, both in combat and general use.



DRIVING

Driving includes land vehicles such as carts, chariots and sleds.

Driving

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You pick one of the following vehicles to drive: cart, chariot, or sled. The vehicle you select becomes a familiar vehicle, and you no longer suffer a -6 to all rolls when attacking from a familiar vehicle. You can also drive a familiar vehicle at full speed, while unfamiliar vehicles can only be driven at half speed. This talent may be purchased multiple times to learn how to drive other vehicles.

Drive By

Tier: II
Requirement: Driving or Wastes Waif
Type: Sustained
EP Cost: Sustained
Description: You no longer take a -2 AB penalty when using a range weapon while driving or riding in a familiar vehicle.

Speedy Shank

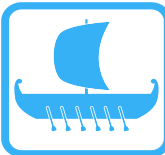
Tier: II
Requirement: Driving
Type: Sustained
EP Cost: Sustained
Description: You get a +1 AB when using a melee weapon while driving or riding in a familiar vehicle.

Firm Footing I (Driving)

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You get a +2 to Knockdown Defense on a familiar vehicle.

Firm Footing II (Driving)

Tier: II
Requirement: Firm Footing I (Driving)
Type: Sustained
EP Cost: Sustained
Description: You get a +4 to Knockdown Defense on a familiar vehicle.



SAILING

Sailing allows you to pilot boats and ships of varying sizes.

Piloting (Small)

Tier: I
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can pilot boats of small size, such as rowboats and skiffs.

Piloting (Medium)

Tier: II
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can pilot boats of medium size, such as yachts or houseboats.

Piloting (Large)

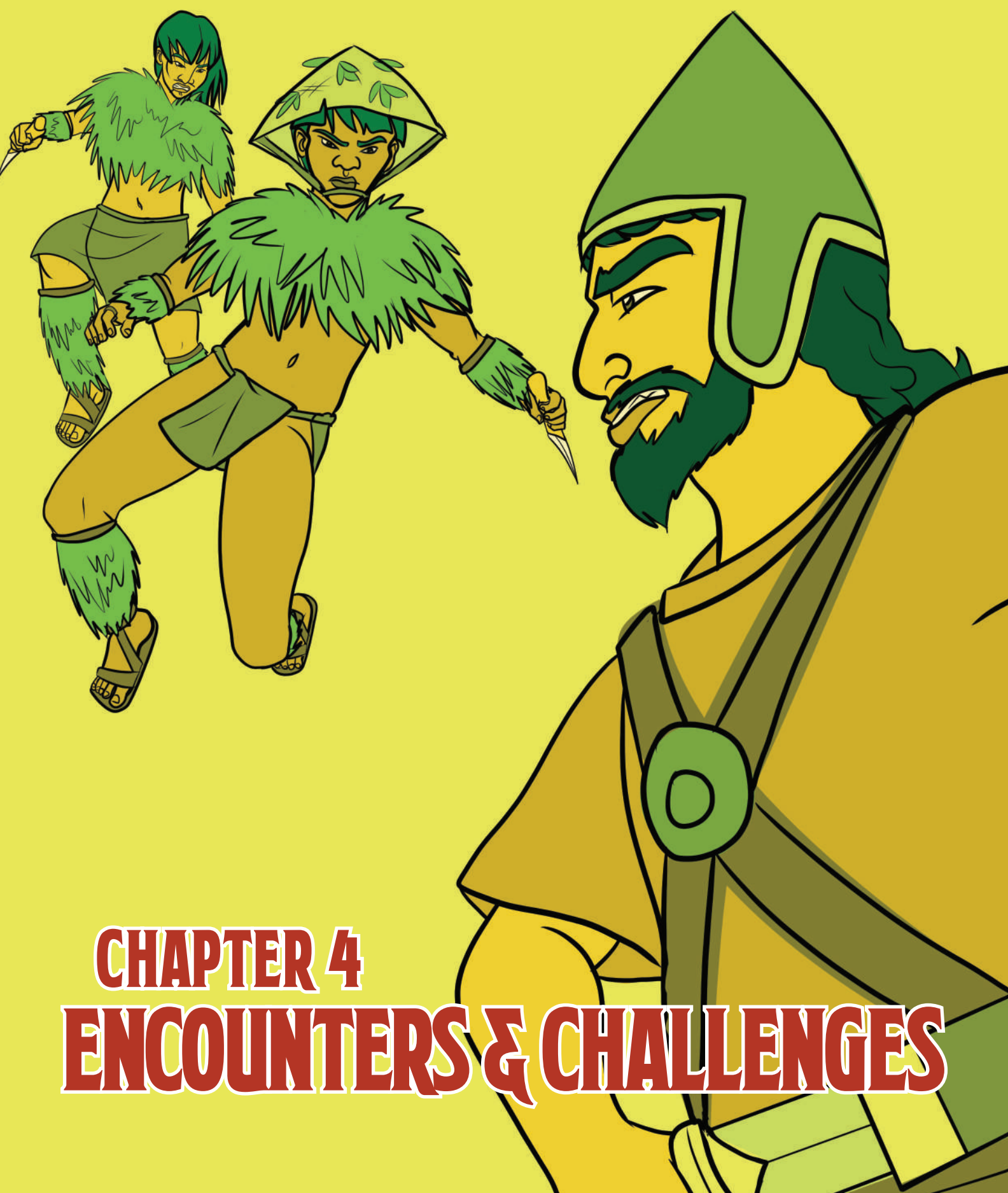
Tier: III
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: You can pilot boats of large size, such as biremes or galleys.

Oarsman

Tier: IV
Requirement: None
Type: Sustained
EP Cost: Sustained
Description: Any boat or ship you use moves at double the normal speed, reaching destinations in half the time.

Quick Current

Tier: I
Requirement: Dulisi
Type: Sustained
EP Cost: Sustained
Description: You are better able to navigate shallow and dangerous waters. Any Standard Tests involving piloting a boat in rivers or dangerous waters such as a typhoon are one difficulty lower than normal. Quick Current also grants the ability to pilot Dulisi houseboats, even if you do not have the Piloting (Medium) talent.



CHAPTER 4 ENCOUNTERS & CHALLENGES

At this point you should have a pretty good feel for what the world of Waracle is like, and the basic mechanics of characters. Now, we tie it all together by showing you the sorts of things your characters will be doing with all their cool talents and skills. Waracle is a game of storytelling and adventures, and in this chapter you'll find rules and guidelines on how to handle the typical challenges and encounters in the game. You don't need to know all these rules by heart - feel free to refer back to this chapter, or any other, during play.

ENCOUNTER TYPES

Play sessions are made up of encounters, which move the story and action along. These encounters are how your characters test their skills and prove their mettle, and how they earn experience points. There are three types of encounters in *Waracle*:

- » **Combat Encounters:** Possibly the most familiar form of encounter. These are scenarios where characters fight against one or more foes.
- » **Environment Encounters:** These scenarios are a sort of man vs nature - quite literally. Environment challenges such as scaling a steep cliff, or searching for clues in an abandoned building, fall under this category.
- » **Narrative Encounters:** These scenarios involve dialogue between one or more characters and NPCs, generally in the form of investigation, persuasion, and bartering.

These encounters bring different challenges and skills to the table. Some may require a lot of dice, while others may not involve a single roll. Which encounters occur most often and how each character handles challenges will depend on the style and preferences of the game group. Some GMs may prefer to enrapture their players through a series of mysterious intrigues and investigations, while others will throw monster after monster to the group to see if they survive. Some players may prefer or seek out combat, while others enjoy talking their way out of trouble. The best adventures involve a mixture of all three encounter types, to give variety and interest for different play styles. No matter the encounter type, however, it will often involve some form of Competence Check.

COMPETENCE CHECKS

Not every situation requires challenges or tests. When your character is doing simple everyday actions, especially outside of an encounter, you don't need to roll dice. Simply narrating your action, such as "I walk over to the bookshelf," is enough. However, there are times when your character must take action that has a risk of failure, and that's when it's time to bring out the dice.

These are known as Competence Checks and use either your attributes or your skills to determine your chance of success. These tests are quick to learn and resolve. **To make a Competence Check, roll a d10.** Add the total to the Attribute or skill you're testing to get your final result.

SKILL EXAMPLE

The scout Monte is trying to climb a steep cliff to reach an otherwise inaccessible cave. The GM decides this is an Acrobatics test. Monte's player rolls a d10 and gets a 7. She then adds her character's Acrobatics skill, which is a total of 11 (7 AGL + 4 levels). Monte's final test result is 18.

ATTRIBUTE EXAMPLE

The soldier Iltani is trying to pry open a grate to enter a city's sewers. The GM declares this is a STR test. Iltani's player rolls a d10 and gets a 3. He then adds his character's STR attribute, which is 8. Iltani's final test result is 11.

TEST TYPES

Check results need something to be compared to in order to figure out success or failure, known as a test. There are two kinds of test, Standard and Faceoff, and each are resolved differently.

STANDARD TESTS

Standard Tests come into play when your character is pitting themselves against a set difficulty level. Standard Tests, as the name implies, are the most common form of Competence Check.

- 1. Inform the GM what you want your character to do.
- 2. The GM decides what skill or attribute needs to be tested. They then assign a difficulty level for the character to beat.
- 3. You make a Competence Check and determine your result.
- 4. If your result is equal or greater than the difficulty, you succeed. Your GM then describes what happens based on success or failure.

STANDARD TEST DIFFICULTY

When a character engages in a Standard Test, they must roll vs a difficulty decided by the GM. The GM decides this number based on their assessment of the difficulty under the scene’s circumstances. Things like terrain, equipment, the NPC involved (if any) etc, should all be considered when determining difficult. There are different scales for Skills and Attribute tests. The chart below shows the levels of Standard test difficulty for both sets.

STANDARD TEST DIFFICULTIES

| Difficulty Level | Attribute Test Value | Skill Test Value |
|------------------|----------------------|------------------|
| Effortless | 5 | 5 |
| Easy | 8 | 7 |
| Average | 10 | 13 |
| Tough | 15 | 19 |
| Difficult | 18 | 25 |
| Implausible | 20 | 30 |

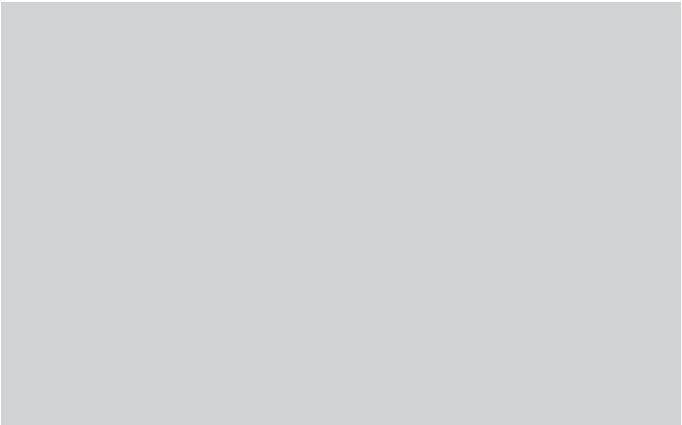
EXAMPLE

The soldier Iltani is trying to scare a bandit into revealing the location of his gang’s hideout. The GM declares an Intimidate test. The bandit is a coward and Iltani is a large imposing figure, so the GM decides the difficulty is Easy. Iltani’s player rolls and gets a result of 10. Iltani successfully intimidates the bandit into revealing the hideout.

FACEOFF TESTS

When your character is challenging the abilities of another character, you must make a Faceoff Test. Rather than testing against a set difficulty, both characters roll for their applicable abilities and the results are compared against each other.

- 1. Inform the GM what you want your character to do.
- 2. The GM decides what skill or attribute needs to be tested by you and by your opponent, and applies any relevant bonuses or penalties based on the circumstance.
- 3. You and the other player roll for both characters to determine the test results.
- 4. Compare the test results. If your result is higher than your opponent, you win. If it’s a tie, whoever has the higher skill or attribute without the roll wins. If it’s still a tie, the GM decides the circumstances.



This method can be used even in situations where more than two characters are competing. Everyone rolls and results are compared, with the highest winning and ties being settled in the same manner.

This test does not necessarily pit the same ability against each other. It depends on the situation. For instance, when chasing a character down a crowded street, both characters may make an AGL check. However, other situations may call for something more complex, such as a player’s Education Skill against a lying NPC’s Deceive skill.

EXAMPLE

The scout Monte is trying to detect an enemy combatant he knows is hiding somewhere nearby. The GM decides this is a Faceoff test of Monte’s Inspect vs the enemy’s Sneak. Monte’s player rolls a 7 for a total of 11 and the GM rolls a 10 for a total of 16 for the enemy. Monte is unable to find the hidden foe and now might be subject to a sneak attack.

COMBAT ENCOUNTERS

Sometimes, the situation comes to blows. Whether it be a group of bandits, reanimated skeletons, or a pack of angry boars, at some point, your characters will likely find themselves engaged in a combat situation. Like any RPG, combat plays a large part of *Waracle*’s core mechanics. Combat encounters are designed to be relatively simple in core concept, but offer a variety of tactics. The essentials of combat are described in this section.

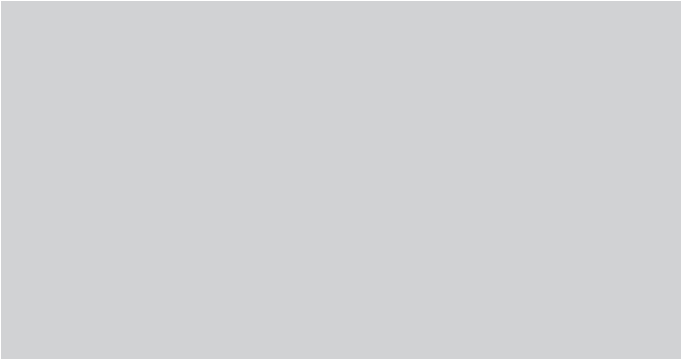
DETERMINING INITIATIVE

Initiative is, at its most basic, “who goes first?” In *Waracle*, determining initiative is simple: The character or creature with the highest total AGL goes first, followed by the next highest and so on in descending order. In the event of a tie, the players roll a d10 and the winner goes first. The GM rolls for NPCs and creatures, and may choose to group identical creatures into one roll to take their turns one after the other. Once the order of combat has been determined, the players and GM take turns determining what their respective characters will do in combat.

ROUNDS & TURNS

Combat is broken up into rounds and turns. A round is a single session of combat broken up into turns for each combatant involved. A turn is a 5-second increment of in-game time where a PC or NPC takes a Standard Action or prepares a Delayed Action. They can also optionally take a single Free Action **before** they end their turn. The Free Action can be done before or after their Standard Action.

A **Standard Action** is a simple move, such as attacking a nearby enemy or quaffing a potion. **Delayed Actions** are more complex, such as casting a spell, and require two or more rounds to complete. **Free Actions** are small, simple actions such as unsheathing a holstered weapon that can be done with a Standard Action. Unless specified by a talent or the GM, most actions in combat are considered Standard. Players and creatures can take **one** Standard Action per turn.



Some talents or situations grant you bonuses or penalties to your skills. Sometimes they’re referred to by the specific talent (-1 Focus, for instance), other times a bonus or penalty affects several skills collectively. Generally, in these situations, these skills are referred to by a general category. These categories are:

- » **Expertise Checks** use Cooking, Education, Entertain, and Savvy.
- » **Mental Checks** use Inspect, Observation, and Focus. Note that Observation checks are almost always either prompted by the or done secretly by the GM; it is something your character may notice without trying.
- » **Physical Checks** use Acrobatics, Sneak, Fitness, and Theft.
- » **Social Checks** use Barter, Deceive, Intimidation, and Persuasion.

KNOWLEDGE TESTS

There are talents that modify your skills and attributes in special situations. However, talents not only represent your specialized abilities, but specialized knowledge. Knowledge tests use your **INT + HIGHEST TIER + 1d10**. The highest tier is the tier level of the most powerful talent/spell you have in the relevant talent tree branch.

Knowledge tests work otherwise like Standard tests - you use your score and roll a d10 against a set difficulty to determine success. For instance, you may have a character with a Concoct Potion II - a tier II Alchemy (Potion Branch)talent, and an INT of 5. A situation requires decent knowledge of potions, and so your character would add 7 for the check roll. Use Attribute test values for Talent Checks challenges. Your GM will determine what talent branches are relevant for a knowledge test.

DEGREES OF SUCCESS

In most cases, all that matters is that you succeeded in a test. Occasionally, how well you did becomes relevant. The higher you beat the difficulty, the more impressive the success. Alternatively, when you fail a test, the lower your number is than the difficulty, the more spectacularly you failed. Your GM will tell you when degree of success is relevant, and what the ramifications are.

There may be exceptions to this per your GM’s discretion for particularly easy or difficult situations and checks. See the next section on combat encounters for details on how combat attacks are handled.

STANDARD ACTIONS

These are general Standard Actions. Not everything will fit in here, and you may have to consult with your GM for special circumstances.

Attack: You attack a single targeted enemy within range.

Cast Spell: Your mage casts a spell. Most spells are Standard Actions, but a few are Delayed Actions instead.

Defend: When using a melee weapon, you go into a defensive stance. When defending with a weapon, the next time an enemy attacks, you get a +1 to your DB roll.

Get Up: Get back to your feet after being Knocked Down or Dismounted.

Move: You get to move up to your maximum movement speed per turn. See the **DISTANCE AND MOVEMENT** section later in this chapter for more information on Movement Speed.

Use Item: You use an item that is immediately accessible. This does not include potions and healing items, but does include grenades.

Use Skill: You make a single Standard Test of one skill.

DELAYED ACTIONS

These are general Delayed Actions. Not everything will fit in here, and you may have to consult with your GM for special circumstances.

Extended Move: You move further than your maximum speed. See the **DISTANCE AND MOVEMENT** section later in this chapter. for more information on Movement Speed.

Complex Action: Actions that require setup, such as preparing a trap, poisoning a weapon in combat, preparing a complicated spell or focusing on a more precise shot are complex actions. Many talents and spells specify when they are a Delayed Action, but you may have ideas for Complex Actions that your GM will have to handle on the fly.

FREE ACTIONS

Draw Weapon: You unsheathe a Holstered weapon or draw a single item immediately accessible.

Drink Potion: If immediately accessible, you can drink a single potion before taking an action. This includes Star Leaves and Cocoa Leaves. You can only take one potion/herb per turn, including during a Standard Action.

Partial Move: You move up to half of your maximum movement speed. You may still attack at the end of the move.

ATTACKING & DAMAGING TARGETS

Obviously, the objective of combat is to hit things until they submit or die. There are three kinds of attacks in *Waracle*: melee, ranged, and magical. This chapter describes the first two; while attacking with a spell is similar to attacking with a weapon, effects and specifics of spells are detailed in **CHAPTER 3: TALENTS AND SPELLS**. The basics of attacks are the same:

1. Select a target to attack and declare it to the GM. To be able to attack an opponent, they must be within range of your weapon. See the Distance and Movement section later in this chapter for more information about weapon ranges.
2. Make an attack roll. Your attack roll is determined by your total AB + 1d10. Your total AB is determined by your **BASE AB + AGL**. This is modified by talents, spells, statuses or equipment if applicable.
3. Your opponent makes an opposing defense roll to deflect the attack. Their defense roll is their total DB + 1d10. Their total DB is determined by their **BASE DB + AGL + ARMOR PR**. This is modified by talents, spells, statuses or equipment if applicable.
4. Your attack roll is tested against your opponent’s defense roll.
5. If your result is equal or greater than your opponent’s DB roll, your attack hits and does damage.

Upon a successful hit, it’s time to determine damage. Your damage is your weapon’s **DAMAGE RATING (DR) + MODIFIERS - ARMOR RESISTANCE**. Modifiers come from any bonuses you get due to talents or situation. Some armors have resistance to certain damage types, and they soak some of the damage from types they are resistant to. See **CHAPTER 5: WEAPONS AND GEAR** for more information on weapon damage types and armor resistance types.

Melee Addendum: If using a melee weapon or a bow, and your STR is above 4, you get a bonus to damage. This **does** stack on top of other damage bonuses. Strength bonuses begin after 6 STR and increase every few levels. For example, if you attack with a sword that has 3 DR and you have a STR of 6, you add +11 to the DR for a total of 4 damage. The chart below shows the STR bonuses:

STR DAMAGE BONUS

| STR Level | ≤5 | 6-7 | 8-9 | 10 |
|-----------|----|-----|-----|----|
| DR Bonus | 0 | 1 | 2 | 3 |

DAMAGE TYPES

Typically, most attacks will do **nonelemental weapon damage**: Piercing (Prc), Bludgeoning (Blg), or Slashing (Sl). What weapons do what type of damage are specified in **CHAPTER 5: WEAPONS AND GEAR**. However, there are a few other damage types that often come from spells, alchemical concoctions or traps. These are known as **elemental damage**:

- » **Fire:** Burn damage that comes from flames.
- » **Ice:** Freezing damage that comes from ice.
- » **Electric:** Electrical damage that comes from electricity.
- » **Energy (Positive):** Energy with a positive charge. It is only damaging to specters, otherwise it buffs creatures.
- » **Energy (Negative):** Energy with a negative charge. Specters are immune to this damage.

EXAMPLE

It’s the soldier Iltani’s turn. He sees an enemy soldier within range. Iltani’s player makes an attack roll. Iltani is using a churika, so his base AB is modified by his AGL score. The roll is a 6. He adds his AB of 11 for a total of 17. This beats the enemy soldier’s DB of 10, so Iltani is able to hit them with his churika. The churika’s DR is 4 and the enemy is unarmored, so they take the full 4 damage from Iltani.

Additionally, just like certain armor types, some creatures are weak or resistant to certain types of damage. A damage **Resistance** means that damage of a certain type will do **less** than the full DR. Damage **Weakness** means that damage of a certain type will do **more** than its usual DR. Exactly how much damage is soaked/increased depends on how resistant or weak the creature or armor is.

When an armor or creature is resistant to a damage type, it is displayed as **-X [damage type]**, where X is the damage amount subtracted and “damage type” is the name of the type of damage to subtract. When an armor or creature is weak to a damage type, it is displayed as **+X [damage type]**, where X is the damage amount added and “damage type” is the name of the type of damage to add.

CRITICAL HITS & SPECIAL ATTACKS

Sometimes, you land a particularly crippling blow that deals more damage than normal. This is known as a **critical**, or **crit** for short. To get a critical, you must first get an automatic success on your attack roll by rolling a 10. If you roll a 10, roll your d10 again to see how well you succeed. If you roll a 7 or above, your attack is a critical and does double damage. Some talents or weapons will increase the amount of damage criticals inflict. Note this only applies to attack - a 10 roll for defense isn’t an automatic success.

Conversely, if you roll a 1 on your attack or defense, you run the risk of it being **botched** - an automatic failure. If you roll a 1, you must roll again. If you roll a 3 or below, the attack/defense is botched and you automatically fail. Your GM may determine additional consequences for botching, if any. If the roll is a 4 or above, calculate the original 1 roll as normal to determine success or failure.

Aside from criticals, talents and spells allow you to make special attacks that deal extra damage, cause status effects, or do something else extra beyond the normal damage. **Special Attacks** cost EP to use, specified by the talent you’re using. If you wish to make a special attack, check that you have enough EP and declare it to your GM. Make the attack per the talent’s instructions, and subtract its EP cost from your total EP pool. When your EP is depleted, you can no longer make special attacks.

EP can be restored through certain potions, or while Resting or Sleeping. Refer to the **HEALING AND HIT POINTS** section later in this chapter for more information on Resting and Sleeping.

Casting Spells always consumes EP. They are used by mages and have a variety of damage types, ranges and circumstances. Declare to the GM what spell you wish to cast and subtract EP cost as per any other talent. Casting spells count as a Standard Action unless the spell specifies otherwise. See **CHAPTER 3: TALENTS & SPELLS** for specific spells and what their effects are.

Targeted Attacks are attacks aimed at a specific area of an opponent’s body. Targeted Attacks can be made by any character, but some talents and status improve or hinder Targeted Attacks. To make a Targeted Attack, declare to the GM what part of their body you are targeting: you can target the head, arms or legs. Then, make an attack at -4 AB. Your opponent makes a defense roll. A successful Targeted Attack is considered a critical and does double damage as a normal critical would. If the opponent that is targeted is wearing full armor (or head armor if the head is targeted), different DB bonuses and resistances/weaknesses will apply to the Targeted Attack. Refer to **CHAPTER 5: WEAPONS AND GEAR** for more information on armor defenses.

Attacks of Opportunity are attack rolls that occur when a combatant opens up their defenses, such as when moving past an enemy in range. Some talents or situations will create an Attack of Opportunity.

Countering happens when you are able to instantly attack an enemy back. This happens immediately after an enemy’s attack and does not count as part of your turn. Make an attack roll and apply damage as normal. Counters can only be done if your character has talents that allow them to make counters.

Disarming is when your character knocks an enemy’s weapon out of their hands. Like countering, disarming is only possible if your character has talents that grant you the ability. To attempt a disarm, declare it as your Standard Action during your turn. Make a Faceoff Test with your AGL vs your opponent’s STR. A successful disarm removes the enemy’s weapons, leaving them bare handed. A disarmed character can use a Standard Action during their next turn to equip a different weapon if it is holstered. Alternatively, a Disarmed character may attempt to recover their weapon if it is within reach using a Standard Action on their next turn.

Unarmed Combat is when you attack without any weapons, using only your body to deal damage. **Your DR is half your total STR, rounded down and is considered Bludgeoning damage.** Some talents increase the damage you do unarmed.

RESTING & SLEEP

Resting and sleep are important to keeping your characters at their best and healthy! **Resting** is a period of at least 2 hours of uninterrupted rest or low activity. Light activity means nothing more taxing than eating, sleeping, tending to injuries, reading, etc. Activities that exert more energy such as sparring or walking continuously interrupt rest. Resting recovers **25%** of your EP and HP, rounded up.

Sleeping is at least 8 hours of uninterrupted light activity and fully recovers EP and HP, rounded up. Sleeping also removes any lingering status effects unless otherwise stated by the status effect.

DISTANCE & MOVEMENT

Sometimes characters will need to move around on the combat field, or use a ranged weapon to hit an enemy further away. In these situation, players must account for distance and movement speed of players and enemies. These are outline on the table below:

WEAPON RANGES

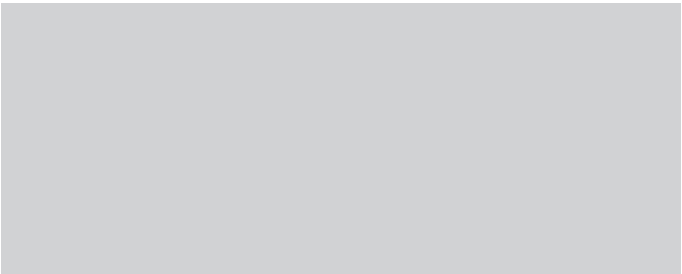
| Range | Touch | Short | Medium | Long | Far |
|-------|-------|-------|--------|--------|---------|
| Feet | 5 | 6-15 | 16-75 | 76-150 | 151-500 |

Weapons have a specified range and can hit any object within that range or the ranges below it, though there are some caveats. If using a ranged weapon (such as a bow) at Touch range, roll at Disadvantage for attack. Sometimes other special circumstances will apply when using weapons and attack at different ranges. These will be specified by the weapon, talents or by your GM.

Weapons aren’t the only thing that need to reach far. How fast and far can your character move during combat? It depends on your AGL score. Movement Speeds are specified in the chart below. Movement Speed assumes a character running at full sprint. You can move at full speed the same number of rounds as your Fitness. After that, your character is Exhausted and must Rest before they can run at full Movement Speed again.

MOVEMENT SPEED

| AGL | Movement Speed | AGL | Movement Speed |
|-----|------------------|-----|-------------------|
| 1 | 10 feet per turn | 6 | 60 feet per turn |
| 2 | 20 feet per turn | 7 | 70 feet per turn |
| 3 | 30 feet per turn | 8 | 80 feet per turn |
| 4 | 40 feet per turn | 9 | 90 feet per turn |
| 5 | 50 feet per turn | 10 | 100 feet per turn |



RESTRICTED MOVEMENT

Sometimes your character’s movement will be restricted. Certain situations will slow down your ability to move and decrease your Movement Speed (MS).

- » **Rough Terrain:** When moving or fighting in rougher terrain such as a dense jungle, mountains, or hills, you move at 3/4 MS.
- » **Negligent Immersion:** When immersed in water less than knee deep, there is no movement penalty.
- » **Partial Immersion:** When immersed in water knee to waist deep, you move at 3/4 MS.
- » **Total Immersion:** When immersed in water greater than waist deep, you swim at half MS.

MOUNTED COMBAT

Sometimes a character or NPC will fight from a Mount animal, such as a horse or a camel. A mounted combatant uses their mount’s speed instead of their own while moving. Mounted combatants get a **+1 to melee attack rolls, but -2 to range attack rolls.** A character must have the applicable mount talent to be able to effectively ride a particular creature into combat. If a character does not possess the talent for Mounted Combat, they suffer a -6 penalty to all rolls made while mounted.

MOUNT MOVEMENT SPEEDS

| AGL | Movement Speed | AGL | Movement Speed |
|-----|-------------------|-----|-------------------|
| 1 | 30 feet per turn | 6 | 180 feet per turn |
| 2 | 60 feet per turn | 7 | 210 feet per turn |
| 3 | 90 feet per turn | 8 | 240 feet per turn |
| 4 | 120 feet per turn | 9 | 270 feet per turn |
| 5 | 150 feet per turn | 10 | 300 feet per turn |

If your character wishes to mount an animal during combat, you can use it as a Standard Action as long as the animal is within half of your movement range (See **DISTANCE AND MOVEMENT** section). While most mounts don’t attack, some like dragons can. They attack at the end of your turn, with the GM doing their rolls. Enemies may also opt to attack your mount, so keep track of its HP.

Enemies may also attempt to knock you from your mount, using an Faceoff Test with their **STR + TOTAL AB** vs your mount’s **ACROBATICS + KNOCKDOWN DEFENSE**. Knockdown Defense is determined by the applicable mount talent you have. See **CHAPTER 3: TALENTS & SPELLS** for more details.

If your mount dies or you are knocked off it, you are Dismounted. When Dismounted, you fall to the ground and take **2 Bludgeoning damage**. If the mount was moving at full speed, you take additional damage equal to your mount’s AGL. If you fall from a mount that is Gliding or Flying, you take **Fall Damage** in proportion to the height you fell. Fall damage is covered in **SECTION III: GAME MASTER GUIDE**.

While on a mount that is running at full movement speed, each round you must make an Acrobatics Test at Average difficulty to remain seated. If you fail the test, you fall off the mount and take damage as if you were dismounted. This rule does not apply to vehicles.

The same rules apply when attacking from a vehicle such as a cart, but you use **Driving** talents for checks instead.

Every culture but the Dulisi and the Trappers have a native mount. These mount creatures are listed below with their respective cultures. Specific mount stats can be found in their respective entries in **CHAPTER 5: WEAPONS AND GEAR**:

- » **Bizeem** ride hippocamps.
- » **Dushum** ride Mushussu dragons.
- » **Kalvres** use donkeys to pull chariots or carts.
- » **Temekumus** ride camels.
- » **Quesachi** ride maned wolves.
- » **Wisokwe** ride horses.
- » **Yanter** use nanook to pull sleds.

STATUS EFFECTS

Sometimes, weapons and spells cause special types of effects that can damage or affect your character in different ways. The amount of time statuses last depend on the weapon or talent used to cause it. If not specified, it lasts 1d5 rounds. Effects can stack, sometimes resulting in multiple statuses on a single character.

- » **Bleeding** happens when a wound is deep and causing extra damage. Bleeding characters lose -1 HP per round until healed or for the duration of the talent/weapon that caused the status.
- » **Blinded** characters cannot see and roll Disadvantage for all combat rolls, get a -2 to AB & DB, and automatically fail any ability check that requires vision.
- » **Burning** characters are engulfed in flame and lose -2 HP per round until extinguished. Flames can be extinguished by water or by using a Standard Action to roll on the ground. Injuries from Burning are **Burned** and cause -1 END until healed.

- » **Crippled** characters are physical hindered and suffer -1 AGL, half moment speed, and Disadvantage to attack and defense rolls while they remain crippled.
- » **Deafened** occurs when noise or other special effects temporarily damage your character's hearing. You automatically fail any ability check that requires hearing for the duration.
- » **Exhausted** is when your character experiences extreme fatigue or is magically drained of energy. Exhausted characters get -1 to all rolls, and movement speed is halved. Exhausted lasts until you Rest.
- » **Immobilized** characters are stuck in something that slows down their movement. Immobilized characters cannot take any movement action for the duration. They can still make attacks within range of their weapon, with Disadvantage.
- » **Incapacitated** characters are unconscious and unaware of surroundings. They cannot make defensive saves, ability checks, etc. All actions against them have Advantage.
- » **Inebriated** happens when characters consume enough alcohol to be drunk. They get a -1 to all attributes except +1 STR, and are more confident in social checks and conversation. Inebriation lasts about 1d5 hours.
- » **Grappled** characters are held by another creature or character and can't move and have Disadvantage to all combat rolls until broken out of the grapple.
- » **Knocked Down** characters are knocked prone and cannot attack and have Disadvantage to defense rolls. Until they stand, they can only crawl at half their movement speed. Getting back up is a Standard Action.
- » **Nauseated** characters are sickened by a horrible stench or sight. They get -1 to AB, Acrobatics, and Fitness for the duration.
- » **Poisoned** characters have been poisoned and suffer the effects as outlined per the poison's discription. If none is specified, they instead have Disadvantage to attack and defense for 1d5 rounds.
- » **Soaked** characters are drenched in water. Soaked removes Burning status, but Soaked characters take +1d5 additional damage from electricity until they are dry.
- » **Stunned** occurs when characters are paralyzed, frozen, or otherwise stuck in place. They can't take any action for 1d5 rounds, and have to make a Fitness check to break out.

- » **Terrified** happens when characters are frightened by something horrible. The effect lasts while the source is within sight. They can't take any action for the first 1d5 rounds and have Disadvantage to Fitness and Focus checks while the source of fear is within sight.

CHARACTER DEATH

Every time a character is damaged by an attack, they lose hit points. The more hit points they lose, the closer they are to death. Except under special circumstances defined by the DM, when an NPC or creature hits 0 HP, they are dead. However, when a Player Character reaches 0 HP, they are **Dying**. Unless healed, they will die in a number of rounds equal to their END. Dying characters are Incapacitated as per the status effect.

If a character takes damage that brings them to 0 HP and the remaining damage is equal or more than their total HP, the character dies instantly with no Dying stage. For instance, if your character has 10 HP total and is currently at 2 HP, an attack that does 22 or more damage would instantly kill them.

It is wise that characters keep healing potions and items with them, as death in *Waracle* is permanent. If your character dies, you will have to create a new one.

HEALING AND HIT POINTS

A character's health is represented by their Hit Points. How Hit Points are determined is detailed in **CHAPTER 1: CHARACTER CREATION**. A character at full health is ready for action, while a character with less than full health is wounded. Whether wounded status has any effect on the character is up to the GM - some suggestions are made in the **GAME MASTER GUIDE**.

Damage, like health, is an abstract concept. The type of injuries they sustain can range from a bruise to a gash to broken bones. Most of the time, the exact details of the injury aren't important, however. The important thing is to pay attention to HP. If circumstances require injury type is relevant, the GM should apply it depending on the amount of damage taken, and the type of weapon used.

In the event your character is injured, there are a few different routes they can take to heal.

- » You can use a Free Action to take a healing potion or herb, if your character has one.
- » If a mage, you can cast a Healing spell on yourself. This action depletes your EP per the spell's description and counts as a Standard Action.

- » Another character heal you in either of the manners above during their turn.
- » You can Rest or Sleep, as outlined in the Resting and Sleeping rules.

MISCELLANEOUS COMBAT RULES

There are a few final unique situations to consider during combat situations that affect what your character can do or how (and if) they can move.

Grappling is when one character grabs another in an attempt to capture or restrain them. To make a Grapple attempt, you must declare it. You treat a Grapple attempt as a normal attack and defense roll. Grappling does not inflict damage if done barehanded, while Grappling using a weapon may cause damage depending on what talents you have.

Upon a successful attack roll, the target is Grappled and any effects, if any, are applied. Grappled targets suffer the restrictions of the Grappled status effect.

If the attack roll fails, the target is not Grappled and gets and Attack of Opportunity. To break free from a Grapple, perform a Faceoff Test using the STR or AGL of each participant, whichever is higher.

Vision Restrictions occur when lighting or other effects impair the eyesight of characters. There are two primary sources of Vision Restrictions caused by lighting in most situations:

- » **Partial Light** occurs in areas of partial or dim lighting. When moving or fighting in Partial Light, all rolls involving sight incur a -2 penalty.
- » **Total Darkness** occurs in areas that are completely consumed in darkness. When moving or fighting in Total Darkness, all rolls involving sight incur a -4 penalty.

ENVIRONMENT ENCOUNTERS

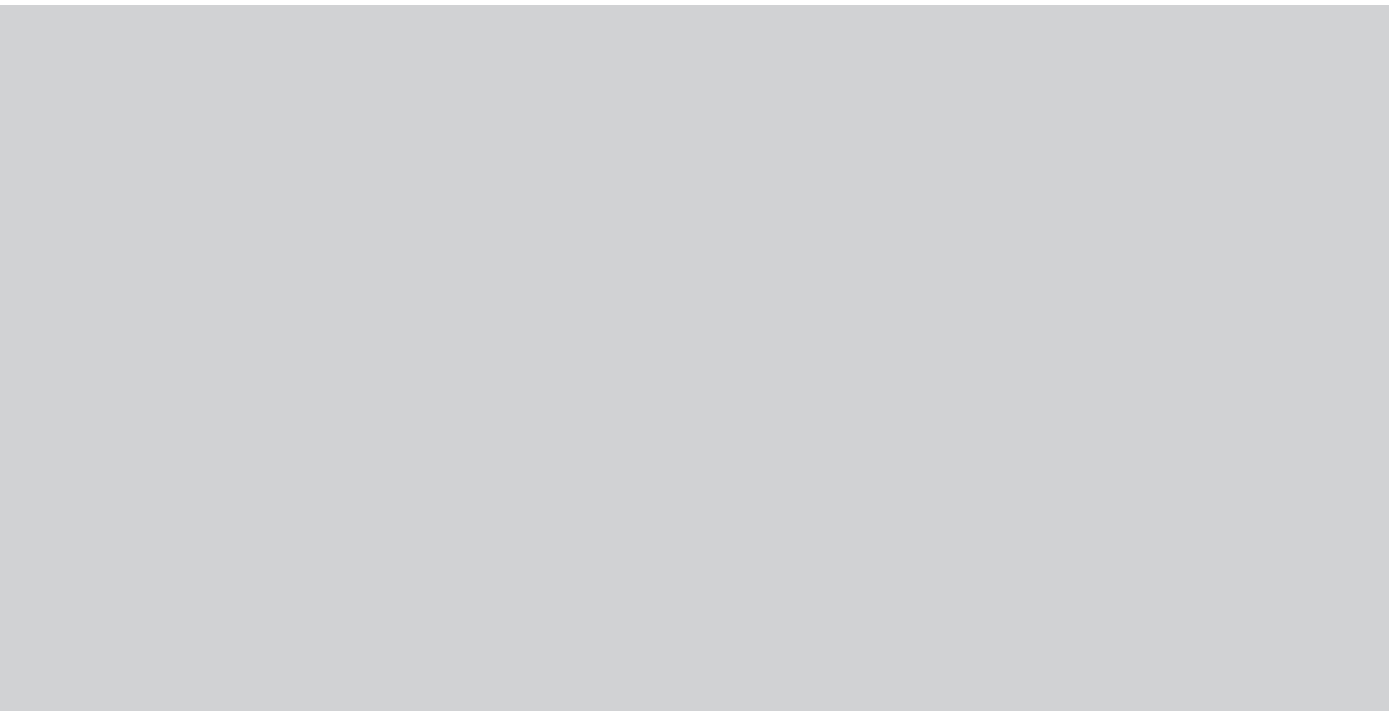
Not all encounters are combat oriented. Sometimes your character comes into conflict or challenges with the very environment they move through. Environment encounters can manifest in many different ways, below are just a few examples:

- » Your character is jumping from roof to roof in a city while fleeing from guards
- » Your character is sneaking through a forest and needs to avoid detection by enemies.
- » Another character in your party is pinned by a beam while inside a burning building, and you are attempting to lift it so they can escape.

Environment encounters may even occur during combat if your character is attempting some fancy moves about the battlefield. Whatever the situation, Environment Encounters will involve a Competence Check of some kind, often a Standard Test. While any skill or attribute may be tested, the most common ones in an environment encounter are: Acrobatics, Fitness, Focus, and Sneak. At the end of the day, like anything else, the only limit to Environment Encounters are the imaginations of you and your GM.

NARRATIVE ENCOUNTERS

Often, your character will be interacting with NPCs and other characters in social situations. The tone of these situations can vary - perhaps your character is bartering for a better price on an item, or they're trying to persuade an NPC to help them. They may even be lying to avoid combat or talk someone out of attacking. Whatever the case, Narrative Encounters are the primary means to interact with people in the world, finding information, or trading goods. Sometimes, a character not great at combat might be great at persuasion, talking their way out of trouble, or gaining valuable information for the party.



USING MAPS & MINIS

A popular option for tabletop RPGs is the use of a map and miniatures or tokens to help visually organize combat. While not a requirement to play *Waracle*, a map can help you keep track of the field and the action going on, particularly in larger-scale battles. It’s also great for simplifying tactics and avoiding over-complications.

To use maps, each player and important NPCs/monsters will need a token to represent themselves on the board. You can simply use a spare dice, counter, stones, a piece of paper or other small object for this. However, a popular and more detailed option is the use of miniature figurines. These can be purchased online or in certain hobbyist stores and are usually made of plastic or pewter, though some are cardboard cutouts. Some minis are pre-painted, but others require painting. Another alternative that is gaining popularity are Meeples. These are simple wood pieces that come in a variety of shapes and premade characters or animals. You can find out more about and purchase Meeples from WWW.MEEPLESOURCE.COM.

Next, you will need maps. These can be custom made by your GM, printed from resources online, or purchased through stores. They range in size and style. Official maps from *Waracle* use a hexagon-based grid instead of a more traditional square grid. The reason for this is that hexagonal grids offer better mobility. Additionally, official maps use a simple system to determine distance in combat. Each hex equals 5 feet. Refere to the Map Grid Distance table for quicker conversion:

MAP GRID DISTANCE

| Distance | In-Game Feet | # of Hexes Away |
|----------|--------------|-----------------|
| Touch | 5 or less | 1 |
| Short | 6 - 15 | 2 - 3 |
| Medium | 16 - 75 | 4 - 15 |
| Long | 76 - 150 | 16 - 30 |
| Far | 151 - 300 | 31 - 60 |

So, a map with many, smaller hexes represents an area larger than a map with larger, fewer hexes.

Maps can be digital or printed, or hand drawn. A good homemade map option is a dry erase board or wet erase map so you can easily update the map data. If you want to be really creative, you can make maps on your computer using art or map making software and print them out.

You can find a list of free official downloadable maps, third-party maps and map making resources in the **APPENDIX**.

A FINAL NOTE

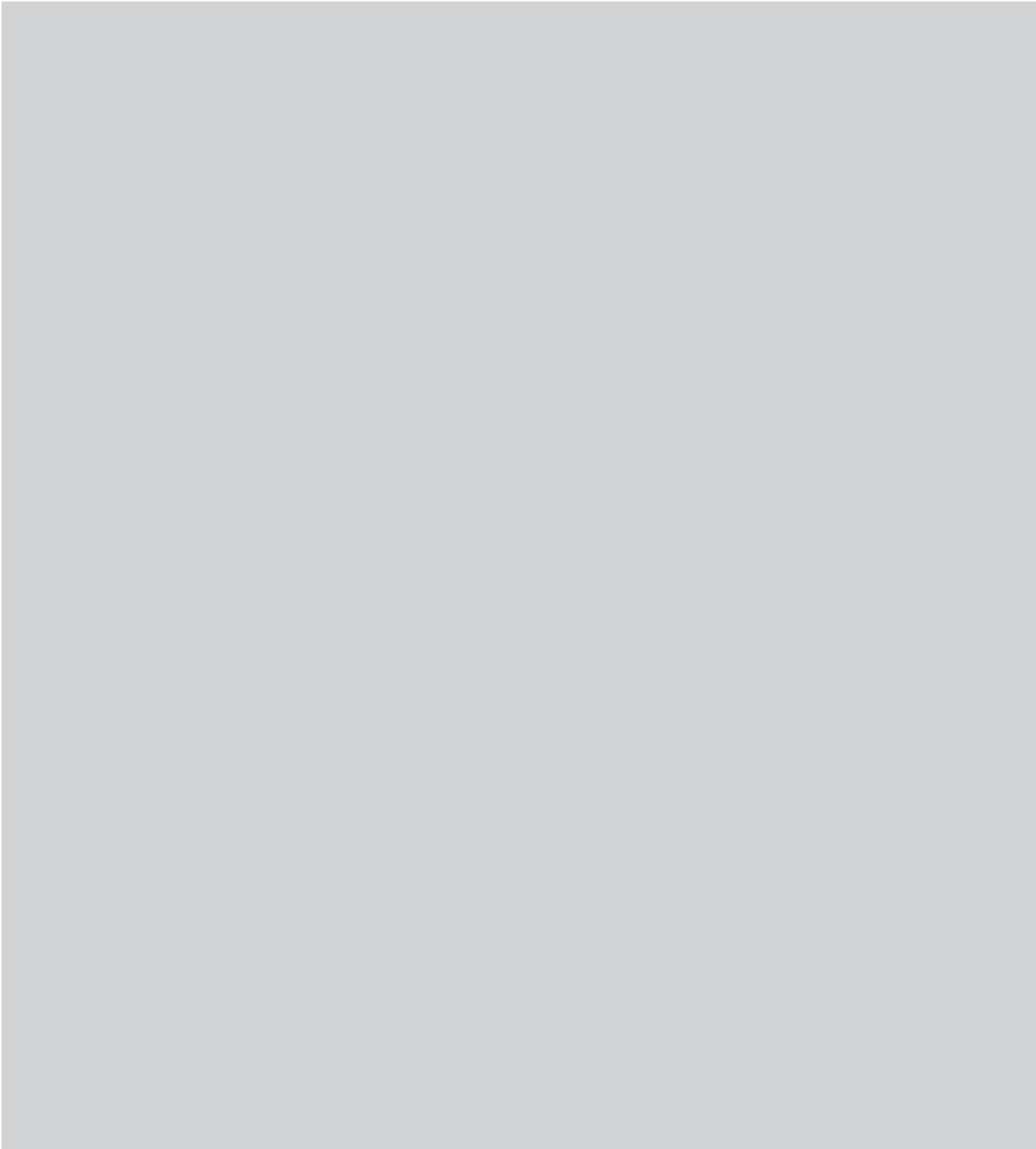
These are just a few different ways you can play your character through different situations. By now you should have a strong idea how to create and play a character in *Waracle*. The only remaining chapter is ahead, which covers Weapons and Equipment. Keep this book as a resource and don’t expect to memorize everything right away; everything takes some time

to get the hang of, and it’s perfectly fine to reread information or practice. In time you’ll need to refer to the book less and less. The most important thing is to have fun!

Any further questions should be answered by your GM. If they don’t have an answer or you are both unsure, check out the *Waracle* communities found on WARACLERPG.COM. There the developers and other players discuss game information, exchange

ideas, and offer inspiration for each other’s games. At WARACLERPG.COM you can also find and download some handy free resources, such as character sheets, maps, and quick reference guides. You’ll also find the latest *Waracle* news and updates.

For now, gear up your character and then go play!



CHAPTER 5 WEAPONS AND GEAR



What good are fancy abilities without fancy gear? Your character will need equipment, and likely weapons and armor. Starting equipment is determined by your character's starting item pack, which is detailed in Chapter 1: Character Creation. Regardless of what you begin with, as you play your character throughout a campaign, they'll acquire money and additional equipment. This chapter will give you the run-down on currency, weapons, armor, clothing, tools, potions and other miscellaneous goods.

CURRENCY

While bartering goods is still a common practice in most parts of the world, paying with coin is just as widespread. Though different regions have different mints and terms for currency, most trade is defined by Quesachan standards, and uses three coins:

- » **Copper Piece:** The most basic form of currency. Abbreviated as *cp*.
- » **Silver Piece:** The most common form of currency. Abbreviated as *sp*. 10 *cp* = 1 *sp*.
- » **Gold Piece:** The most valuable form of currency. Abbreviated as *gp*. 100 *sp* = 1 *gp*

The value of these coins is roughly equivalent throughout the lands of *Waracle*. Copper and silver are the most common currency used in day-to-day trading by most individuals. Gold pieces are very valuable, and even a single piece is a decent sum of money. For large transactions, gold bars, letters of credit or valuable goods are used more often than large stacks of coins.



While the value of coins is fairly standardized, prices of equipment and items varies from region to region. Items can be made from standard or rare materials. Standard materials are common to the civilization selling the applicable items, while rare materials are resources that are imported from other areas. Standard materials are **Standard** cost, which is the price defined for items in this chapter unless otherwise specified. A rare material is **Expensive** cost, which is double the Standard cost. CHAPTER 2: CIVILIZATIONS defines what materials are standard and what materials are rare for each civilization.

WEAPONS

Most Player Characters are adventurers of some kind, and chances are likely you'll be carrying at least one weapon for defense. While starting weapons are determined by your chosen starting item pack (see CHAPTER 1: CHARACTER CREATION), you will eventually acquire new weapons. Weapons have 5 key stats: **Damage Type**, **Damage Rating**, **Weapon Type**, **Range**, and **Size**. There are three weapon Damage Types (DT):

- » **Bludgeoning:** These are weapons that crush and smash, such as clubs.
- » **Piercing:** These are weapons that stab like a needle, such as arrows or spears.
- » **Slashing:** These are weapons that cut, such as most swords or axes.

Damage type matters against certain armors and creatures that are Resistant or Weak to certain damage types. How Resistance and Weakness affect damage is outlined in CHAPTER 4: ENCOUNTERS AND CHALLENGES.

Damage Rating (DR) is how much damage a weapon inflicts on a successful attack. This only factors in a weapon's base ability, and does not account for any talents or abilities your character may have that improve their damage in combat. For instance, if a weapon's DR is 4, a character striking with it does 4 damage, barring any possible bonuses or penalties. Additionally, a character's STR can add to the total DR on a successful attack with a melee weapon, depending on their STR score:

STR DAMAGE BONUS

| STR Level | ≤5 | 6-7 | 8-9 | 10 |
|-----------|----|-----|-----|----|
| DR Bonus | 0 | 1 | 2 | 3 |



A **Weapon Type (WT)** is simply whether a weapon is meant to be swung in close combat (**melee weapons**) or meant to be shot or thrown (**ranged weapons**). Some weapons can be used both ways, and how to handle these situations are detailed in the **WEAPON DESCRIPTIONS** section.

A weapon’s **Range** determines the distance your weapon can hit. Most melee weapons are Touch range, but the distance of ranged weapons such as bows and spears varies. See **CHAPTER 4: ENCOUNTERS & CHALLENGES** for the range levels and distances.

A weapon’s **Size** determines how much space in a character’s inventory it takes. See the **INVENTORY SLOTS** section under **EQUIPMENT** later in this chapter. **Holstered Weapons** do not take up inventory slots and are weapons kept immediately accessible for combat. A character can have up to 3 weapons Holstered at any given time.

With a few exceptions, any character can wield any weapon. How effective a character is at using a certain kind of weapon, however, is determined by talents that improve weapon capabilities. These abilities are detailed in **CHAPTER 3: TALENTS & SPELLS**. There are some exceptions, however: these are outlined in the **WEAPON DESCRIPTIONS** section.

IMPROV WEAPONS

Sometimes, a character might find themselves weaponless, or they are particularly creative about fighting. This is where improvisational (improv) weapons come into play. Almost anything can be an improv weapon, from a broken table leg to a shard of pottery. The weapon type of an improv weapon depends on what is being used - your GM will determine its type and DR based on circumstance. Improv weapons, while useful at times, are not permanent weapons and will eventually break after a certain number of rounds determined by your GM. Suggestions for handling improv weapons are detailed in the **GAME MASTER** section.

WEAPON CHARTS

Not all civilizations use the same weapons, though some weapons, such as bows, are fairly standard and found just about anywhere. There are three kinds of weapon qualities:

- » **General Weapons** are weapons common to all civilizations, and can be found virtually anywhere.
- » **Common Weapons** are weapons easily found within a particular civilization, often made from cheaper materials and do less damage.
- » **Good Weapons** are weapons that are of higher quality and otherwise harder to find, or restricted to certain groups within a civilization. They tend to do more damage and cost more.

What constitutes a Common or Good weapon varies depending on the civilization. **CHAPTER 2: CIVILIZATIONS** outlines what weapons are common and good for each civilization in a nutshell. For the most part, universal weapons share the same damage between civilizations, unless made by a superior material. Their appearance, however, may vary from culture to culture. This is purely aesthetic and does not affect a weapon’s stats.

The charts on the following pages outline these weapons for each civilization in further detail. Weapons that require special training to use properly, carry special restrictions, or have any other additional information, are outlined in the **WEAPON DESCRIPTION** section following the weapon charts. Weapon sizes denote how many inventory slots they take up when not equipped. See the **INVENTORY** section later in this chapter for more information on inventory slots.

Note that if a weapon is purchased outside its native civilization, it is sold at Expensive item value cost due to being imported. This does not apply to general weapons, unless they are made from unique materials. See the **GAME MASTER GUIDE** for more information on item pricing.

As mentioned in **CHAPTER 4: ENCOUNTERS AND CHALLENGES**, characters can also attack unarmed with punches, kicks, etc. The DR is half your STR, rounded down.

WEAPON NOTES

Following the weapon charts, on the next few pages are descriptions of the weapons. Any weapons that have special notes about their stats or other gameplay mechanics are marked with a * on the chart.

GENERAL WEAPONS

| Weapon | DT | DR | WT | Range | Size | Cost |
|----------|----------|----|--------|-------|--------|------|
| Bow | Piercing | 3 | Ranged | Far | Medium | 2sp |
| Club | Bludgeon | 4 | Melee | Touch | Medium | 4sp |
| Hand Axe | Slashing | 4 | Melee | Touch | Medium | 2sp |
| Knife | Slashing | 3 | Melee | Touch | Small | 8cp |
| Sling | Bludgeon | 3 | Ranged | Long | Small | 5cp |
| Spear* | Piercing | 4 | Melee | Short | Large | 4sp |
| Staff | Bludgeon | 4 | Melee | Short | Large | 2sp |

BIZEEM WEAPONS

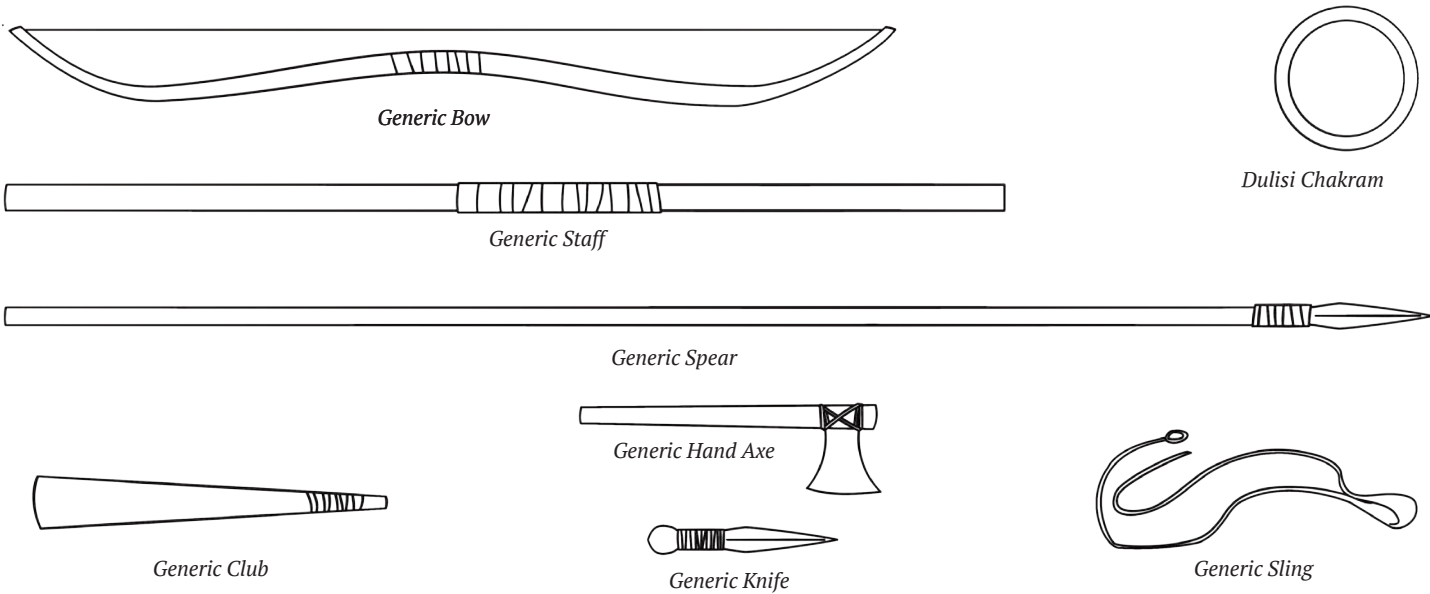
| Weapon | DT | DR | WT | Range | Size | Cost |
|----------------|----------|----|-------|-------|--------|------|
| Common Weapons | | | | | | |
| Falcata | Slashing | 4 | Melee | Touch | Medium | 2sp |
| Javelin* | Piercing | 4 | Melee | Touch | Medium | 4sp |
| Good Weapons | | | | | | |
| Trident | Piercing | 5 | Melee | Short | Large | 16sp |
| War Club | Bludgeon | 7 | Melee | Touch | Medium | 30sp |

DULISI WEAPONS

| Weapon | DT | DR | WT | Range | Size | Cost |
|----------------|----------|----|----------|-----------|--------|------|
| Common Weapons | | | | | | |
| Chakram | Slashing | 3 | Ranged | Medium | Small | 10cp |
| Pata | Slashing | 4 | Melee | Touch | Medium | 4sp |
| Staff Sling* | Bludgeon | 4 | Melee/Rg | Shrt/Long | Large | 4sp |
| Good Weapons | | | | | | |
| Tiger’s Claw* | Slash | 4 | Melee | Touch | Small | 6sp |
| Gada | Bludgeon | 5 | Melee | Touch | Medium | 4sp |
| Katar | Piercing | 3 | Melee | Touch | Medium | 4sp |

DUSHUM WEAPONS

| Weapon | DT | DR | WT | Range | Size | Cost |
|-------------------|----------|----|-------|----------|--------|------|
| Common Weapons | | | | | | |
| Khopesh | Slashing | 5 | Melee | Touch | Medium | 4sp |
| Iron Spear* | Piercing | 5 | Melee | Shrt/Med | Medium | 6sp |
| Good Weapons | | | | | | |
| Battle Axe | Slashing | 5 | Melee | Touch | Medium | 4sp |
| Bladed Mace | Bludgeon | 7 | Melee | Touch | Medium | 6sp |
| Serrated Khopesh* | Slashing | 6 | Melee | Touch | Medium | 10sp |



KALVRES WEAPONS

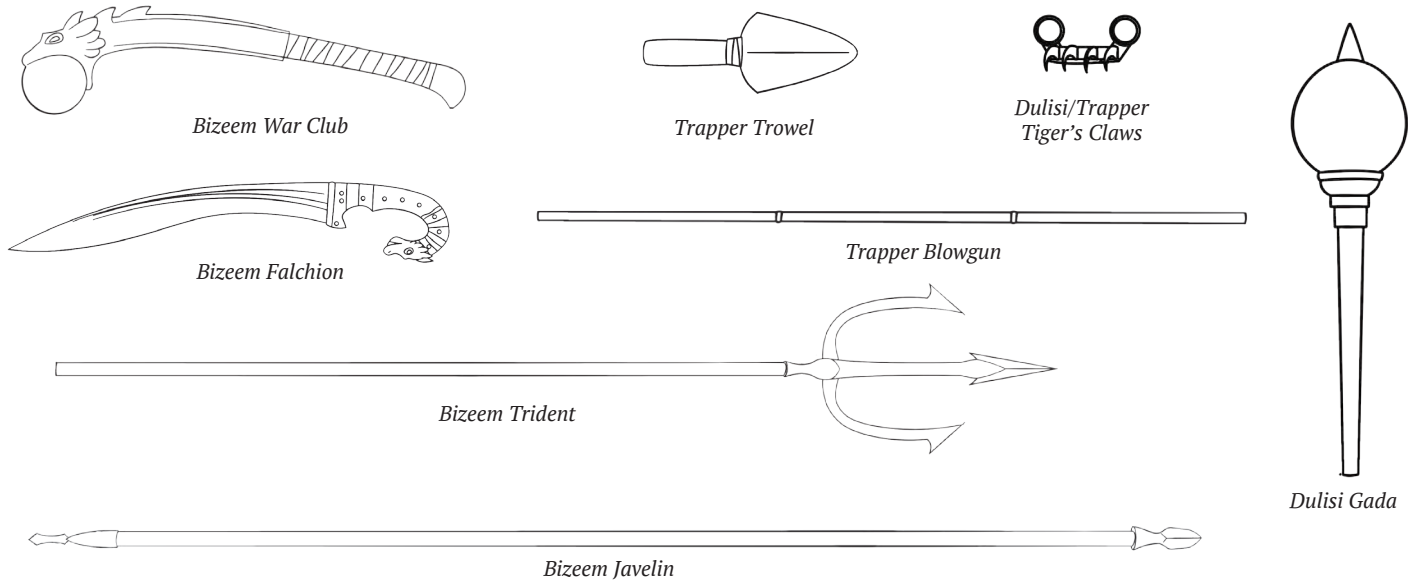
| Weapon | DT | DR | WT | Range | Size | Cost |
|----------------|----------|----|--------|-------|--------|------|
| Common Weapons | | | | | | |
| Khopesh | Slashing | 5 | Melee | Touch | Medium | 4sp |
| Battle Axe | Slashing | 5 | Melee | Touch | Medium | 4sp |
| Good Weapons | | | | | | |
| Bladed Mace | Bludgeon | 7 | Melee | Touch | Medium | 6sp |
| Ironspear | Piercing | 5 | Ranged | Short | Medium | 6sp |

QUESACHI WEAPONS

| Weapon | DT | DR | WT | Range | Size | Cost |
|----------------|-----------|----|----------|----------|--------|------|
| Common Weapons | | | | | | |
| Atlatl | Piercing | 3 | Ranged | Long | Small | 5cp |
| Churika | Slashing | 4 | Melee | Touch | Medium | 2sp |
| Tepoztopilli* | Slashing | 4 | Melee/Rg | Shrt/Med | Large | 6sp |
| Good Weapons | | | | | | |
| Macuahuitl* | Blg/Slash | 6 | Melee | Touch | Medium | 12sp |
| Urumi* | Slashing | 5 | Melee | Short | Medium | 1gp |

TEMEKUMUS WEAPONS

| Weapon | DT | DR | WT | Range | Size | Cost |
|----------------|----------|----|--------|-------|--------|------|
| Common Weapons | | | | | | |
| Khanjar | Slashing | 3 | Melee | Touch | Medium | 2sp |
| Recurve Bow* | Piercing | 4 | Ranged | Far | Medium | 6sp |
| Good Weapons | | | | | | |
| Boarspear* | Slashing | 6 | Melee | Short | Large | 10sp |



TRAPPER WEAPONS

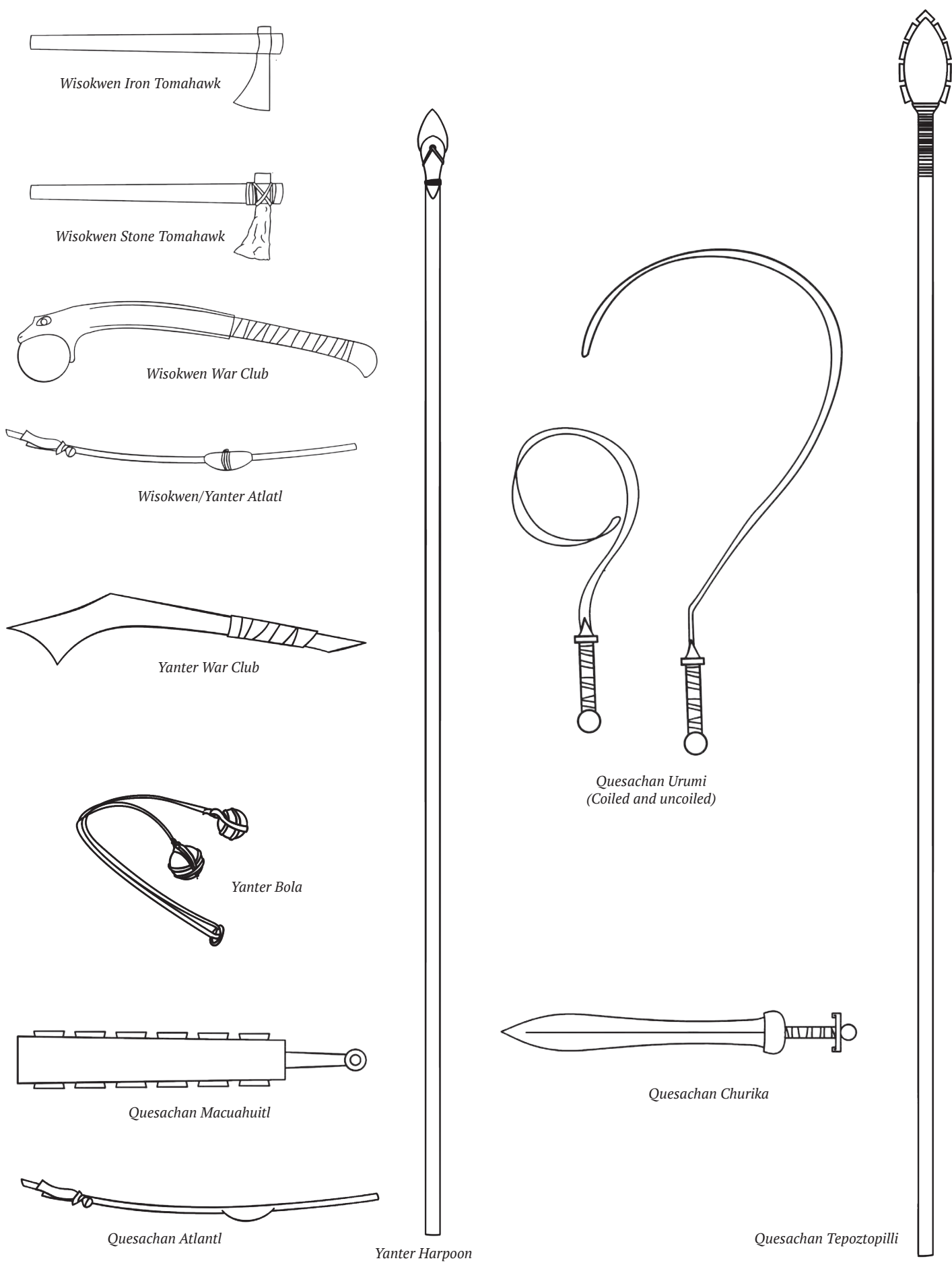
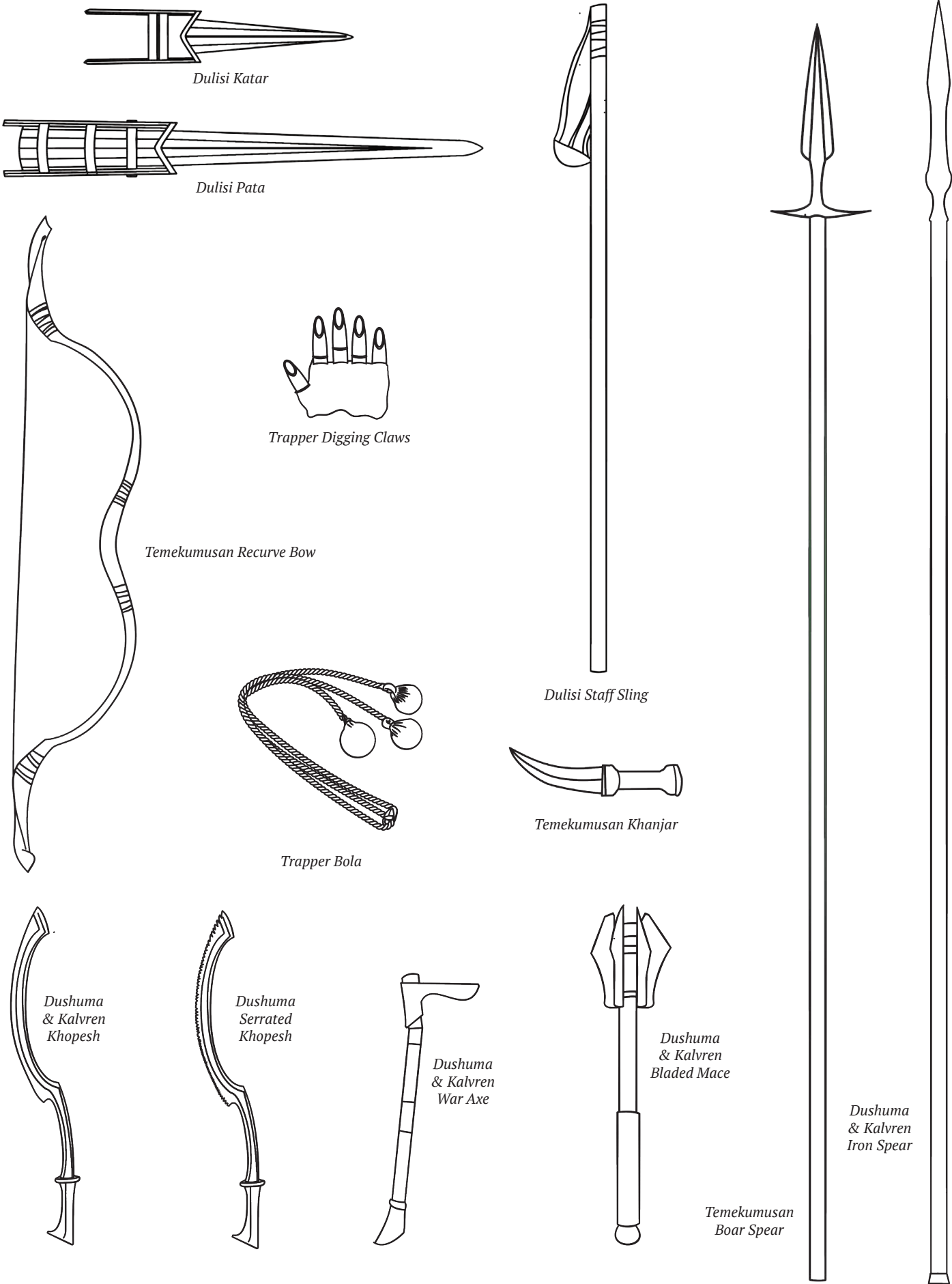
| Weapon | DT | DR | WT | Range | Size | Cost |
|----------------|----------|----|--------|-------|-------|------|
| Common Weapons | | | | | | |
| Blowgun | Piercing | 3 | Ranged | Short | Small | 2cp |
| Bola | Bludgeon | 3 | Ranged | Short | Small | 7cp |
| Digging Claws* | Slashing | 3 | Melee | Touch | Small | 2sp |
| Trowel* | Slashing | 3 | Melee | Touch | Small | 1sp |
| Good Weapons | | | | | | |
| Tiger's Claw* | Slashing | 4 | Melee | Touch | Small | 4sp |

WISOKWE WEAPONS

| Weapon | DT | DR | WT | Range | Size | Cost |
|-----------------|----------|----|----------|------------|--------|------|
| Common Weapons | | | | | | |
| Atlatl | Piercing | 3 | Ranged | Long | Small | 5cp |
| Stone Tomahawk* | Slashing | 3 | Melee/Rg | Touch/Shrt | Medium | 8cp |
| Good Weapons | | | | | | |
| Iron Tomahawk* | Slashing | 4 | Melee/Rg | Touch/Shrt | Medium | 2sp |
| War Club | Bludgeon | 7 | Melee | Touch | Medium | 30sp |

YANTER WEAPONS

| Weapon | DT | DR | WT | Range | Size | Cost |
|----------------|----------|----|--------|------------|--------|------|
| Common Weapons | | | | | | |
| Atlatl | Piercing | 3 | Ranged | Long | Small | 5cp |
| Bola | Bludgeon | 3 | Ranged | Short | Small | 7cp |
| Harpoon* | Piercing | 6 | Ranged | Touch/Shrt | Large | 10sp |
| Good Weapons | | | | | | |
| War Club | Bludgeon | 7 | Melee | Touch | Medium | 30sp |



WEAPON DESCRIPTIONS

Descriptions of weapons and any special notes are below. Some weapons can be used as both melee and ranged weapons. This is noted in the description, as it is above in the charts. One-handed weapons use only one hand to wield, meaning a second weapon can be used in the offhand. Two-handed weapons require both hands to use. Melee weapons are one-handed unless stated otherwise. All ranged weapons are considered two-handed for purposes of aiming.

Ranged Weapon Note: If using a ranged weapon to attack an enemy within Touch range, roll for Disadvantage as it is more difficult to aim and shoot a close-up target than a more distant one.

MELEE WEAPONS

Bladed Mace: A type of mace with several long blades of metal or wood encircling the end, resulting in more damaging blows.

Boar Spear: A Temekumusan spear used for boar hunting. Shorter and heavier than other spears, it has two wings on the spear socket behind the blade, which act as a barrier to prevent an injured and furious boar from attacking the hunter. In combat, these wings can be used to hook into shields and pull them aside, opening the user to attack. Boar spears get +1 AB against foes using shields.

Churika: A Quesachan short sword. It is narrower by the handguard, then slightly billows out towards before curving back inward at the blade’s tip.

Club: A simple cudgel of varying materials, often wood, that is used to smash foes with crushing damage. Basic clubs are often slightly wider at the top, and often fairly simple in design.

Digging Claws: Gloves often made of leather or hide that have bamboo chutes sewn over the fingers. The chute tips are cut at angles to form claws that can aid in digging or cause damage. Rarely found outside of Trapper merchants.

Falcata: A sword with a single-edged blade that pitches forward towards the point. The edge is concave near the hilt but convex near the point.

Gada: A Dulisi mace made either of wood or metal. It has a spherical head with a spike on top mounted onto a shaft. Some have highly decorative carvings on the head and spike.

Hand Axe: A simple small axe made of stone or metal, used to cleave through enemies and wood alike.

Iron Spear: A two-handed polearm weapon. Similar to a standard spear, except the entire weapon is forged from a single piece of iron, making the spear much more durable and damaging.

Iron Tomahawk: A type of small hand axe, similarly shaped to a hatchet. It can be used as a weapon or cutting tool, and can be thrown short distances. When thrown, their Range is Short but Damage remains the same. Iron tomahawks are more durable and sharper than stone tomahawks.

Katar: A push dagger used by the Dulisi. It usually has an H-shaped horizontal hand grip which results in the blade sitting above the user’s knuckles.

Khanjar: A Temekumusan short sword with a curved blade shaped like the letter “J” and sometimes resembling a hook. Most Temekumus men carry one and are either designed by the owner, or passed down from father to son. Khanjar and their hilts can be simple or highly decorative, depending on the status and wealth of the user.

Khopesh: A long sword with a sickle-shaped blade. Kalvres khopesh tend to have straight blades near the hilt, curving up into a narrow sickle about midway down the blade. Dushum khopesh tend to be more curved, billowing out near the hilt and curving outwards all along the blade.

Knife: A small bladed weapon, often doubling as a tool. Knives are made from metal, stone, bone and sometimes wood. They come in a variety of shapes and sizes, though most are rarely longer than six inches.

Macuahuitl: A Quesachan wooden club shaped like a rectangular sword. Shards of obsidian blades are embedded along its sides. It can be used as either a bludgeoning or slashing weapon, which must be declared when the player attacks. **They have a 10% chance to cause Crippled status.** Most macuahuitl are one-handed, but some larger varieties can be two-handed. The shorter varieties tend to be better for slashing, the longer for clubbing. Used by the Black Blades order of warriors in the Quesachan Empire.

Pata: A narrow Dulisi long sword with a bracer integrated as a handguard. They are sometimes interwoven with gloves. A pata grants an additional 1 DB to a character’s arms when struck by a Targeted Attack. This stacks with any other armor the character is wearing over their arms.

Serrated Khopesh: A Dushum long sword with a sickle-shaped blade. Unlike a regular khopesh, as its name suggests, the interior blade of the sword is serrated, causing more devastating damage. They have a **10% chance of causing Bleeding status** and can only be purchased from Dushum NPCs.

Spear: A two-handed polearm weapon. Consisting of a wooden shaft and a spiked head (often made of

metal or stone, sometimes bone). Exact materials vary by standard materials in a culture. Generally used specifically for combat. Dushum use **Iron Spears** in place of general spears.

Staff: A piece of wood about 6-9 feet in length, used equally to hit opponents, knock a person off balance and aid in walking rough terrain.

Stone Tomahawk: A type of small hand axe, similarly shaped to a hatchet. It can be used as a weapon or cutting tool, and can be thrown short distances. When thrown, their Range is Short but Damage remains the same.

Tiger’s Claw: Inspired by its namesake, a tiger’s claw is a claw-like weapon made by the Dulisi and Trappers. Consisting of four or five curved metal or bone blades affixed to a crossbar or glove, it is designed to slash through skin and muscle, or to help catch and disarm weapons in combat. It is worn over the knuckles or concealed under and against the palm. Grants +2 to Disarm. A character can still carry objects or other weapons in a hand armed with a Tiger’s Claw and when equipped, **doesn’t count against the 3 Hostered Weapon total.** They can **only** be purchased from Dulisi or Trapper merchants.

Trowel: A small hand shovel in the shape of a spade, usually made of wood and sometimes metal. While a fairly standard gardening tool, the Trappers have transformed it into a deadly weapon, using it to slash enemy skin just as often as it breaks dirt to dig. It can still be effectively used as a regular digging tool.

Trident: A three-pronged metal spear used by the Bizeem for both fishing and fighting.

Tepoztopilli: A Quesachan polearm, similar to a spear except the head is broad and wooden. Like a macuahuitl, the head has obsidian shards embedded along the sides. It causes Slashing damage, rather than Piercing like a typical spear. Quesachi use Tepoztopilli in place of standard spears. Like standard spears, they can be thrown as a ranged weapon.

Urumi: A Quesachan longsword with a flexible whip-like blade that is often between 6 to 10 feet long. It is used by the Serpent Strikers, an elite force of swordsmen. It has a longer reach than other swords, and can hit multiple enemies in a single attack when wielded by a skilled swordsman. When not in use, the urumi is worn coiled around the waist like a belt, with the handle at the wearer’s side like a conventional sword.

Characters will likely **only** acquire an urumi if they become Serpent Strikers, loot it from a Serpent Striker, or manage to find one on the black market. Urumi can strike up to 3 separate targets within range with one attack turn, but must make each attack roll separately at -1 AB per consecutive target. **Urumi are highly dangerous to the untrained.** Fighting with an urumi requires the **SERPENT STRIKER** talent. If an urumi is used by an untrained character, they take a -6 to

AB, and must roll a 1d10 if they miss their attack. If the roll is a 5 or below, the character hits themselves by accident and takes damage. If it is a 6 or above, they simply missed the strike.

War Club: A club with a longer shaft and a spherical head. Some varieties use a large piece of stone affixed or tied to the center of the shaft as the head. The Wisokwe variety is distinct, asymmetrical and curved, with the ball on the inside of the upper curve. Wisokwe war clubs are often carved from a single piece of wood or cast in a single piece from metal.

RANGED WEAPONS

Atlatl: A tool used to achieve greater velocity in dart-throwing. Atlatls are often a shaft made of wood or bone with a cup or a spur at the end that supports and propels a dart.

Bola: A throwing weapon made of stone or metal weights on the ends of interconnected cords, designed to capture animals by entangling their legs. Can be used to knock enemies over in combat, or swung about in Touch range to deal minor Bludgeoning damage.

Bow: A flexible arc made from wood, strung back with tight bowstring to launch arrows. Most bows are made from a single piece of wood, though some cultures such as the Yanter tie bundles of sticks together to form the bow shaft.

Blowgun: A simple Trapper weapon consisting of a small tube, often made of wood, for firing darts. As the name suggests, the user blows into one end of the tube to shoot the dart. The darts are often poisoned and used to incapacitate or quietly kill enemies.

Chakram: A Dulisi throwing weapon. A piece of metal formed into a circular shape with a sharpened outer edge, it is often about 5-12 inches in diameter.

Harpoon: A long spear-like instrument used by the Yanter for fishing and whaling. Often made of bone or sometimes metal, a rope or chain is attached to the butt, allowing the harpoon to be pulled back. Can be used to Grapple enemies in combat. Retrieving a thrown harpoon counts as a Standard Action during combat. They can also be used as a melee weapon. When used as a melee weapon, their Range is Touch.

Javelin: A light metal or wood spear designed primarily to be thrown. Javelins are one-handed and generally no larger than 4-5 feet in size. They can also be used as melee weapons. When meleed, their Range is Short.

Recurve Bow: A Temekumusan bow with tips that curve away from the archer when the bow is strung. Lighter than a standard bow, recurve bows pack more energy and thus Fire arrows more effectively, dealing more damage. They are ideal for shooting while riding a mount. Temekumus use Recurve Bows instead of standard bows, and Recurve Bows can only be purchased from Temekumusan traders.

Sling: A projectile weapon typically used to throw a blunt projectile such as a stone, clay or lead. Slings have a small cradle the middle of two lengths of cord, where the stone is placed. Generally, slings are twirled before being flung at enemies.

Staff Sling: A sling attached to the end of a staff. Staff slings can Fire further than standard slings, and the staff can be used as a melee weapon in close combat. When meleed, their Range is Short. Staff slings are generally used during siege situations to reach over fortress walls.

ARMOR & SHIELDS

While weapons allow you to inflict damage on enemies, armor protects your character from harm. Shields further improve your defense, though not all character builds will find the use of a shield appropriate. This section overviews armor and shields and how they affect a character’s defense in combat.

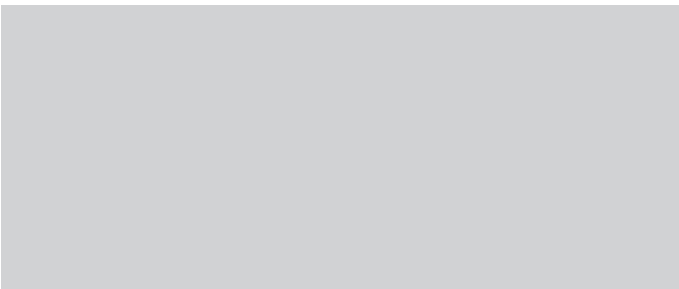
Armor has three core stats: **Slot**, **Protection Rating (PR)**, and **Resistance/Weakness**. The design and type of armor varies greatly across civilizations. However, regardless of civilization, even the most heavily armored fighters rarely wear more than a cuirass, greaves and bracers - in many cases, the upper legs and arms are left more exposed.

Armor Slots simply mean where on a character’s body the piece of armor is worn. There are two body slots: **Head** and **Body**. A character can only have one armor in each slot equipped at a time. The Head slot can be covered with caps, helmets and helms. Head armor is only consitered during a Targeted Attack on the head.

Body armor covers anything below the neck, though not all body armors fully cover everything. Body armor can be *Partial* or *Full*. Partial armor only covers the torso, such as a cuirass. This leaves the limbs exposed during a Targeted Attack. Full armor covers the limbs as well, protecting the user even during Targeted Attacks.

Perhaps the most important aspect of armor is its **Protection Rating**, or PR. Protection Rating is added to your DB score when calculating defense rolls. In most cases, only the Body armor PR is taken into account when calculating DB - the Head PR only matters during Targeted Attacks at the Head, where it is used instead.

Additionally, Full Armor has 2 PR ratings - Primary and Secondary. **Primary (P)** is the torso armor piece and what you will normally use in combat. However, just like the Head slot, if your arms or legs are subject to a Targeted Attack, you would instead use the **Secondary (S)** armor PR to calculate your DB bonus. If using Partial



armor, your arms and legs are treated as unarmored and you get no PR bonus to your defense roll.

Some armors can affect Acrobatics and Sneak. These are indicated on the armor charts on pages 147-149 as simply “Penalty” and the amount they affect Acrobatics and Sneak checks.

Many armors have specific damage **Resistance** or **Weakness**. If an armor is Resistant to a damage type, attacks from weapons using that type do less damage on successful attacks. Conversely, an armor weakness indicates a certain damage type inflicts more damage. What damage types are resistant and weak depends on the armor. The armor tables on the following pages indicate these damage tweaks, and how much they increase or decrease damage.

For example, if you wear armor that has -1 Slashing resistance, an attack from a churika would do 3 damage instead of its usual 4 damage. If the same armor has a +1 Fire weakness, an attack from a Fire spell that normally deals 4 damage would instead do 5 damage.

Armor, like weapons, comes in General, Common and Good varieties. Also like weapons, what constitutes Common or Good armor depends on your character’s Civilization, and is further detailed in **CHAPTER 2: CIVILIZATIONS**. All civilizations can use General armor. Typically speaking, Good armor tends to be made of sturdier materials and protect the wearer better.

Just as with weapons, armor purchased outside its native civilization, it is sold at Expensive item value cost due to being imported, excluding general armor.

On the next pages are tables with typical armors based on civilization. Cost is based on Standard material prices; use Expensive prices when applicable. Regarding Inventory size, Head armor pieces are size Small while all Body armor pieces are size Medium. See **INVENTORY Slots** in the **EQUIPMENT** section for more information on item sizes.

After the armor tables are descriptions of the armors - what they’re made from, and a rough idea of what they look like, and what special properties they have - if any.

GENERAL ARMOR

| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|--------------------------------|------|--------|---------------------|--------|-----------------|------|
| Cloth Cap | Head | 1 | -1 Slashing/+1 Fire | - | - | 3sp |
| Linen/Cotton Cuirass (Partial) | Body | 1 | -1 Slashing/+1 Fire | - | - | 50sp |
| Fur Cap | Head | 1 | -1 Ice | - | - | 2sp |
| Fur Cuirass (Partial) | Body | 1 | -2 Ice | - | - | 60sp |

BIZEEM ARMOR

| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|-----------------------------|------|--------|-----------------|--------|----------------------------|------|
| Common Armor | | | | | | |
| Bizeem Leather Cap | Head | 1 | - | - | - | 1sp |
| Bizeem Helmet | Head | 1 | -1 Bludgeoning | - | +1 Electric | 50sp |
| Bizeem Cuirass (Partial) | Body | 2 | -1 Bludgeoning | - | - | 60sp |
| Bizeem Cuirass (Full) | Body | 2 | -1 Bludgeoning | 1 | - | 80sp |
| Good Armor | | | | | | |
| Bizeem Helm | Head | 2 | -1 Bludgeoning | - | +1 Electric | 50sp |
| Bizeem Linothorax (Partial) | Body | 2 | -2 Bludgeoning | - | - | 2gp |
| Bizeem Linothorax (Full) | Body | 2 | -2 Bludgeoning | 2 | -1 Bludgeoning/+1 Electric | 3gp |

DULISI ARMOR

| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|-----------------------------|------|--------|-----------------|--------|-----------------|------|
| Common Armor | | | | | | |
| Dulisi Leather Cap | Head | 1 | - | - | - | 1sp |
| Dulisi Lamellar (Partial) | Body | 2 | -1 Bludgeoning | - | +1 Electric | 50sp |
| Dulisi Lamellar (Full) | Body | 2 | -1 Bludgeoning | 1 | - | 70sp |
| Good Armor | | | | | | |
| Dulisi Silk Cap | Head | 1 | -1 Piercing | - | - | 50sp |
| Dulisi Dyed Tunic (Partial) | Body | 1 | -2 Piercing | - | - | 2gp |
| Dulisi Dyed Tunic (Full) | Body | 1 | -2 Piercing | 1 | -1 Piercing | 3gp |

DUSHUM ARMOR

| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|----------------------------------|------|--------|---|--------|-----------------------------|------|
| Common Armor | | | | | | |
| Dushuma Helmet | Head | 1 | - | - | - | 1sp |
| Dushuma Lamellar (Partial) | Body | 2 | -1 Bludgeoning | - | - | 50sp |
| Dushuma Lamellar (Full) | Body | 2 | -1 Bludgeoning | 1 | - | 70sp |
| Good Armor | | | | | | |
| Dushuma Helm | Head | 2 | -1 Bludgeoning | - | - | 50sp |
| Dushuma Scale Mail (Partial) | Body | 3 | -2 Fire, -1 Slashing/+2 Ice | - | - | 2gp |
| Dushuma Scale Mail (Full) | Body | 3 | -2 Fire, -1 Slashing/+2 Ice | 2 | -1 Fire, -1 Slashing/+1 Ice | 3gp |
| Dushuma Metal Lamellar (Partial) | Body | 3 | -2 Bludgeoning, -1 Piercing/+2 Electric | - | - | 2gp |

| | | | | | | |
|-------------------------------|------|---|---|---|----------------------------|-----|
| Dushuma Metal Lamellar (Full) | Body | 3 | -2 Bludgeoning, -1 Piercing/+2 Electric | 2 | -1 Bludgeoning/+1 Electric | 3gp |
|-------------------------------|------|---|---|---|----------------------------|-----|

KALVRES ARMOR

| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|------------------------------|------|--------|----------------------------|--------|----------------------------|------|
| Common Armor | | | | | | |
| Kalvren Helmet | Head | 1 | - | - | - | 10sp |
| Kalvren Lamellar (Partial) | Body | 2 | -1 Bludgeoning | - | - | 50sp |
| Kalvren Lamellar (Full) | Body | 2 | -1 Bludgeoning | 1 | - | 70sp |
| Good Armor | | | | | | |
| Kalvren Helm | Head | 2 | -1 Piercing | - | - | 50sp |
| Kalvren Scale Mail (Partial) | Body | 3 | -2 Piercing | - | -1 Bludgeoning/+1 Electric | 2gp |
| Kalvren Scale Mail (Full) | Body | 3 | -2 Piercing | 2 | -1 Slashing | 3gp |
| Kalvren Plate (Partial) | Body | 3 | -2 Bludgeoning/+2 Electric | - | | |
| Kalvren Plate (Full) | Body | 3 | -2 Bludgeoning/+2 Electric | 2 | -1 Bludgeoning/+1 Electric | 3gp |

QUESACHI ARMOR

| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|----------------------------------|------|--------|---------------------|--------|---------------------|------|
| Common Armor | | | | | | |
| Quesachan Cap | Head | 1 | - | - | - | 2sp |
| Quesachan Gambeson (Full) | Body | 1 | -1 Slashing/+1 Fire | - | - | 60sp |
| Good Armor | | | | | | |
| Quesachan Helm | Head | 2 | -2 Slashing/+1 Fire | - | - | 50sp |
| Quesachan Wood Cuirass (Partial) | Body | 2 | -2 Slashing/+2 Fire | - | - | 2gp |
| Quesachan Wood Cuirass (Full) | Body | 2 | -2 Slashing/+2 Fire | 1 | -1 Slashing/+2 Fire | 3gp |

TEMEKUMUS ARMOR

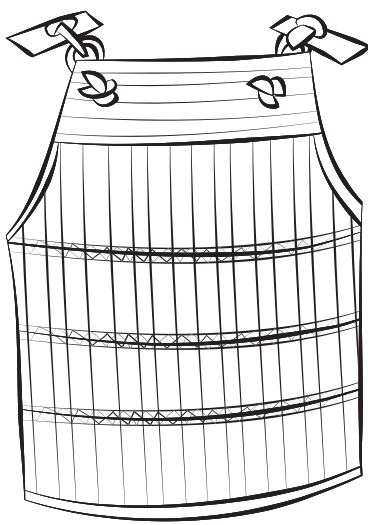
| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|--|------|--------|---------------------|--------|-----------------|------|
| Common Armor | | | | | | |
| Temekumusan Cap | Head | 1 | - | - | - | 14sp |
| Temekumusan Leather Lamellar (Partial) | Body | 2 | -1 Bludgeoning | - | - | 50sp |
| Temekumusan Leather Lamellar (Full) | Body | 2 | -1 Bludgeoning | 1 | - | 70sp |
| Good Armor | | | | | | |
| Temekumusan Silk Lamellar (Partial) | Body | 1 | -2 Slashing/+1 Fire | - | - | 90sp |
| Temekumusan Silk Lamellar (Full) | Body | 2 | -2 Slashing/+2 Fire | 1 | - | 2gp |

TRAPPER ARMOR

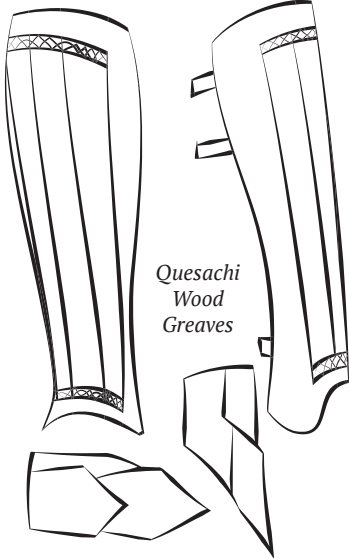
| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|----------------------------------|------|--------|-----------------------------|--------|-----------------------------|------|
| Common Armor | | | | | | |
| Trapper Cap | Head | 1 | -1 Bludgeoning | - | - | 2sp |
| Trapper Cuirass (Partial) | Body | 1 | -1 Bludgeoning | - | - | 40sp |
| Trapper Cuirass (Full) | Body | 1 | -1 Bludgeoning | 1 | - | 60sp |
| Good Armor | | | | | | |
| Trapper Crocodile Helm | Head | 2 | -1 Bludgeoning, -1 Slashing | - | - | 50sp |
| Trapper Crocodile Suit (Partial) | Body | 2 | -2 Bludgeoning, -1 Slashing | 1 | - | 2gp |
| Trapper Crocodile Suit (Full) | Body | 2 | -2 Bludgeoning, -1 Slashing | - | -1 Bludgeoning, -1 Slashing | 3gp |



Quesachi Cotton Cuirass



Quesachi Bamboo Cuirass



Quesachi
Wood
Greaves

WISOKWE ARMOR

| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|--------------------------------|------|--------|---------------------|--------|---------------------|------|
| Common Armor | | | | | | |
| Wisokwen Cap | Head | 1 | -1 Bludgeoning | - | - | 1sp |
| Wisokwen War Shirt (Partial) | Body | 1 | -1 Bludgeoning | - | - | 1sp |
| Wisokwen War Shirt (Full) | Body | 1 | -1 Bludgeoning | 1 | - | 1sp |
| Good Armor | | | | | | |
| Wisokwen Helm | Head | 1 | -2 Slashing/+2 Fire | - | - | 15sp |
| Wisokwen Rod Cuirass (Partial) | Body | 2 | -2 Slashing/+2 Fire | - | - | 80sp |
| Wisokwen Rod Cuirass (Partial) | Body | 2 | -2 Slashing/+2 Fire | 1 | -1 Slashing/+2 Fire | 1gp |

YANTER ARMOR

| Armor | Slot | PR (P) | Resist/Weak (P) | PR (S) | Resist/Weak (S) | Cost |
|--------------------------------|------|--------|----------------------------|--------|-----------------|------|
| Common Armor | | | | | | |
| Yanter Cap | Head | 1 | - | - | - | 8sp |
| Yanter Lamellar (Partial) | Body | 1 | -1 Bludgeoning | - | - | 40sp |
| Yanter Lamellar (Full) | Body | 1 | -1 Bludgeoning | 1 | -1 Bludgeoning | 60sp |
| Good Armor | | | | | | |
| Yanter Helm | Head | 2 | -1 Piercing | - | - | 50sp |
| Yanter Bone Lamellar (Partial) | Body | 2 | -2 Piercing/+1 Bludgeoning | - | - | 1gp |
| Yanter Bone Lamellar (Full) | Body | 2 | -2 Piercing/+1 Bludgeoning | 1 | -1 Piercing | 2gp |

ARMOR DESCRIPTIONS

Descriptions of armor and any special notes are below. Many cultures construct armors in similar ways, but decorate them differently or use alternate materials. Regardless of culture, a full set of armor generally consists of a helmet or helm, some type of cuirass, bracers, and greaves. Some cultures also have boots or use leggings instead of greaves. For the purposes of *Waracle*, helmets cover only the top of the head while helms cover the face as well.

Full Armor Penalty: All full armor, regardless of material and culture, causes a -1 Sneak penalty when equipped.

GENERAL ARMOR

Cloth Cap: A simple padded cloth cap that covers the top of the head. It provides minimal protection and is often tied into place on the chin.

Linen/Cotton Cuirass: A simple cuirass made from linen, cotton if it's Quesachan. The linen version is layered and held together with glue, resulting in a thick but relatively light chest armor. The Quesachan cotton version is padded and quilted for a similar effect.

Fur Cap: A simple padded fur cap that covers the top of the head. It provides minimal protection, though it helps provide extra warm in colder climates.

Fur Cuirass: A simple torso armor made from hide and fur of local animals to create a crude, but effective, armor.

COMMON ARMOR

Bizeem Leather Cap: A simple leather cap that covers the top of the head. It provides minimal protection and is often dyed brighter colors.

Bizeem Helmet: Hammered sheets of metal joined to form a cap that covers the top of the head. Sometimes has horse hairs at the top as a mark of rank or decoration.

Bizeem Cuirass: A simple torso armor made from shaped boiled leather. The full armor typically has leather bracers and greaves.

Dulisi Leather Cap: A simple leather cap that covers the top of the head. It provides minimal protection.

Dulisi Lamellar: A torso armor made from rectangular plates of leather laced together in rows to form a cuirass. The full armor typically has leather bracers and greaves.

Dushuma Helmet: Hammered sheets of metal joined to form a short conical helmet that protects the top of the head. Sometimes has short pieces of horsehair at the top as a mark of rank or decoration.

Dushuma Lamellar: A torso armor made from rectangular plates of leather laced together in rows to form a cuirass. The full armor typically has leather bracers and greaves.

Kalvren Helmet: Hammered sheets of metal joined to form a short conical helmet that protects the top of the head. Sometimes has short pieces of horsehair at the top as a mark of rank or decoration.

Kalvren Lamellar: A torso armor made from rectangular plates of leather laced together in rows to form a cuirass. The full armor typically has leather bracers and greaves.

Quesachan Cap: A tall conical hat decorated in dyed furs or feathers. Typically used to denote the rank of colonel in the military, but variants are popular with mercenaries.

Quesachan Gambeson: A thickly padded and quilted cotton armor that covers the torso, shoulders and hips. Comes with leather bracers and wood greaves.

Temekumusan Cap: A simple leather cap that covers the top of the head. It provides minimal protection and is often kept short and square in shape.

Temekumusan Leather Lamellar: A torso armor made from rectangular plates of rawhide laced together in rows to form a cuirass. The full armor typically has leather bracers and greaves.

Trapper Cap: A simple rawhide cap that covers the top of the head. It is often covered in foilage for camouflage.

Trapper Cuirass: A rough, simple rawhide cuirass that covers the torso. The full armor generally has rawhide bracers and greaves.

Wisokwen Cap: A cap made from a woven series of twine hooks, in a rough conical shape. Sometimes it is capped with a knob or upright feathers at the top.

Wisokwen War Shirt: A buckskin or other leather shirt, often decorated with beads, shells or dye. The ends of the sleeves and shirt are often cut into tassles. The full armor includes leather bracers, buckskin leggings and boots.

Yanter Cap: A fur or rawhide cap typically made from bear, whale, mammoth, or other northern animal skin. Sometimes still in the style of the animal head it comes from.

Yanter Lamellar: A torso armor made from rectangular plates of rawhide laced together in rows to form a cuirass. The full armor typically has fur bracers, leggings and boots.

GOOD ARMOR

Bizeem Helm: Hammered sheets of metal joined to form a cap with plates that protect the sides of the head - often forms to a point by the nose to protect part of the bridge. Often has dyed horse hair along the top as a mark of status.

Bizeem Linothorax: A cuirass made from thick, glued layered linen that is as strong as boiled leather. It often has a metal and cloth belt around the waist to reinforce it, and a set of leather strips around the waist to protect the thighs. Full armor usually has metal bracers and greaves.

Dulisi Silk Cap: A decorative silk cap made more for style than warfare, it nonetheless offers some additional protective. Typically dyed bright colors.

Dulisi Dyed Tunic: A highly decorative fabric, often cotton or silk. It grants a bonus to Entertain; the partial armor and cap each give a +1 bonus, while the full armor gives a +2 bonus. Full armor usually has silk pants and long sleeves.

Dushuma Helm: A conical cap of hammered metal, with smaller plates of scaled metal that wrap around the head below the ears to cover the face below the eyes and nose. Will often have a tuft of dyed horse hair at the top to mark status.

Dushuma Scale Mail: A specially made armor for Dragon Riders that is only used by them. Anyone, especially an outsider, seen wearing a set who is not a Rider is likely to be attacked on sight. The armor is made from scales of fallen dragons attached to each other over a linen base. The armor benefits mounted combat. The partial armor gives a +1 AB while riding dragons.

The full armor grants the same bonus as well as a +2 against Knocked Down while riding dragons. It includes metal bracers, greaves and dragon leather boots.

Dushuma Metal Lamellar: A torso armor made from rectangular plates of metal laced together in rows to form a cuirass. The full armor typically has metal bracers and greaves.

Kalvren Helm: Hammered metal to form a cap with a curved top decorated with dyed horse hairs. The cap has short rounded plates to cover the ears.

Kalvren Scale Mail: Small metal scales attached to each other over a linen base. It is flexible but tough. The full armor includes metal bracers and greaves.

Kalvren Breastplate: A hammered metal torso armor. Rarely used in combat due to the expense and time to make - usually seen with officers in the military. The full armor includes metal bracers and greaves.

Quesachan Helm: A carved, painted wood helm that covers the whole head, often made in the shape of animals or gods. In the military, is only used by generals but is popular with mercenaries. Sometimes decorated with feathers and dyed hair.

Quesachan Wood Cuirass: A cuirass made from bamboo strips laced together and coated in lacquer to harden it. Lacquered bamboo is crafted and only sold in Quesachan lands. It is typically worn by officers in their army over the gamebeson. It is nearly as tough as metal but lighter and without the electricity vulnerability - though the lacequer makes it more suceptible to Fire. Full armor generally has wood or leather bracers and wood greaves made from laced bamboo or other wood strips attached to a leather or cloth base.

Temekumusan Silk Lamellar: Armor made from silk and hardened leather in a lamellar style - rectangular

plates laced into horizontal rows. While well resistant to Piercing damage, it also grants a bonus to mounted combat. The head and partial armor give a +1 AB while riding camels, and the full armor grants a +2 AB bonus. The full armor includes leather bracers, silk leggings and leather boots.

Trapper Crocodile Helm: Made from the head of a crocodile. It still retains the same shape as it did in life, giving the appearance of a crocodile and grants a +1 Sneak bonus while in water.

Trapper Crocodile Suit: Armor made from the skin of a crocodile and typically used by Trappers for riverside based ambushes. It is very rarely found outside Trapper lands, though they are occasionally known to sell sets to outsiders when they need funding.

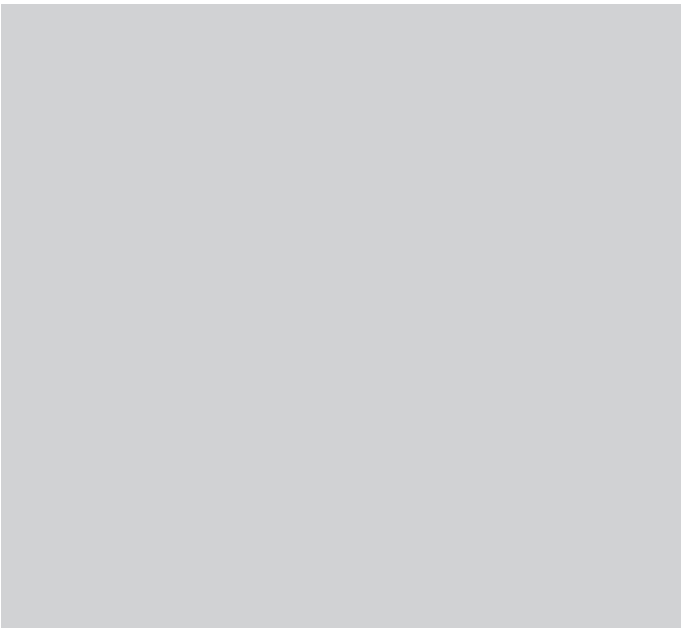
Slightly stronger than typical leather armor, it grants a bonus to Sneak while in water. The partial armor grants a +1 bonus, while the full armor gives a +2 Sneak. The full armor includes crocodile leather bracers and greaves.

Wisokwen Helm: A hat made from a woven series of twine hooks, shaped to resemble the maws of animals such as wolves or bears. It is longer in the back to protect the neck.

Wisokwen Rod Cuirass: Breastplate built from woven twine and reed rods to form a protective covering around the torso and hips. Often includes geometric designs interwover into the armor. The full armor includes rod bracers and greaves.

Yanter Bone Helm: Made from the skulls of animals found in the Northern wastes. Often covers the wearer's face visible within the skull mouth. Adds a +1 to Intimidate.

Yanter Bone Lamellar: Lamellar armor made of plates of bone laced together to form rows that make up the cuirass. The full armor generally has fur or leather bracers and fur or leather leggings and boots. The partial armor gives a +1 to Intimidate while the full armor grants a +2 bonus.



SHIELDS

Like armor, shields come in many different aesthetic styles depending on the culture, but their basic function and protection is the same depending on their weight - Light or Heavy. **Light shields** are lighter and easier to attack with, while **Heavy shields** protect the user better, but come at a cost - your character takes an AB penalty when Heavy shields are equipped. Light shields are made from wood or hide and are Medium size, while Heavy shields are made from wicker or metal and are Large size.

Characters equipped with shields cannot hold objects or weapons with the hand using the shield. When a shield is equipped, its PR rating is added to your DB total. Some talents give additional protections and abilities when using shields. Below are the stat and Standard cost charts for shields.

SHIELDS

| Shield | PR | AB Pen. | Restriction | Cost |
|----------------|----|---------|-------------|------|
| Hide (Light) | 1 | - | - | 10sp |
| Wood (Light) | 1 | - | - | 14sp |
| Metal (Heavy) | 2 | -2 | Min 5 STR | 1gp |
| Wicker (Heavy) | 2 | -1 | - | 8sp |

EQUIPMENT

This section overviews general equipment used by people, especially travelers and adventurers. Items can be Basic or Rare. Basic items are common objects, often fairly cheap in price, while Rare items are finely crafted and either made of rarer materials, or are specialized objects and tools used for particular situations.

INVENTORY SLOTS

Throughout your adventures you will find an innumerable amount of items, objects, and loot. Each character has an inventory made up of a number of slots based upon that character’s physical abilities.

Characters are assumed to have packs to carry gear. Inventory Slots determine how much your character can carry at once. Your character’s total carrying capacity is determined by **(STR x 10) + (FITNESS x 2)**. If your character tries to carry more than their max capacity, they are **Encumbered** and their movement speed is halved. Items have a size attached to them which specifies the number of inventory slots the item uses:

- » **Small** items use only 1 inventory slot.
- » **Medium** items use 3 slots.
- » **Large** items use 5 inventory slots.

All **Stackable items are stackable up to 5**, with the exception of ammo, which is stackable up to 25. Stacked items take up a single use of their slot size until the stack capacity is reached.

BASIC ITEMS

A general item is any basic object useful in traveling, but that isn’t necessarily a particular tool. Below is a table of basic items with their Standard Costs. All Basic items are Small size unless otherwise noted.

BASIC ITEMS

| Item | Cost | Stackable? |
|----------------------|----------|------------|
| Basic Jewelry | 5cp-15sp | Yes |
| Bottle (Ceramic) | 2cp | Yes |
| Camping Supplies | 10sp | No |
| Climbing Equipment | 8sp | No |
| Scribe Kit (Papyrus) | 3sp | Yes |
| Torch | 2cp | No |
| Waterskin | 5cp | No |

TOOLS & AMMO

Sometimes you need tools to get a job done, or to create fine crafts, while some weapons require ammunition to use. Tools and Ammo are basic items. Below is a list of some tools and ammo, accompanied by a table with their Standard Costs. Unless otherwise specified, tools and ammo are Small size.

TOOLS AND AMMO

| Item | Cost | Stackable? |
|--------------------|--------------------|------------|
| Arrows (25) | 5cp | Yes |
| Bullets (25) | 2cp | Yes |
| Carving Tools | 2-6sp (Small-Med) | No |
| Darts (25) | 4cp | Yes |
| Farming Tools | 8cp | No |
| Fishing Net | 5sp | No |
| Hatchet | 2sp | No |
| Lock Picks | 10sp | No |
| Mason Tools | 6sp | No |
| Mining Tools | 4sp | No |
| Musical Instrument | 5-50sp (Small-Med) | No |
| Painting Set | 2sp | No |
| Sewing Kit | 5cp | No |
| Smithing Tools | 20sp | No |
| Shovel | 8cp | No |

Arrows: Ammunition for bows. Sometimes arrows are enchanted or poisoned to deal extra damage.

Bullets: Ammunition for slings. Can be made of stone, clay, or anything small enough to fit, but heavy enough to do damage.

Carving Tools: Used to create wood, marble, stone, or similar crafts. Contains firmers, gouges and chisels of various shapes. Sizes are small for whittling, large for stone work.

Darts (Ammo): Ammunition for atlatls and blowguns.

Farming Tools: Includes a hoe, rake, trowel, and a sickle. Collectively, they are Large size.

Fishing Net: Used to catch fish. Can also be used in traps or to capture enemies. Fishing nets are Medium size.

Basic Jewelry: Items such as earrings, necklaces, rings, etc made of bone or wood.

Bottle (Ceramic): A container used to hold liquids. Kept closed with a stopper, usually cork.

Camping Supplies: A set containing a small tent, a bedroll, and a tinderbox to start campFires. The small tent is large enough to cover one adult man. Together, the camping supplies are Large size when carried. The Tent by itself is Medium size when carried alone.

Climbing Equipment: A set containing a 60-foot length of rope and a spike to help with scaling steep faces such as cliffs or fortress walls. The equipment is Medium size.

Scribe Kit (Papyrus): Used to write documents on papyrus. Kit includes stylus, ink, and 10 blank scrolls. It is the preferred writing material of Quesachi, and is sometimes also used by the Bizeem or Temekumus.

Torch: A length of wood or a bundle of tied sticks with the tip soaked in tar. Torches can illuminate in a Short radius and can last for about two hours. Some alchemical concoctions can make torches last much longer.

Waterskin: A leather pouch used to store water.

Hatchet: A small hand tool, generally used to cut wood.

Lock Picks: A set of tools used to open locks.

Mason Tools: Used for stone masonry. Includes a mallet, chisel, straight edge, and masonry trowel. Collectively, the mason tools are Small size.

Mining Tools: Used for mining ore. Includes a small pickaxe, tinderbox, hammer and chisel. Collectively, mining tools are Medium.

Musical Instrument: Characters can learn to play percussion, wind, or stringed instruments. Common instruments around the world are small drums, flutes, ocarinas, tambourines, pan flutes, arghul, lyres, maracas, cattle horns, phorminx, and conch-shells. Instruments vary in size from Small to Medium.

Painting Set: Used to adorn pottery and statuary. Certain kinds can also be used on the face and body for rituals, celebrations or warfare. Set includes 5 paint bottles and a brush.

Sewing Kit: Used for repairing or making clothing. Contains two metal or bone needles and a spool of thread.

Smithing Tools: Used for smithing. Includes a hammer, chisels, pliers, tongs. Collectively, Medium Size.

Shovel: Used for digging. Wooden shaft with a metal or wood spade at the head. A shovel is Large size.

RARE ITEMS

Rare items are trinkets and useful objects that are either more expensive to produce, or less commonly used. Below is a list of some rare items, accompanied by a table with their Standard Costs. These objects can be found almost anywhere unless otherwise noted. All rare items are Small size.

RARE ITEMS

| Item | Cost | Stackable? |
|---------------------|-----------|------------|
| Bottle (Glass) | 70sp | Yes |
| Fine Jewelry | 30sp-25gp | Yes |
| Glowstone | 30sp | Yes |
| Lantern | 16sp | No |
| Lockbox | 80sp | No |
| Scribe Kit (Tablet) | 2sp | No |
| Soulstone | 15gp | Yes |
| Spyglass | 80sp | No |
| Yurt | 1gp–3gp | No |

Bottle (Glass): A container used to hold liquids. Kept closed with a stopper, usually cork.

Fine Jewelry: Items such as earrings, necklaces, rings, etc made of silver, gold or gemstones.

Glowstone: A naturally blue glowing rock. Glowstones can illuminate in a 5 foot radius and can illuminate indefinitely. Glowstones count as Basic Items for Dushum and Trappers.

Lantern: A tin cylinder with holes to allow light through. Lanterns can illuminate in a Short radius and can last for about four hours. Some alchemical concoctions can make lanterns last much longer.

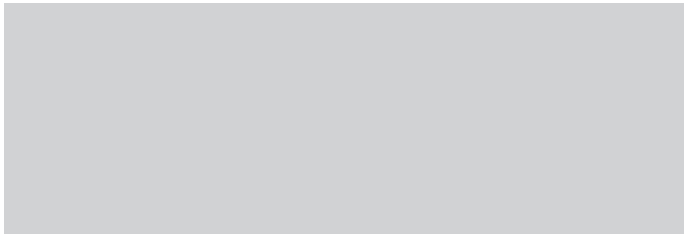
Lockbox: A small box with a key to secure objects. Requires Standard Test to lockpick, with an Average difficulty. This rare item is also a container, and can be Small or Medium. Small holds 1 slot of items, and Medium holds 3 slots.

Soulstone: A small glowing turquoise stone with a natural magical pliability. Used by the Quesachi to power golems and rarely found outside of their empire. When sold outside of their empire, it is Expensive cost. Tiny and Small soulstones can be equipped as a Holstered Weapon by mages. When equipped, it adds +5 EP to the magic users for Tiny stones, +10 EP for Small stones. To recharge a soulstone, a mage must use 1 EP per year of use they wish to imbue the stone with. For instance, a five year charge would cost 5 EP. See the **SOULSTONES** section on page 24 for more lore information on soulstones.

Spyglass: A small wood or metal tube with reflecting glasses that allows a character to see objects within Long range.

Scribe Kit (Tablet): Used to write documents on clay tablets. Kit includes stylus and 5 small tablets. Tablets are the preferred writing material for Kalvres and Wisokwe, though the Bizeem sometimes use tablets.

Yurt: Collapsible circular tents used by the Temekumus. When broken down into transportable pieces, yurts are the size of two Large items (14 slots). They are often carried by camels or other pack animals. When constructed, yurts can generally hold 50-200 slots of materials and between 20-100 people depending on the size of the yurt.



CONSUMABLES

Consumables are important for healing, curing poisons, recovering EP, alchemical grenades and other sundry uses. While alchemists may be able to craft a variety of consumables, they may also be purchased from some merchants and apothecaries. Because alchemists are so prevalent in the Quesachan Empire, consumables are Cheap cost when purchased anywhere in the Quesachan Empire. Below is a list of common consumables, accompanied by a table with their Standard Costs. All consumables are Small size and are single use - once used, they are gone.

CONSUMABLES

| Consumable Type | Cost | Stackable? |
|-----------------------|-----------|------------|
| Alchemical Potion | 5sp-20sp | Yes |
| Buff (Attack) Potion | 10sp | Yes |
| Buff (Damage) Potion | 16sp | Yes |
| Buff (Defense) Potion | 6sp | Yes |
| Energy Boost Potion | 2sp | Yes |
| Standard Potion | 4sp | Yes |
| Strong Potion | 10sp | Yes |
| Tier I Grenade | 4sp | Yes |
| Tier II Grenade | 8sp | Yes |
| Tier III Grenade | 12sp | Yes |
| Tier IV Grenade | 16sp | Yes |
| Poisons | 15sp-4gp+ | Yes |
| Revive Potion | 25sp-75sp | Yes |
| Weak Potion | 2sp | Yes |

Air Grenade: Any grenade from the Air branch of alchemy. Its Standard Cost depends on its Tier; Tier I is 4sp, Tier II is 8sp, Tier III is 12sp, and Tier IV is 16sp.

Alchemical Potion: Any alchemical potion from the elemental branches that have various effects. See the **CHAPTER 3: TALENTS & SPELLS** for more information on different alchemical potions. Their Standard Cost depends on its Tier; Tier I is typically 5sp, Tier II is 10sp, Tier III is 15sp, and Tier IV is 20sp.

Antidote: Used to counteract the effects of common poisons. Comes in Weak, Standard and Strong varieties.

Weak antidotes cure Tier I poisons; Standard antidotes cure Tier I and Tier II poisons; Strong antidotes cure Tier I, Tier II, and Tier III poisons. Special poisons require unique antidotes with specific recipes.

Buff: A potion that improves Attack, Defense, or Damage Rating temporarily. The target's AB, DB or DR is increased by 5 for 1d5 rounds.

Earth Grenade: Any grenade from the Earth branch of alchemy. Its Standard Cost depends on its Tier; Tier I is 4sp, Tier II is 8sp, Tier III is 12sp, and Tier IV is 16sp.

Energy Boost: A potion that temporarily increases EP over its usual threshold. The target's total EP increases by 10 for 1d5 rounds. Alternatively, it can be used to recover from Energy Drain.

Energy Grenade: Any grenade from the Energy branch of alchemy. Its Standard Cost depends on its Tier; Tier I is 4sp, Tier II is 8sp, Tier III is 12sp, and Tier IV is 16sp.

Fire Grenade: Any grenade from the Fire branch of alchemy. Its Standard Cost depends on its Tier; Tier I is 4sp, Tier II is 8sp, Tier III is 12sp, and Tier IV is 16sp.

Health Potion: Used to heal damage. Comes in Weak, Standard and Strong varieties. Weak Health potions heal 25% of the target's total HP; Standard Health potions heal 50% of the target's total HP; Strong Health potions heal 75% of the target's total HP.

Poisons: Any poison vial made from the Poison talent tree that has various effects. See the **CHAPTER 3: TALENTS & SPELLS** for more information on different poisons. Poison effects vary wildly, and poisons crafted from rare materials are expensive. As a general rule of thumb, their Standard cost depends on the poison Tier; Tier I is lower sp, Tier II is higher sp, and Tier III is gp.

Revive Potion: Used to revive Dying and unconscious characters. Comes in Weak, Standard and Strong varieties. Weak Revive heals 25% of the target's total HP and removes the Incapacitated status effect; Standard Revive heals 50% of the target's total HP and removes the Incapacitated status effect; Strong Revive heal 75% of the target's total HP and removes the Incapacitated status effect.

Stamina Potion: Used to restore EP. Comes in Weak, Standard and Strong varieties. Weak Health potions heal 25% of the target's total EP; Standard Health potions heal 50% of the target's total EP; Strong Health potions heal 75% of the target's total EP.

Water Grenade: Any grenade from the Water branch of alchemy. Its Standard Cost depends on its Tier; Tier I is 4sp, Tier II is 8sp, Tier III is 12sp, and Tier IV is 16sp.

CRAFTING KITS

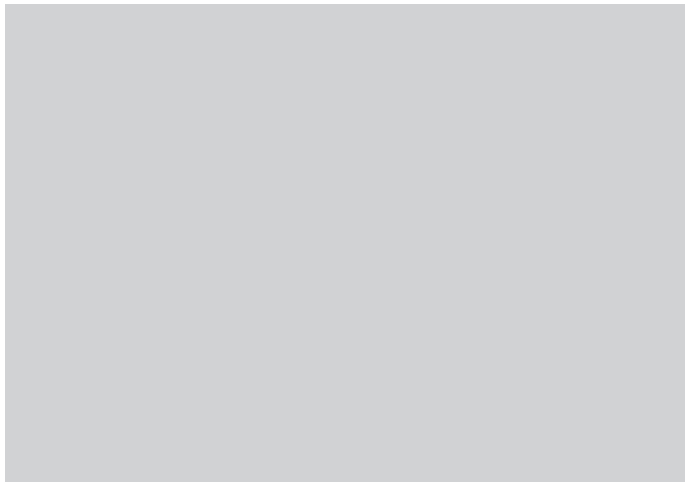
Crafting kits are used to make potions, poisons, and grenades. Kits come with all the ingredients to create 10 of particular item type. Below is a table of kits with their Standard Costs. All crafting kits are Small size.

Grenade Kit: A kit that lets you make up to 10 grenades of a single grenade Type: air, earth, energy, Fire or water.

Trap Kit: You can choose to purchase a kit for one trap Type: Slashing, Bludgeoning, Piercing, or Fire. Each kit can make up to 10 traps of the same type. The strength of the trap is determined by your trap making ability. Trap making

CRAFTING KITS

| Kit | Cost | Stackable? |
|----------------------|---------------------------|------------|
| Attribute Poison Kit | 40 <i>sp</i> | Yes |
| Damage Poison Kit | 15 <i>sp</i> | Yes |
| Energy Boost Kit | 10 <i>sp</i> | Yes |
| Grenade Kit | 8 <i>sp</i> -20 <i>sp</i> | Yes |
| Revive Potion Kit | 6 <i>sp</i> -14 <i>sp</i> | Yes |
| Special Poison Kit | 4 <i>gp</i> | Yes |
| Standard Potion Kit | 20 <i>sp</i> | Yes |
| Status Poison Kit | 20 <i>sp</i> | Yes |
| Strong Potion Kit | 50 <i>sp</i> | Yes |
| Trap Kit | 6 <i>sp</i> –16 <i>sp</i> | Yes |
| Weak Potion Kit | 10 <i>sp</i> | Yes |



talents can be found in the CHAPTER 3: TALENTS & SPELLS

PLANTS AND HERBS

While kits are used to craft potions, poisons, and grenades, players can also purchase plants and herbs individually for crafting or for using certain plants in their natural state.

There are two approaches to crafting potions, poisons and other sundry. Characters can purchase kits that come will all the ingredients to create a certain number of items. Or, they can purchase individual ingredients to use as needed for different items. **All potions and poisons require 1 gallon of water plus their active**

PLANTS AND HERBS

| Plant | Cost | Stackable? |
|-------------------|--------------|------------|
| Aloe | 1 <i>cp</i> | Yes |
| Avocado | 3 <i>cp</i> | Yes |
| Cocoa Leaves | 2 <i>cp</i> | Yes |
| Coffee Bean | 3 <i>cp</i> | Yes |
| Datura | 2 <i>sp</i> | Yes |
| Ghost Pepper | 2 <i>sp</i> | Yes |
| Hemlock | 3 <i>cp</i> | Yes |
| Henbane | 3 <i>cp</i> | Yes |
| Hogweed | 4 <i>cp</i> | Yes |
| Maguey | 1 <i>cp</i> | Yes |
| Mandrake | 6 <i>cp</i> | Yes |
| Nightshade | 3 <i>cp</i> | Yes |
| Oleander | 2 <i>gp</i> | Yes |
| Poinsetta Flower | 9 <i>cp</i> | Yes |
| Poison Ivy | 2 <i>cp</i> | Yes |
| Reishi | 3 <i>cp</i> | Yes |
| Sage | 3 <i>cp</i> | Yes |
| Star Leaf | 3 <i>cp</i> | Yes |
| Suicide Tree Leaf | 15 <i>gp</i> | Yes |
| Valley Lily | 2 <i>sp</i> | Yes |
| Wolfsbane | 2 <i>sp</i> | Yes |

ingredient to brew if not using a kit. Below are two charts that show kit pricing, and individual ingredient pricing. All crafting supplies are Small size.

Aloe: A plant that is used to make a paste to recover from Afflicted damage.

Avocado: A fruit that is used in brewing antidotes.

Cocoa Leaf: A plant that restores 1d5 EP when chewed.

Coffee Bean: A plant seed that is used in brewing Energy Boost and Revive potions. When eaten raw, it restores 1d10 EP.

Datura: A plant that is used in brewing Forget Me Not poison.

Ghost Pepper: A fruit that is used in brewing Muteman.

Hemlock: A plant that is used in brewing Hemlock poison.

Henbane: A plant that is used in brewing Snail Swill.

Hogweed: A plant that is used in brewing Blindman.

Maguey: A plant that is used in brewing healing and revive potions. When consumed raw, it heals 1d10 HP.

Mandrake: A plant that is used in brewing Heavy Lids.

Nightshade: A plant that is used in brewing Liquid Fool.

Oleander: A plant that is used in brewing Hangman’s Brew.

Poison Ivy: A common plat used in brewing Raw Skin.

Reishi: A plant that is used in brewing stamina and revive potions.

Sage: A plant that is used in brewing Buff potions.

Poinsetta Flower: A toxic red flower used in brewing Deadly Bowels.

Star Leaf: A plant that heals 1d5 HP when consumed.

Suicide Tree Leaf: An extremely rare leaf found only on Suicide Trees within the Blight Marsh. Used to brew the Heartstopper poison.

Valley Lily: A plant that is used in brewing White Widow.

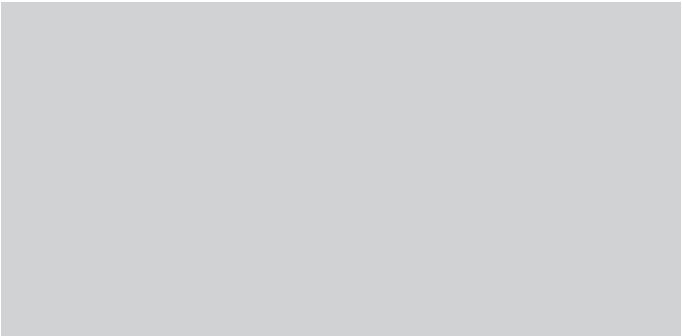
Wolfsbane: A plant that is used in brewing Brittlebone Brew.

FOOD AND LODGING

There are inns and food stands all around for hungry travelers to restock. The Quesachan and Kalvren empires even have fast food stores where customers can hop in for a quick meal cooked to-order right in front of them. Below are some common prices for lodging and food. All food items are Small size.

FOOD AND LODGING

| Food or Service | Cost | Stackable? |
|---|------------------------------------|------------|
| Pint of Beer | 1 <i>cp</i> | Yes |
| Bottle of Cheap Wine | 2 <i>cp</i> | Yes |
| Pint of Aged Beer | 3 <i>cp</i> | Yes |
| Bottle of Fine Wine | 2 <i>sp</i> | Yes |
| Large Meal at an Inn | 3 <i>cp</i> | No |
| Small Meal at a food stand or fast food | 2 <i>cp</i> | No |
| Common Room at an inn | 4 <i>cp</i> –6 <i>cp</i> per night | No |
| Private Room at an inn | 2 <i>sp</i> -6 <i>sp</i> per night | No |



CLOTHING

Clothing can be common - made out of standard and generally duller, undyed materials - or fancy, made out of finer, rarer and more colorful materials. Clothing quality doesn’t need to be specified for any stats but can be a small note on a character sheet for roleplaying purposes. What kinds of clothing are worn for each culture are detailed in CHAPTER 2: CIVILIZATIONS, though there is creative license for players and GMs to decide just how well dressed players are. Clothing sets that are not worn and stored away are considered Medium size.

ENCHANTING EQUIPMENT

Weapons, armor and items can be enchanted with special properties. Some alchemical concoctions can “enchant” items temporarily, but in this section we talk about permanent altering of objects. To enchant equipment, one must be a mage - or enlist the help of a mage, many of whom will offer enchanting services for a fee. Enchantment is done by inscribing runes into objects, generally by carving or painting.

A mage must have **BATTERY ACID** to be able to enchant, as well as a writing utensil such as a stylus, brush or chisel. An object is enchanted by carving or writing the appropriate runes into the object and casting an applicable spell. Not all spells can be used in enchanting - enchanting spells are identified in their descriptions in the **CHAPTER 3: TALENTS & SPELLS**, as well as the EP cost to enchant. Generally, it costs **double** EP to enchant than it would to use that spell normally. Once enchanted, items forever retain the properties of the magic, unless the runes are altered or destroyed.

EPIC & ARTIFACT ITEMS

Some items are exceptionally rare, masterwork items, or ancient objects of great value or power. **Epic** items and weapons are masterwork items made by great craftsmen. Their stats and value varies, but as a general rule of thumb, masterwork weapons have a **+2 DR**, armor has a **+2 DB**, and the value of Epic items is about double Standard price of a more mundane equivalent.

Artifact items are rare, often old weapons and items of great power or value to a civilization. Sometimes artifacts can be found in forgotten locales, or in the palaces of nobility and royalty. They are often magical, though some simply have cultural, historical, or monetary value. There are no preset Epic and Artifact items. Suggestions for ideas on epic and artifact objects can be found in the **GAME MASTER GUIDE**.

MOUNTS AND VEHICLES

| Vehicle/Animal | Cost | Movement Speed | Inventory Capacity |
|-----------------|--------------|--------------------------|---------------------|
| Boat | 100gp | 38 feet (3 mph) | 400-500 item slots |
| Camel | 1gp | 50 feet (40 mph) | 200 item slots |
| Cart | 55sp-2gp | 10-60 feet (3.5-21 mph) | 150-300 item slots |
| Chariot | 20gp | 30-60 feet (10.5-21 mph) | - |
| Donkey | 75sp | 50 feet (43 mph) | 75 item slots |
| Maned Wolf | 2gp | 70 feet (47 mph) | 40 item slots |
| Nanook | 4gp | 60 feet (37 mph) | 115 item slots |
| Hippocamp | 15gp | 20 feet (10 mph) | 30 item slots |
| Horse | 1gp | 70 feet (30 mph) | 100 item slots |
| Mushussu Dragon | 100gp | 70 feet (50 mph) | 80 item slots |
| Reed Canoe | 3gp | 13 feet (1 mph) | 30 item slots |
| Sled | 5gp | 176 feet (14 mph) | 50 item slots |
| Ship | 1000-10000gp | 25-50 feet (2-4 mph) | 500-2000 item slots |

MOUNTS & VEHICLES

Not everyone traverses long distances on foot - vehicles such as carts and mount animals make traveling easier, and can help carry extra loads. This section describes common mount animals and carts, and includes a pricing chart.

Below is a table of mount and vehicle costs, movement speed, and inventory capacity. There are some variations in the speed and capacity of some vehicles; boats, ships and carts vary in size and purpose and thus have slightly different speeds and capacities.

VEHICLE DESCRIPTIONS

Boat: A moderate sized water vessel that can hold 1-3 dozen people depending on size. Dulisi houseboats are larger than standard boats and can carry 50-100 people depending on size.

Cart: A modest sized hauling vehicle made of wood, usually pulled by a donkey, horse or cattle. Can also be pushed by hand. Larger carts typically hold 2-6 people.

Chariot: A wartime vehicle used by the Kalvres. It can fit a rider and an archer, and is pulled by one or two donkeys. Chariots do not have Inventory slots.

Reed Canoe: A small canoe used by the Dulisi. Can hold two people and be collapsed for easier carrying. When rolled up, they are Medium size.

Sled: A small Yanter vehicle pulled by a team of nanook across cold, harsh lands. Generally fits 1-2 people

Ship: A large seafaring vessel, generally a galley or a trireme. They are often used by merchants for trade or by navies for warfare. Can hold 200-500 people depending on size.

MOUNT STATS

As mounts are creatures that can be attacked or used in combat, they have stats like any other creature. The stats for the common mount species are included below. A guide on how to interpret these stats can be found in **CHAPTER 2: RULE LAWYERING** of the **GAME MASTER GUIDE**.

CAMEL

Large Animal, Lightburn Desert

| HP | EP | AB | DB |
|--|----|----|----|
| 17 | 20 | 5 | 4 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: -1 Bludgeoning, -1 Ice | | | |
| Weapons: <i>Bite</i> (4 DR Prc), <i>Headbutt</i> (4 DR Blg), <i>Kick</i> (6 DR Blg) Talents: <i>Spit</i> (1 EP), <i>Charge</i> (4 EP) | | | |
| Double Kick (4 EP): The camel Kicks with both hind legs at +2 AB and +2 DR. | | | |

Camels are found in the Lightburn Desert and are an integral part of Temekumusan society. Covered in a thick hide, the stocky two-humped camel is resistant to cold, heat and drought. Their durability and strength makes them great pack animals.



Maned wolf



Nanook

DONKEY

Large Animal, Khopesh Coast

| HP | EP | AB | DB |
|--|----|----|----|
| 16 | 15 | 5 | 4 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: None | | | |

Weapons: *Bite* (4 DR Prc), *Headbutt* (4 DR Blg), *Kick* (7 DR Blg)
Talents: Charge (4 EP)
Special: *Double Kick* (4 EP): The donkey Kicks with both hind legs at +2 AB and +2 DR.

A popular pack, draught, and war animal for the Kalvres, donkeys are small but sturdy creatures. Often used to pull chariots or carts, they can be stubborn and difficult to frighten. A person who takes the time and patience to train and earn the trust of a donkey finds them stalwart animal companions.

MANED WOLF

Large Animal, Lightburn Desert

| HP | EP | AB | DB |
|--|----|----|----|
| 20 | 15 | 6 | 4 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: None | | | |

Weapons: *Bite* (6 DR Prc), *Scratch* (3 DR Sl)
Talents: Charge (4 EP), Howl (2 EP)

Throat Tear (4 EP): The maned wolf Bites and digs in, causing +2 Piercing damage.

A large canid that resembles a fox, modern breeds in the Quesachan Empire descend from irradiated maned wolves. These wolves were bred for better temperament and endurance, making them more suitable for mounted combat and travel. They are rarely used to pull carts.

NANOOK

Large Animal, Northern Wastes

| HP | EP | AB | DB |
|----|----|----|----|
| 20 | 20 | 5 | 4 |

Challenge: Demanding
Difficulty: Average
Resistance/Weakness: -3 Ice, -2 Slashing

Weapons: *Bite* (7 DR Prc), *Scratch* (4 DR Sl)
Talents: Charge (4 EP), Howl (4 EP)

Throat Tear (4 EP): The nanook Bites and digs in, causing +3 Piercing damage.

A large canid that resembles a mix between a dog and a bear, nanook are the hunting and traveling companions of the Yanter. Used to pull sleds in teams, nanook are hardy and resistant to the cold. Despite their fearsome appearance, they can be quite playful.

HIPPOCAMP

Large Animal, Khopesh Coast & Sky Plains

| HP | EP | AB | DB |
|----|----|----|----|
| 17 | 18 | 5 | 4 |

Challenge: Moderate
Difficulty: Average
Resistance/Weakness: None

Weapons: *Bite* (3 DR Prc), *Tail Whip (Short)* (4 DR Blg)
Talents: Charge (4 EP), Swim

Hippocampus are literal seahorses, large enough to carry a human rider or two, and swift enough to quickly swim through waves. Bearing a similar resemblance and texture to dolphins, they are highly intelligent and very loyal to their Bizeem handlers. Their sleek appearance and shape make it more difficult to store items on them, however.



Hippocamp

HORSE

Large Animal, Khopesh Coast & Sky Plains

| HP | EP | AB | DB |
|----|----|----|----|
| 16 | 18 | 4 | 3 |

Challenge: Moderate
Difficulty: Average
Resistance/Weakness: None

Weapons: *Bite* (3 DR Prc), *Headbutt* (4 DR Blg)
Kick (6 DR Blg)
Talents: Charge (4 EP)

Double Kick (4 EP): The horse Kicks with both hind legs at +2 AB and +2 DR.

Stomp (3 EP): When a target within Short range is Knocked Down, the horse can Stomp it at +2 AB and 6 Bludgeoning damage.

The size and build of horses varies greatly across many species; generally speaking, those found in the Sky Plains tend to be smaller and lighter, while those found in the Khopesh Coast are larger and sturdier. A popular and versatile mount, horses can be found around the world but are most populous in the Sky Plains and Khopesh Coast.

MUSHUSSU DRAGON

Large Animal, Drakespine Mountains

| HP | EP | AB | DB |
|----|----|----|----|
| 30 | 25 | 6 | 6 |

Challenge: Demanding
Difficulty: Average-Tough
Resistance/ Weakness: -3 Fire, -2 Slashing, -2 Piercing/+2 Ice

Weapons: *Bite* (6 DR Prc), *Scratch* (5 DR Sl),
Sting (4 DR Prc), *Tail Whip (Short)* (4 DR Blg)
Talents: Climb, Glide (4 EP), Roar (5 EP)

Dragon Breath (5 EP): As per the spell

Native to the Drakespine Mountains, Mushussu Dragons are the chosen mounts of the elite Dushuma Dragon Riders. They cannot fly, but are excellent gliders and climbers. At the end of their tails is a sharp sickle claw that can give a venomous sting. They learn to communicate with their Riders through a series of body and sign languages.

HOUSEHOLD GOLEMS

Golems are a staple of Quesachan life. Used for manual labor, servitude or warfare, these clay automatons keep the Empire running smoothly. The war golem stats can be found in **CHAPTER 5: BESTIARY** of the **GAME MASTER GUIDE**, but the more household golems are detailed here.

UTILITY GOLEM

Medium Monster, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 10 | 10 | 3 | 3 |

Challenge: Pushover
Difficulty: Easy
Resistance/ Weakness: -1 Slashing/+2 Bludgeoning

Weapons: *Punch* (3 DR Blg), *Kick* (3 DR Blg)
Talents: None

Used for manual labor, utility golems are the simplest of all golem types. Designed for hard, tedious labor, they are enduring and simple in form - vaguely humanoid, about the size of an average Quesachan man. They often assist masons or merchants in building, upkeeping machinery and buildings, or carrying objects.

SERVANT GOLEM

Medium Monster, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 12 | 10 | 3 | 3 |

Challenge: Pushover
Difficulty: Easy
Resistance/ Weakness: -1 Slashing/+2 Bludgeoning

Weapons: *Punch* (3 DR Blg), *Kick* (3 DR Blg)
Talents: None

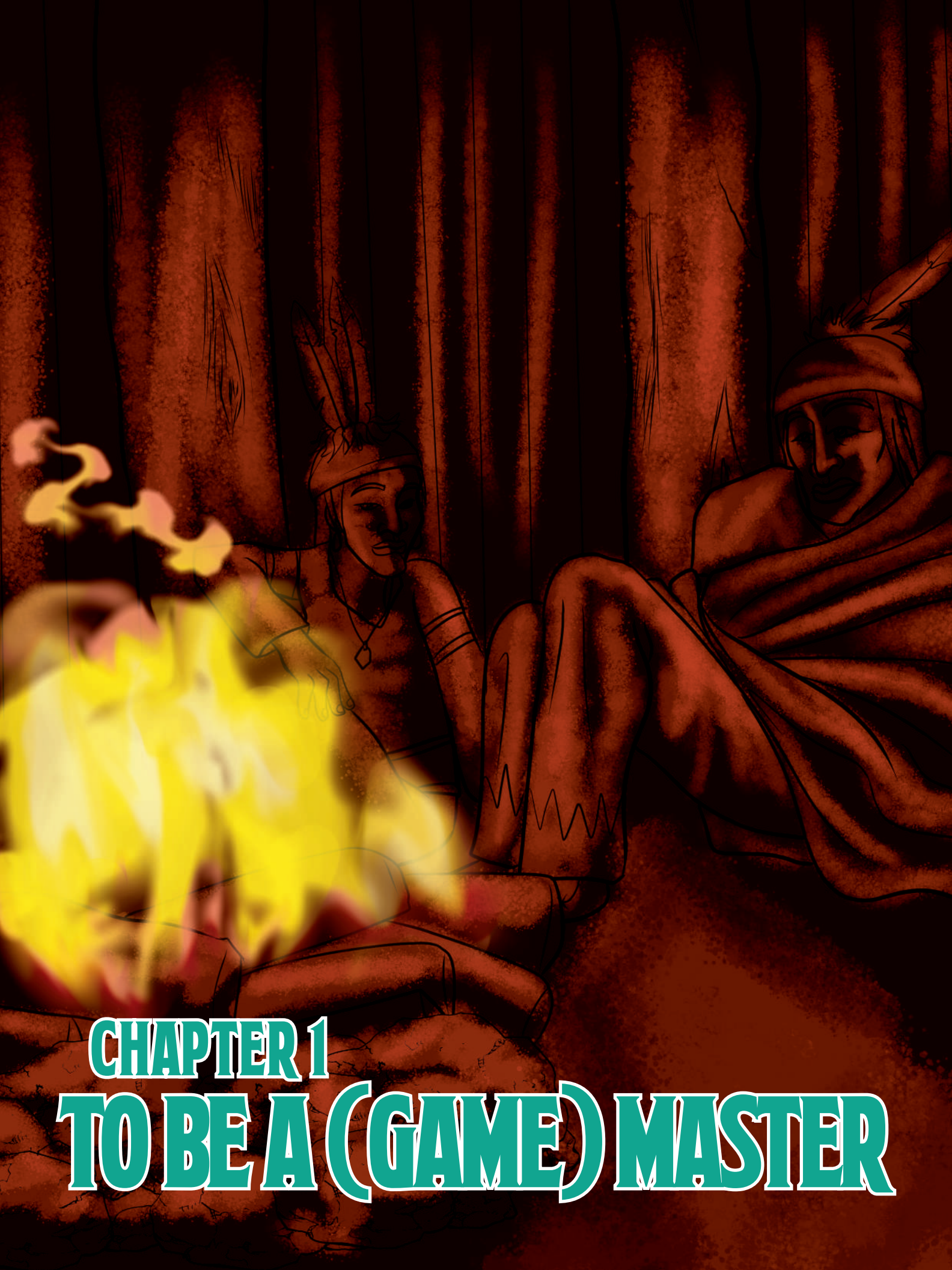
Servant golems, while less hardy than utility golems and less powerful than war golems, are often the most expensive golems to obtain. This is because they are not as mass produced and highly detailed - sculpted to look like stylized humans, they often have clothing and jewelry akin to human servants carved into them, and are painted with bright colors. A sign of social status among the nobility and wealthy golems, servant golems perform the same basic tasks human servants do. They, like all golems, cannot speak, however, and are mostly used for simple servanile tasks or simply eye candy for the show-off Quesachan noble.



Mushussu dragon



SECTION III: GAME MASTER GUIDE



CHAPTER 1 TO BE A (GAME) MASTER

This section of the book covers the role and responsibilities of a Game Master. Chances are if you're continuing into this area, you have chosen to take on the mantle of GM - or are at least considering it. In the following chapters you'll find guidelines, examples, extra rules, monsters, and special items to help you craft adventures for your players. The final section after this one, *BOX OF TUMOTL*, is a starter adventure to help get you and your players started on a campaign, or inspire you to create your own. In this chapter, we'll give an overview of Game Mastering and what it entails.

OFFICIAL REFEREE

The role of GM carries far more responsibilities than a typical player, but it is a necessary one for the running of a *Waracle* game. If you love crafting stories, coming up with many interesting characters, managing details, chances are you'll enjoy being a GM. It takes practice, and this chapter prepares you for your task.

Players manage their individual characters, deciding on their actions and managing their stats. As a Game Master, you'll be responsible for everything else - the stats of monsters, the actions and stats for NPCs (non-player characters), challenge scores, setting the scene - everything. You are the narrator and referee, keeping order and guiding the players as they traverse the world of *Waracle*. It is important to remember that you are not acting in opposition to the players - the goal of *Waracle* isn't to win, it's to collaboratively craft stories and act out adventures in a fantasy setting. A good GM finds a balance between providing challenges and consequences to player actions, and ensuring the game is enjoyable for everyone. - including yourself!

RULES MANAGEMENT

A GM's primary job is to act as referee, interpreting the rules and making the final decision on their implementation. Many of *Waracle's* rules are open to interpretation depending on the situation, or are perhaps tweaked to suit the preferences of the play group. It is not possible to cover every probable scenario - this is a game of imagination, after all - possibilities are nearly endless! Rather, the Game Master Guide provides an outline to help you better interpret and manage the rules.

SESSION MANAGEMENT

In a sense, a GM is both cast and scenery of a story, tying all the elements together to form a coherent environment for the players. A GM must manage all the characters encountered in an adventure, the challenges, the environment and any adversaries - beast or man. They must also ensure the game moves along at a decent stride even if it takes unexpected turns.

GUIDING THE STORY

Waracle is a setting made of diverse civilizations and people from all walks of life. While it's likely that your players are adventurers or travelers of some sort, not all players will create characters that fit into such a role. Whatever the situation, the PCs (Player Characters) are the focus, and it's the GM's job to provide plot hooks and breadcrumbs to get the players started on interesting stories and gain new experience. This can be done with pre-created adventures, adventures you create from scratch, or a hybrid of the two. Always be prepared to tweak and refine the campaign to the player's choices - they can and will surprise you!

CRAFTING CAMPAIGNS

A campaign is a series of connected adventures, creating an overall story arc. Campaigns may be brief, taking only a single game session. More often, they will take many sessions to complete before a new campaign begins. There are many ways to prepare a campaign - some GMs prefer to plan out the whole story and details in advance, while others provide only a rough framework and wing it as the players move through the story. Many find a place somewhere in between. If you're new to GMing, you may want to start with a bit more notes as background but be prepared to change them as the story moves along.

RULES MANAGEMENT

You don't need a whistle, but as GM you are in effect a referee for *Waracle*. You must oversee the game and ensure the rules are implemented objectively and consistently. As tempting as it may be to "beat" your players, remember: that's not your job! You provide the framework and the environment, and while you control adversaries, the players are not your enemies. You are simply giving them a world to play in. Much like a sandbox video game, if the world was sentient and the NPCs had the potential to be more reactive to players. This does not mean you do not challenge your players, however: it is good for them to take risks and gain experience, and some players may decide to do something blatantly foolish. Instead you should show actions have consequences, both good and bad.

Because GMs carry so much responsibility, it is important to be well versed in the rules. GMs should read both the **PLAYER'S GUIDE** and the **GAME MASTER GUIDE** sections. You don't need to memorize everything, but should have a general idea of how the basics function. Much of your job will be applying the rules to situations as they unfold.

This can be knowing what rule applies to a particular situation, or making up a challenge on the spot so the player can attempt a particular action and see if they are successful. Sometimes GMs will modify a rule that doesn't quite fit their particular situation, or your particular group finds burdensome rather than enjoyable. The **PLAYER'S GUIDE** contains the heart of gameplay, but the **GAME MASTER GUIDE** gives you more insight, providing additional rules and context to help you apply the rules to your games. See **CHAPTER 2: RULE LAWYERING** for more details on additional rules and guides.

POKER FACE

Not every roll or challenge outcome needs to be public. Sometimes for the sake of suspense or story flow, it's good to keep the results of a player's test a secret. Perhaps they failed that Observation check because their character isn't particularly good at examining, or maybe there really isn't anything there. Tension can make a story more engaging and modify how players decide actions for their characters. Not everything should be behind the curtain, but use your discretion. It is a good idea to keep track of potential secret tests and their difficulties before a gameplay session, one you can easily run discreetly when players pass or fail without being ever the wiser to your actions. When you

perform a secret test, you must make rolls for both the test difficulty and the player you're applying it to, so it's also a good idea to have a record of the PC's Attributes and Skills on hand. If you want to be really discreet, you can always make secret test rolls with a dice roller app on your phone/tablet or an online dice roller. It's not necessary, and you're not obligated to explain to the players why you rolled your dice, but it's an option if you wish to be particularly ninja-like.

GM MULLIGAN

Sometimes a roll may result in an uneventful, ridiculous or even undesired outcome. If you feel a more interesting outcome is preferable, feel free to fudge the numbers a bit to bring the game more in line with what you're aiming for. A GM's call overrides the rulebook, every time. Don't abuse the power! As a general rule, fudging should favor the players almost every time.

Think of it as a mulligan rather than cheating. Remember: The rules are a guideline, and the goal at the end of the day is for everyone to have fun. If a particular set of rules are causing problems for your group, or you have a better idea for how to implement them - tweak them! If the dice are being particularly obstinate and moving things to a crawl, spice it up a little. Nudge things a bit if it helps ensure your game is interesting, fun and challenging. Do **not** fudge rolls maliciously with the intent to screw over the players. Players don't need to know that you've tweaked things a bit, and it's a good idea to keep your dice rolls hidden to aid in this and simply announce the results - a GM screen of some sort is often recommended. Screens not only help cover your notes and dice rolls from view, but they can be used to display important notes or stats you need to reference frequently, for quick recollection.

GUIDING THE STORY

Game stories are broken down into adventures, which in turn create overarching campaigns. Some adventures can be stand-alone, while others are part of a longer chain that leads to a great climax before reaching a conclusion after several game sessions.

While adventures and campaigns can be long term, building the framework for them is straightforward. Remember that all it is, is guiding the story along. Before you do anything else, you should decide on a challenge or threat that the adventure revolves around. This may be something as simple as a stolen item that needs retrieval, to something as grand as preventing a war between nations.

From then, draft a rough outline of the overall plot and flesh out the basics of the encounters players are likely to run into. Ask yourself: **Who, What, When, Where, Why** and **How**? Who is involved in your plot - draft out some basic NPC outlines. What are they doing, and what is happening? When is this occurring - Night, day, spring, fall, or during a storm? Where is it happening - in a remote jungle, ruins, a crowded city? Why did these events unfold? How did they unfold?

You don't need all the answers, but you should provide yourself at least a rough guideline to help you frame the story and set the scene for your players. It is a good idea to keep notes about your adventure on hand, out of sight from players, as well as character sheets and stats for any important NPCs or creatures. You don't have to figure everything out, but it's good to have reference material on hand.



THE ROOTS OF STORY: CHALLENGES AND PLOT

Most *Waracle* campaigns will be focused on some kind of challenge, or a series of challenges. These can be anything from investigating a local crime, finding a missing person, or preventing an assassination plot. Large or small, simple or complex, your players will need to overcome these challenges.

A threat is often a villain whose plot the players must subvert. Sometimes the plot centers around assisting an NPC or a group of people against something dangerous: finding out what's killing a town's livestock every night, building an army, arranging alliances, finding lost items. There are plenty of different plots you can build, and you can find inspiration in the people of the world (See **CHAPTER 2: CIVILIZATIONS** in the **PLAYER'S GUIDE**) or through the creatures that inhabit it (See **CHAPTER 5: BESTIARY**). Whatever the inspiration, come up with a core challenge, or a series of challenges, you want your players to defeat.

After coming up with a challenge, work on the details. What is entailed within this challenge? Is it local, or global? Deadly, or a minor threat? Is magic involved? Is it diplomatically or otherwise politically driven? Knowing the answers to these questions will help you outline the basics of your campaign plot, a guideline you can follow during gameplay.

Let's say that for your challenge, you come up with band of Yanter pirates terrorizing Wisokwe boats on the seas near the Quesachan Empire. Not only are they a nuisance and a disruption of trade, but such a situation could create tension between the Wisokwe and the Quesachi: The Wisokwe have a long-standing hatred of the Yanter and might demand intervention from the Quesachi. While well within their power to do so, the Quesachi are regular trade partners with the Yanter and would be reluctant to provoke ire from their source of ivory. Such a situation is one that can arise if your players aren't involved. This can provide a good plot hook, because chances are your team will want to intervene in some way, for a variety of different reasons. Perhaps they're Wisokwe and are obligated by alliances to assist, or they are Bizeem merchants also concerned for the safety of their own trade ships. Your plot hook can allow the characters to investigate the pirates and figure out different means to deal with them. Perhaps they might hire mercenaries to assist in defeating the pirates, or even negotiate trade and goods with the pirates directly - Yanter tend to raid for lack of resources, after all. The story may play out in many different ways, depending on how the players direct their characters and react to situations.

Try not to write yourself into a corner: *Waracle* is a game, not a novel, after all. Take advantage of the flexibility and open-endedness that tabletop RPGs allow. Focus more on the details of what adversaries are and what the setting entails - don't try to pigeonhole your players. Chances are they won't always follow things according to your plans. Don't base your plot on what their characters will do - simply provide the background for them to explore. Provide story hooks and teasers to reel them in, but be ready to improvise and take the story to new places, even if still follows a general path you planned.

SUBPLOTS

For longer campaigns, it might be a good idea to include smaller subplots over time. These can be an extra facet of the main plot, or optional side quests that are irrelevant, but nonetheless interesting. Perhaps what at first seems like a series of unrelated side plots are actually all hooked into the main plot, leading to a greater mystery to solve or threat to face. Subplots are a great way to liven up a long game and add variety, or integrate personal goals and backstories of your player's characters.

Perhaps one of your players has a mysterious artifact and are being hunted for it. Their pursuers might impede on the group's progress within the main storyline, sidetracking the team on a new quest for a session or two. This adds complexity and interest to your stories, creating more memorable games.

ENCOUNTERS

Throughout your plot, the characters should come across many encounters. These may be small narrative encounters, like passing a Barter check with a merchant to get the best price on supplies, to an epic battle with your Big Bad as a combat encounter. There are many challenges, big or small that your players should face. Use your outline as a guide on what types of encounters may occur - and not all of them might. You do not have to plan for every possible encounter, but a few general ideas, such as key characters, monsters, informants or merchants, should at least be kept in mind.

Keep in mind details relevant to your plot - why is this character here? What do they know? How are they involved? What kind of default Reputation do they have with the characters? In the case of environmental challenges, think of things like size and scale, or setting. Is this a fortress at night, or a marketplace by day? You do not need every detail, but a guideline to help you rough out relevant details or stats is important. Try to have a variety of encounters - not everything should be combat, nor should your players do nothing but stand around and talk. Unless that is the type of play style you and your team prefer - then by all means, have a blast!

THE CLIMAX

Eventually, events should draw to a close. Generally, you'll want a grand finish - often this entails some sort of boss fight in combat. If so, it's a good idea to come up with a creature, NPC, or a group that offers a challenge for your team with great rewards. However, not all events end in combat. Perhaps the final face-off is a debate in a courtroom, or confronting a suspect of a crime in public, or finding the long-lost artifact the

characters have searched far and wide for. Whatever the situation, combat or otherwise, try to make it engaging and interesting. This is what all the questing has been for - it should be a fulfilling moment for your players. Keep it interesting, but don't make it impossible to accomplish or defeat for your players, either.

AFTERMATH AND LOOSE THREADS

Following the climax is the aftermath. It should draw everything to a close in some fashion, or at least conclude the current storyline and lead into the next. Loose threads should be tied up, unless you intentionally leave some open for further exploration, or as a hook for a new adventure. You may summarize the aftermath events, let the characters act it out, or have a mixture of the two. Make sure it brings some form of closure for your team, and reward the players accordingly.

SESSION MANAGEMENT

Planning ahead of time and providing a framework for adventures isn't your only duty as GM. Generally, you'll likely be hosting any games you run. Primarily, you should focus on where to play *Waracle*, and how to manage data and stats relevant to the current adventure. Sometimes your players might break up some of the organizational responsibilities, but as GM you should be aware of game arrangements, even if you aren't in charge of organizing it.

YOUR GAME SPACE

First and foremost, you and your players need a place to play. Oftentimes this will be your home or the home of one of your players. Sometimes it is a public space, such as a local game store. Whatever the location, make sure it's comfortable for everyone and has enough space for your game materials: the playbooks, dice, papers or notebooks, pencils, maps or laptops or whatever devices and accessories you and your team use during play. Also make sure as GM that you have room for all your notes and tools, especially the things you need to keep away from players' eyes!

Nowadays, many people opt to play online, writing on messageboards or playing over Discord or online tabletop platforms, such as Roll20. At the end of the Game Master section, we will list several useful tools for arranging a play session, both for local and remote games. Whatever your play group situation, ensure it allows for a good mood - even a good adventure can be ruined by a bad mood brought on by an uncomfortable or inadequate space.

Depending on the time and location of your game session, it might be a good idea to provide food or agree on some sort of arrangement with your players. Whatever relaxes and puts your team into a good mood before play is encouraged - not every session will be ideal or perfect, but do what you can to make the most of your sessions. You may play your sessions at the same place every time, or rotate locations - do whatever fits best for your group. If someone wants a break from hosting, change locations. If everyone is happy keeping everything at the same place, stay! As long as there are no conflicts or problems with your venue, go with what works for everyone.

Also remember to periodically take breaks during game sessions if needed, especially during long runs. Sessions may be as brief as an hour or two, or go on for well over six hours - it all depends on the group and the adventure. Go at a pace that works for your group - don't overstress and end sessions when you and your players feel done for the day, even if you're not at a perfect stopping point. Make note of where the session was left off and pick up from there next time.

MANAGING DATA

On the note of... well, making notes... You'll have lots of them. Pen and paper or text on a screen, in some fashion you'll have lots of data to track. As GM you'll have far more to keep track of than other players, so this may seem overwhelming at first. It can be easy to lose track of things like money the characters have acquired, or people they've encountered, location names, or even NPCs that have been encountered in the current story. Because the flow and direction of the story depend on a GM's oversight, it's important to keep good notes. However, remember that you do not need to know every possible detail in a session, but you should have enough material to keep a story moving and to set up appropriate challenges for your players.

More than likely, you'll have some outside work to do in between sessions. Planning is important, and outside of game sessions you should take some time to go over notes and details of your current adventure. It's advised you keep a journal or some other log of information to keep track of things. Notes, cards, spreadsheets - whatever works. You may also wish to jot down quick notes during sessions to help you keep track of information later on. Cloud stored note apps such as OneNote or EverNote can be a great boon for session notes, though there are programs specifically designed for campaign management. There are also other GM tools, quick reference templates and game management suggestions to be found at WARACLERPG.COM/GAME-RESOURCES. There is no single right way to keep notes - use whatever techniques are most effective for you.

Generally speaking, it's a good idea to take notes as you go along, or plan for certain things ahead of time and minimize loss of information later. Did the group defeat a particularly tough monster and should get an extra reward when rewarding XP later? Write that down after the monster dies, and keep a regular log of significant triumphs for each character during the adventure, even across sessions. You don't need all the nitty gritty details - just quick notes and gists should be enough to help you keep track of important information. It's a good idea to keep notes on in-game progression as well - events may be time-tied, and real life moves at a very different pace from your game. Perhaps months of in-game time pass between sessions, perhaps only hours. When using characters for multiple adventures, it's a good idea to have a general grasp of how much time passes and what happens as events unfold.

CHEAT SHEET

So much information! Attack and Defense bonuses, NPCs, money, monsters, maps - where do you keep it all? While you may have extensive notes, you may need to access information quickly. Don't be afraid to keep some form of "cheat sheets" for quick reference. These should include frequently accessed information, likely the basic stats of the player characters (AB, DB, current DR, Civilization, Talents/Spells, equipment and perhaps a few key skills), important NPC stats, and a few general notes about the current location and point in the plot. You can find a sample stat cheat sheet in the **APPENDIX** section or download free ones at WARACLERPG.COM/GAME-RESOURCES. Don't forget to update the information on character and story notes at the start of each session, or when players spend XP.

GM'S LOG

As previously mentioned, it's a good idea to keep ongoing notes. These can be organized in a log or journal - a binder, a folder with different documents on your PC, a cloud note app, a private campaign wiki, a game master management program - whatever keeps you organized. Information should include important stats and events from the current campaign, and a backlog of previous adventures if they may come into play again in the future. Short notes like adventure summaries, important antagonists, party reputations, allies, a party home base, locations visited, and story outcomes are good ways of keeping quick-reference material on your current session. Keep notes on the team's current progress so it's easier to pick up the campaign later and keep track of where the characters have been, and what they've yet to discover.

The log is a compilation of relevant overviews and data to date, while notes taken during a game session can be done on a notepad, scratch paper or a text document during a game session and added to the log's overview later. White or chalk boards and other erasable surfaces are a good idea for tracking temporary data or maps without leaving piles of paper everywhere - or perhaps a memo app on a phone or tablet. While *Waracle* is a pen & paper system, it is the 21st century and many people have more efficient or electronic options at their disposal. Use them where you can!

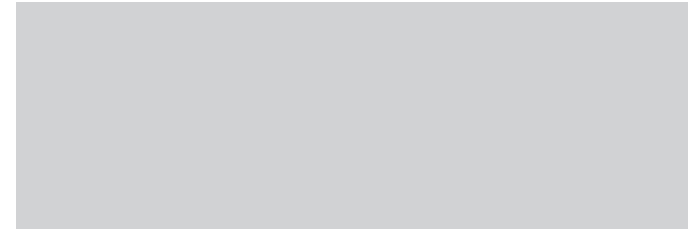
MAPS AND MINIS

Many players prefer the “theater of the mind” approach - no need for visuals, imagination only. While *Waracle* does not require a board or pawns to play, some people prefer a visual frame of reference to help keep track of information, such as a battlefield layout. You'll find more information on using maps and miniatures or tokens in **CHAPTER 4: ENCOUNTER & CHALLENGES** in the **PLAYER'S GUIDE**.

GM MANAGEMENT APPROACHES

No two GMs run their games exactly the same, nor are any two groups identical in their style or preferences. While you can break down GM and player behaviors into broad categories, what's most important is to remember that how you and your players interact and utilize the setting will most affect how your sessions go. It's important to find a compatible group with agreeable play styles that suit their interests and your GM style. Using different narrative and combat approaches can greatly change how the game flows, so talk with and observe your group to see what works best for you. You may invoke different “house rules” - custom rules altered from this playbook. We fully encourage you to tweak *Waracle* as you see fit, just be sure that what you come up with is acceptable and fun for both you and your players, and be consistent to avoid misunderstandings or conflicts with your group.

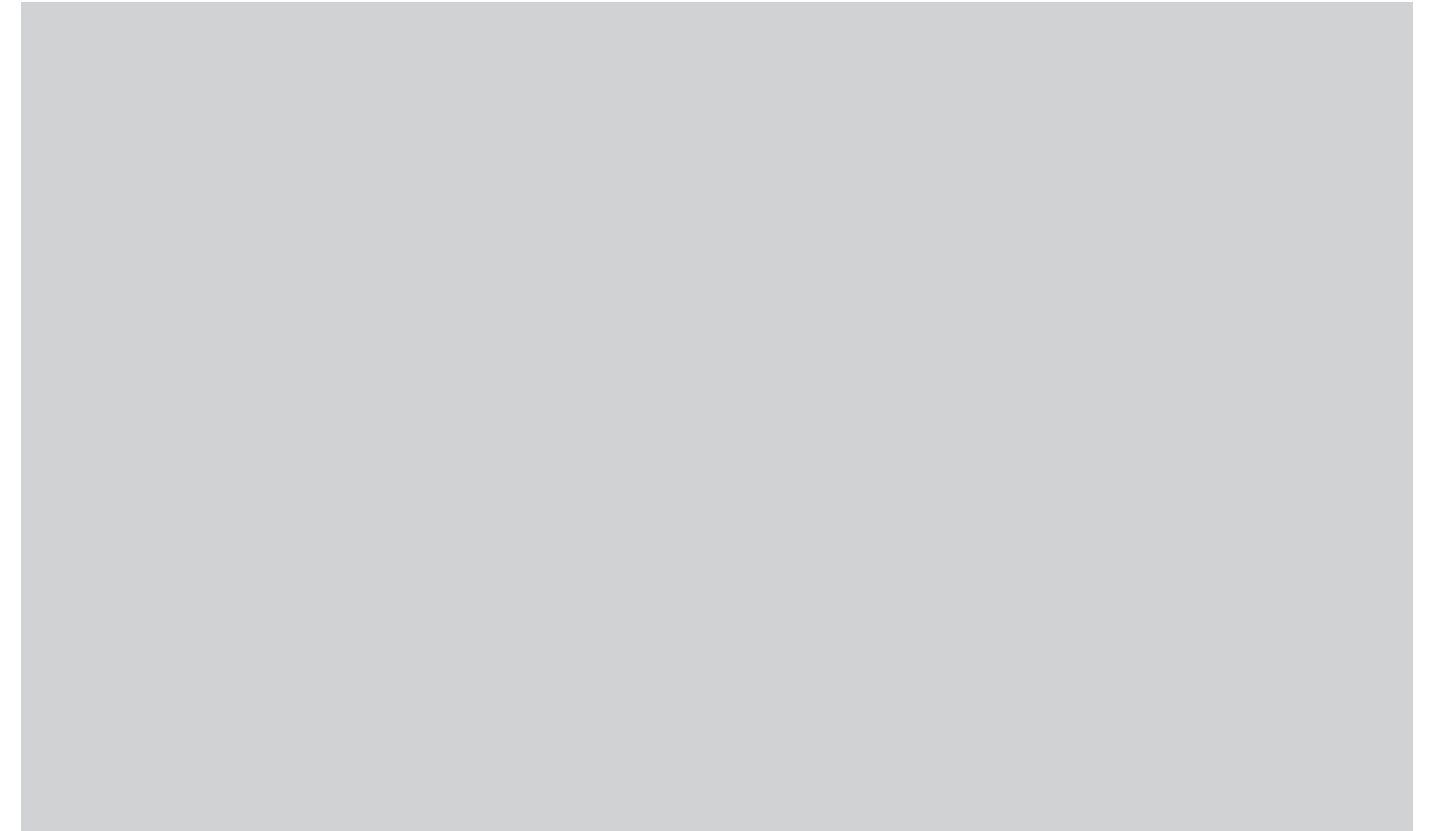
There is no single “right” way to GM - different people will have different preferences and techniques that help them run a game. It may take some practice to find what styles reflect your preferences the best - that's okay! Get to know yourself as a GM and know your team as players, and form a group that compliments the styles well. While there are many different approaches to GMing, there are a few broad categories that can help you give an idea of your personal style, and what playgroups might work best with you. If you don't fit perfectly into one of these categories, that's fine! These are just generalizations to give you an idea of common ways people Game Master RPGs.



The **Bardic Storyteller** GM is a weaver of tales, first and foremost. They wish to craft engaging stories and characters, and are more likely to try and keep the characters in line with a campaign's key plots. They are more likely to handle the rules loosely and favor story over strict rules lawyering. If done right, this can lead characters on a memorable ride; if handled poorly, the GM can box in characters (known in the community as “railroading”), limiting player freedom. Some players will prefer a more linear route in exchange for narrative clarity, but this style does not mesh well with players who love to go off script and do things to just “see what happens.”

GMs who are a **Benevolent Overlord** tend to try and find a balance between fairness and fun. They're more likely to nudge rolls and rules in characters' favor if problems arise. They may be less strict on rule interpretation if it impedes on the group's fun, but can also run the risk of being easily pushed over by players trying to take advantage of lax rules. They are more likely to be inconsistent in rule interpretation, following the rules more stringently under normal circumstances, but suddenly relenting if the same rule gets in the way of character progress, or even if it means the death of a player's character. Done carefully, however, this approach can be very flexible and fun for groups who are less concerned with the letter of the law and consequence, and more concerned with doing what feels fun and keeping the campaign going. This style is often a good approach for new players and GMs, letting everyone get used to the system.

The **Wrathful God** is a GM style very few players relish. The Wrathful God is almost an adversary in themselves, setting challenge after challenge to the players, often passing by the skin of their teeth. Unlike the Benevolent Overlord, Wrathful God often has few qualms about killing characters - they may even actively try to do so. This play style is great for experienced players or those who enjoy a strong sense of danger and a well-fought struggle. Done poorly, however, this play style can quickly fall into the trap of trying to “defeat” players, as if playing a typical competitive game. Some groups may desire this, but very often a poorly portrayed Wrathful God GM alienates their players by coming off as unfair, unyielding, or overly adversarial. This style is often ill suited for beginning players, but may work well when running a climax to an epic adventure or with a group who loves competition and challenge.



PLAYER APPROACHES

Just like GMs, players will have different styles and preferences on how they play their games. Some are more rule-focused or interested in good mechanical builds, while others are more concerned with an interesting narrative and backstory for their characters. Knowing what types of players you have in your group is important, as it should help guide you in how to handle your games to ensure everyone has fun. Not all groups will have the same style of player, and some players will have incompatible play styles - either with other players, or with your GMing style. Unless you've played with your group before in other games, chances are it'll take time to get to know your group and adjust for any potential problems. When starting with a new group, it's best to ease them into the game and your style of play - short adventures with simple themes often help, or knowing what sorts of other games and interests your players have outside of *Waracle*.

PROBLEM PLAYERS

While many people get into tabletop games to have fun and let their imaginations run wild, some don't play well with others - or, in any case, they don't play well with you or the rest of your group. There are some general signs to watch out for, though not all problem players will fit these categories, and not all players with these traits are problems. Use your own judgment based on your group's situation on whether or not a particular player is becoming a problem.

In general, beware of players who purposely upset other players, are only interested in combat, those who want to rush the flow of the game, or anyone who picks fights with other players out of character. Some are strictly beholden to the rules and will argue with you over every little interpretation of every letter in this book. There is a difference between disagreements and players depicting disreputable characters in-game and staying in-character. Hack-and-slashers may well fit your group perfectly fine, and some players may get into loud disagreements for a while and be able to shrug it off later. Sometimes players don't realize they're a source of conflict. Pay attention to how your group interacts and reacts to each other, and handle situations as you see fit.

Not every conflict or misunderstanding with your players is severe, however. It's not uncommon for a player to misinterpret a GM's intent, or vice-versa. Be careful to avoid misunderstandings in the game narrative - clear communication is important between a GM and their players. While you can't avoid misunderstandings entirely, be open to answering questions and clarifying things out of character to help mitigate them. Remember at the end of the day, it's your campaign and your story, and interpret the rules and handle the players as you see fit. If a player is completely incompatible with you and the rest of your group, don't be afraid to barr them from your game - sometimes people don't mesh playstyle wise. Your job is to ensure everyone is having fun, and sometimes that means removing a problem player.

CRAFTING CAMPAIGNS

Campaigns are broken down into a series of adventures, and can be seen as a complete novel to the chapters (adventures) that build it up. Campaigns may be brief, consisting of only a few short adventures, or long ongoing epics. It is by default assumed that campaigns take place during early 886 GU, the current year in *Waracle*, where the Quesachan Empire is at the height of its power. While campaigns and characters don't need to be part or even directly involved with the Quesachan Empire, it's left a large cultural impact on the world, and many things such as the passing of years and most trade documentation are recorded on their systems.

Despite this default, feel free to modify any details to assume a different point in time - perhaps you would like your campaign to take place before the invention of golems, or during the rise and unification of the Kalvren Empire. What the campaign is and when it is set is entirely up to you - the lore is there as a baseline for you to use your imagination and be creative. The following sections provide some general advice on planning a *Waracle* campaign.

PRECARIOUS PROSPERITY

Waracle is set during a time of general prosperity for many, though it's not without its conflict. Not all civilizations get along, and skirmishes between nations, raiding pirates, bandits, and even rebellions are common. The Quesachi are busy quelling a few longstanding rebellions in their southeastern lands, while an influential Temekumusan warlord fights hard to unify his people and turn them into a proper nation - whether they like it or not. The Kalvres and Dushum constantly attack the Trappers, always to be pushed into a standstill, while the Wisokwe endure constant raids from the Yanter and are fighting a delicate political game to keep their confederacy intact.

As the saying goes, “Pride cometh before a fall” and many places and people in *Waracle* are on the precipice of even bigger greatness, or a long and hard fall from grace. This is the world you will guide your players in: political intrigue, prosperous trade, gangs of pirates and bandits, struggling common folk - these are all common occurrences. The world isn't particularly darker or brighter than our own, but is at a turning point. You and your players will decide what direction it turns. Are your outcomes optimistic? Cynical? Somewhere in between? Any are plausible, and it is up to you as the GM to set the proper mood.

CAUSE AND EFFECT

For every action there is a reaction, and there are consequences to decisions players make - both good and bad. Sometimes they may improve their reputation with one organization, only to have another become distrustful for the same actions. Choices matter, and the peoples of *Waracle* will react both to who and what you players are. Make sure your players see the fallout of their choices, and prepare them to deal with the ramifications. These may be great reward, or disaster that make it difficult for your players to deal with the bridges they've burned. Did a PC use Blood Drain on a bandit? Perhaps some villagers saw this and are now terrified of that PC. The world should be reactive to the players, in big ways and small.

PLAYER INPUT

Before you go into too many details on planning a campaign, it's a good idea to consult with your players. Find out what sorts of adventures and encounters they're interested in. It may be a good idea to do a sample campaign to get a feel for the system and setting if you or the players are newcomers, and then build from there. Find out what kinds of places, creatures, or adventures they see their characters pursuing. This can help guide you in your planning to ensure you create a campaign that is fun and engaging for your group.

FORMING THE TEAM

Your group's PCs might be very focused - perhaps they are a band of Dulisi traveling through the Riverway - or quite diverse. Find a way to tie in elements of your player's characters into your campaign. This doesn't have to happen all at once, nor does it have to be a central part of the story. Perhaps one character is interested in learning alchemy. You can create an NPC alchemist who sells his wares and offers some basic lessons in his craft. Or perhaps someone in the party has a family member to avenge - perhaps during the adventure, they can discover clues pointing in the direction of their nemesis, even if the current plot is centered around something else.

Characters can be created during a game session, or before it. You may even dedicate the first session simply to coming up with characters. There are other options as well - perhaps your campaign is very focused and you set some parameters on your players. For instance, your adventures start in the Wisokwe Great Confederacy, and all the players are locals or frequent visitors to the area. Therefore, their characters must be either Wisokwe or Bizeem. It is possible to shape a campaign around players, or have a campaign framework in mind

with a more limited spectrum of character possibilities. Neither is “right” or “wrong” - find what works for your team. You'll even find sample characters at the end of this book if your players need help getting started. Whatever the starting point, decide on what characters the players will create, which will make it easier to tie in elements to your campaign.

STORY BASICS

Once you know what characters are involved and what your group is interested in, think of the general themes for your campaign. Is it a grand world saving ordeal, with grand heroics? Perhaps it is a story of betrayal and redemption. Is it a struggle against a great power, or a story more personal to the PCs? Jot down notes and come up with a brief summary to help you shape the core plot of your campaign before moving on into details.

Once you have the core plot in mind, begin breaking it down into smaller details and subplots - these is a great opportunity to configure the division of adventures and their scope. Keep in mind whether this is meant to be a longstanding campaign or a quick one-shot: Do you want the PCs to resolve it in a single sessions, or is it a grand story you want to tell over several months? In the beginning of your adventures, there you should focus on setting the scene - where are the characters? What does the area look like? What kinds of people inhabit it, and what is their impression of the group? There should be hooks and teasers available to draw your characters into the plot. Chances are for beginning characters, they're fairly inexperienced, or their experience is focused in a particular area. Perhaps one is a merchant who has seen many lands and knows a bit of different cultures, but has never carried a sword in their life, while another PC is a retired soldier seeking new adventures. Keep your PC's backgrounds in mind when setting up adventure hooks and backdrop details.

Once you have the overall arc and beginning of your campaign set up, start detailing the adventures and the important encounters. You can make these from scratch or you can use premade adventures crafted by the *Waracle* team and the community found at WARACLERPG.COM. These can be a timesaver or a spark of inspiration for your own adventures. It's recommended to customize these premade adventures to better suit your needs and better fit your group.

Finally, keep in end in mind. Even if your campaign is a great epic comprised of many long adventures, eventually things must wrap up. The story may go in unexpected paths, but have an idea for the conclusion, even if it's vague and flexible. This will make it easier to convey to the players when they are reaching the

conclusion of the campaign, and prepare them for the climax and aftermath. You should have certain rewards (items, XP, status, etc) in mind to accompany the conclusion, depending on what the PCs did and how they accomplished their goals. Remember that a completed campaign does not necessarily mean the end for the set of characters. Perhaps you and your group want to bring them on a new adventure, or perhaps you're all ready to retire them and start anew. Go with whatever is suitable for you and your team - you can easily craft more challenging adventures for experienced travelers, or find a new time and place for fresh faces.

DESCRIBING THE WORLD

Because *Waracle* is atypical from many fantasy game settings, you may feel a bit lost on how to describe the scenery, cities or even materials that are common. Perhaps you've never played an RPG before, or perhaps you're more accustomed to medieval and European settings that you're unsure what an ancient, Mesoamerican setting would even look like. That's perfectly fine - you don't need to be a history or social studies nerd to be a GM. While researching cultures *Waracle* is inspired by can help you, in this section we'll overview some general guidelines on common environments, towns and cities you'd find around the world, to help you describe the scenery to your players, or inspire you to craft something unique.

POPULATION CENTERS

An important thing to keep in mind is that for ancient settings like *Waracle*, truly large cities are few and far between. Most communities are small villages, and outside a handful of large trade and political hubs, the biggest population centers your players should encounter are towns. But what constitutes a town? A city? A village? There is no hard and fast rule, but we'll overview some general features to keep in mind.

CITY LOCATIONS

You are most likely to encounter cities in Quesachan, Kalvren, Dushum and Bizeem territories. With the Quesachi, you have a lot of creative wiggle room, as they have the most cities spread throughout their empire. There is no set number of their cities, beyond the capital of Teomacho. They also have the most variety in their multicultural empire; while the central Quesachi are the focus of the core game, there are many conquered cultures within their empire. You don't need to just use Mesoamerican influences; central and southern Indian, central and southern Africa (anything in the jungles and plains) can also be a source of influence for Quesachan cities and people.

Meanwhile, both the Kalvres and Bizeem come from city-states, and thus most of their population lies in cities or in nearby outlying villages and farmland near cities. Unlike the Quesachi, however, they do have specific cities, all of which are named. For the Bizeem, their cities are: Miim, Cexer, Anim, Patah, Ay, and the largest city, Libxamm. Ay is the only city not right on the coastline, but it is along the Great Gash canyon, and it often sends supplies down the river that cuts through the canyon and into the sea.

The Kalvres have: Bukru, Zaidu, Merenu, Turtak, Hasbu, and Ubar. While each city still operates fairly independently, Zaidu acts as the capital for all affairs concerning the empire at large.

In the case of the Dushum, they only have three cities: Anbabu, Nawru, with Qasdu as the capital. Most of their population resides in these cities, but a handful of unnamed (unless you wish to name them!) villages and hamlets sprinkle their territory between cities. Meanwhile, the Temekumus, as wandering nomads, only have a single city – the port of Eljabi. Cities are nonexistent for the Yanter, Wisokwe, Dulisi and Trappers.

You can see maps of these named cities and their locations at the bottom of this page and on the following page.

CITY SIZES

While cities are often centerpieces to grand epics and stories, in *Waracle*, they are actually quite spread out and rare. In an ancient setting, most people still live

in smaller communities. Cities are centers of huge trade ports and administration. Generally, they have populations in excess of 20,000 people, though rarely holding more than 60,000. However, a few mega cities can exceed this, with the Quesachan capital of Teomacho boasts some 500,000 inhabitants.

DESCRIBING CITIES

So, you now have an idea of how spread out cities are, the question remains: How do you describe them? What materials are they made of? How are they laid out? The answer really depends on what climate and culture you're talking about. One thing they have in common, however: Windows are simply openings in a wall; glass is rare and expensive, so glass window panes do not exist except perhaps for the wealthiest kings or temples. However, windows can be covered with cloth or hide flaps, or with a small door. Here are some other general rules of thumb:

Bizeem cities are grand affairs; buildings are often made of limestone, even for commoners. Most buildings are at most 2-3 stories tall, but the grander temples and arenas are known to reach 4-5 stories. Bizeem love their columns and very rectangular architecture; look at ancient Greek cities for some inspiration, though utilize more color in your descriptions – Bizeem often paint their statues and line colorful trim or gold paint along the edges of their finer buildings.

Dushuma cities are always caverns. While parts of their territories reach the outside and there are farms and small villages on mountainsides, the main thoroughfares



of Dushuma cities are made of large, winding caverns. Though tunnels do reach the outside, it is perfectly possible – and common – for most Dushuma to spend the majority of their lives completely inside these caves.

Rooms and buildings are carved into the rock, with large interior canyons making up the markets, temple centers, and other main walkways of cities. The more important the building, such as temples, administrative offices, or tombs of nobility, have grand edifices that are highly decorative. Murals depicting Dushuma history and the Kalvren Pantheon line many walls even in smaller hallways. Lighting generally comes from glowstones that line the walls, giving most Dushuma cities a cool, somewhat ethereal glow. However, in some larger expanses, it's not uncommon for the ceiling to be open to the sky, letting sunlight in. Trees and plants are known to flourish in these areas, and they're often used for city central markets or estates of the wealthy. Architectural styles are very geometric, and mosaics are common adornments in the floors of temples and noble estates.

Kalvren cities are less ostentatious than Bizeem cities in color and materials, but still grand. While the bulk of buildings are simple structures – generally 2-3 stories of plain rectangular buildings made of mud bricks or limestone – temples and government buildings tend to be much larger, with many carvings of gods or battles. Temples are the centerpieces of cities, often built atop a large platform and encircled by great outer walls that extend far beyond the main temple complex. Kalvren cities are often bordered by tall walls. Paint and mosaics are often used to color public buildings and temples.

Sumerian, Assyrian, and Babylonian buildings are a good source of design reference if you need to research other visuals for your games.

The **Temekumusan city, Eljabi**, is spread out and built from mud bricks and stand stone. Most of the city's territory is spread out, marked by borders of short walls that divide the section into smaller subsections. These divided lines are camping spots for visiting clans, who often come to Eljabi to trade for a few days or weeks before moving on.

Further out, however, are permanent buildings for the city's ruling merchant families. These buildings are built atop natural ramps that make camel transport easier. Generally, Eljabi buildings are open with tall columns and large arches and open windows. Sometimes statues line these columns or doorways to important buildings. Temekumus enjoy decoration, but employ it more subtly than the Bizeem do; their statues are often clay or polished basalt, and buildings may have painted trim.

Eljabi's large open marketplace can be found alongside its port, which is made of dozens of simple wooden or natural rock docks.

Quesachan cities are generally built from stone or granite, though smaller buildings tend to be made from adobe brick and thatched with straw or grass. In the central empire, cities are often laid out in grids with clear districts and organization. Quesachi love color, and keep their buildings brightly painted and polished. Architecturally, large buildings such as temples and

DESCRIBING VILLAGES

Most locations of civilization found throughout the land are small villages. They tend to have populations in the low hundreds, rarely over a thousand. In many ways, villages aren't very different from towns; they are very spread out and often have farms or pastures for animals. Buildings are small and made of the simplest materials – generally wood, straw or clay brick depending on the culture. Sometimes village houses are made of stone. These buildings are very simple and you don't tend to find homes of the wealthy in villages; they will either be estates on their own, or in towns and cities. Even temples and homes of leaders in towns tend to be very simple in villages.

You don't need too much detail for villages – think of them as similar to a culture's town, but humbler and more rural. Fences can exist, generally made from logs or small piles of stone to keep animals in pens or sometimes to border house properties. Unless the building is important, avoid houses with multiple stories in villages, and remember most house are very small in these areas – rarely larger than 500 square feet.

Dulisi live in house boats, sailing along rivers and seas from town to town, village to village. These houseboats are smaller than cargo and navy ships, but are still large enough to fit up to some 200 people at their biggest size. The boat is made of wood, often no more than a few feet above the surface of the water. The top of these houseboats are generally woven straw or wicker, formed into either a long rectangular shape or with large curved tops. The interiors are very open and have open windows with flaps that can be closed during bad weather.

Dushum villages are built on grass and dirt platforms. Like Dushuma cities, their homes are carved into the mountain side and are simple cave dwellings with sparse furniture – the main difference is that their homes lead directly to the outdoors.

Temekumus live in small clans generally made up of up to a dozen different families. These bands roam the desert, and so they have no permanent settlements outside of Eljabi. Instead, they live inside portable homes known as yurts. Essentially, yurts are large circular tents that can fit between ten and a hundred people at a time, depending on their size.

Trappers don't have villages. Instead they have clans who dig a system of tunnels under the ground to house their families. Trappers rarely build anything above ground and keep their homes and supplies in these tunnels, some going deeper than a hundred feet into the earth. Most Trapper tunnels have several vents and

exits, including at least one exit into a nearby river. These entrances are carefully camouflaged into the environment and should require a high difficulty to spot unless the observer knows what to look for.

Yanter, like the Temekumus and Dulisi, are wandering nomads. Rather than traverse the desert or rivers, however, their homes are the cold, uncaring Northern Wastes. Yanter homes are usually fur or leather tents that can fit a few families. Some Yanter further north will build temporary homes out of blocks of ice and snow.

Most Yanter, however, don't spend all year in the coldest parts of their lands. Generally, they migrate around different areas depending on if it's summer or winter. In the summer, Yanter travel less and tend to stick to a single area longer. While they travel less, they built more permanent homes out of large animal bones and sod, forming earthen huts.

LANDSCAPE

Lands in *Waracle* range from frozen tundra to murky swamps and desolate deserts. Keep in mind that much of the lands are unoccupied, and humans tend to be clustered in particular areas. Cities and towns are usually near a river or lake, but there's a lot of space to fill in between. What do you fill it with?

Generally, just keep in mind the spot on the world map your campaign takes place in – are you setting it in the mountains? The jungle? Plains? Think of these locations and describe them as such. Wild beasts and animals are common, and even the most traveled roads are generally made of dirt; wider, nicer stone and paved roads tend to be found near large cities.

Given that *Waracle* is an ancient setting, are ruins appropriate? Certainly! Even in an ancient setting, there's older buildings from earlier - often conquered - peoples. There's also older settlements such as towns or villages may have been abandoned over the years. Such places could be only a few years deserted, or even a century or two. There are old places to be found, it's simply that the grandest manmade locations tend to still be populated and maintained.

palaces are built in a step pyramid form, or in general trapezoid shapes with a narrow top that broadens to a wide base. Marketplaces are often filled with wooden stalls and carts while large crowds of people bustle about.

While the empire expands thousands of miles, most of its territory falls within tropical or subtropical areas. As such, buildings in their cities tend to have many windows, usually small in size to allow a lot of airflow but also providing enough shade from the bright sun.

Because of their large empire, however, you can use a lot of creative freedom in the outer expanses of their territory. Unless your locations are truly remote, just remember that almost every Quesachan town has at least one building dedicated to basic education, open to all Imperial citizens. You can research Aztec, Mayan and other Mesoamerican architecture for more detailed inspiration on the aesthetic of Quesachan buildings. You may also want to read into India's Kushan Empire or the Satavahana dynasty and take a few elements from their own buildings, as Quesachan buildings and culture have some Kushan and Satavahana influence.

DESCRIBING TOWNS

Towns are somewhere in between villages and cities. Often smaller points of trade, they have a few hundred to a few thousand residents. They are often less rural than villages, but still have some farmland or grazing fields for herds of livestock.

Towns are similar to cities in architecture of their respective cultures. However, they are also more spread out than cities and are generally made from simpler materials such as clay or wood, and buildings are rarely larger than two stories, and are less elaborate in décor. Sometimes a temple or two will be found within a town's border, and even in smaller towns, these tend to be still highly decorative. Noble estates and government buildings, if any are to be found in a town, also tend to be nearly as elaborate as their city counterparts.

Wisokwe towns make up their larger hubs of population. In the northeast, their towns tend to be made largely of wood. They border their towns with large walls made of tightly bound wooden poles, forming an oval around the town. Houses are also made of wood in rectangular forms with rounded straw roofs known as longhouses. Even their larger towns are generally spread out, leaving plenty of room for pathways, markets and traffic. Because northeastern towns are often built in and around forests, trees often grow throughout the towns – Wisokwe tend to build around trees and limit the number they cut down.

In the southwest, Wisokwe towns are also encircled by large wooden pole walls, but they are generally formed in a more circular shape. Houses are tightly woven straw huts in a dome shape. Some towns even have earthen mounds, either for temples or burial tombs of important figures. Some towns build on rivers will have houses right atop the water, built on stilts. Unlike their northern cousins, southern Wisokwe tend to have fewer trees within their towns.

GM TIPS

Here's a few final general tips to remember when being a Game Master:

TRY TO:

- » **Be prepared.** It's important to plan ahead and keep good notes. While nobody can account for every possible outcome, keep a general idea of where you want to take the story and characters in mind. Keep good notes and records to change and adapt as you go, and to keep track of the group's progress. On that note...
- » **Be adaptable.** Things can and will go in places you don't expect. It's perfectly fine to improvise, or even change elements of your story to suit the direction the players are going. Be ready to change things on the fly, or alter your plans for future sessions after a current run. Because, at the end of the day, you should remember...
- » **Focus on characters.** *Waracle* is centered around the story and adventures of a group of characters as portrayed by the players, and the people they interact with. These are your protagonists, don't leave them in the dust. Environment is important however, so be sure to...

- » **Be Descriptive.** This is a game of imagination. Even with maps and miniatures, *Waracle* is a setting heavily reliant on you and your player's ability to imagine the world they're in. You don't have to make long speeches about every pebble or knot in a tree, but provide enough details to paint a rough picture in your player's heads. This can be a key part in making sure to...
- » **Challenge Players.** To keep an adventure engaging, players shouldn't easily bludgeon through every challenge and obstacle they face. Make them think, provide roleplaying opportunities to flesh out their characters, and don't make everything easy. Be careful though, because this can easily fall into the first of the don'ts...

AVOID:

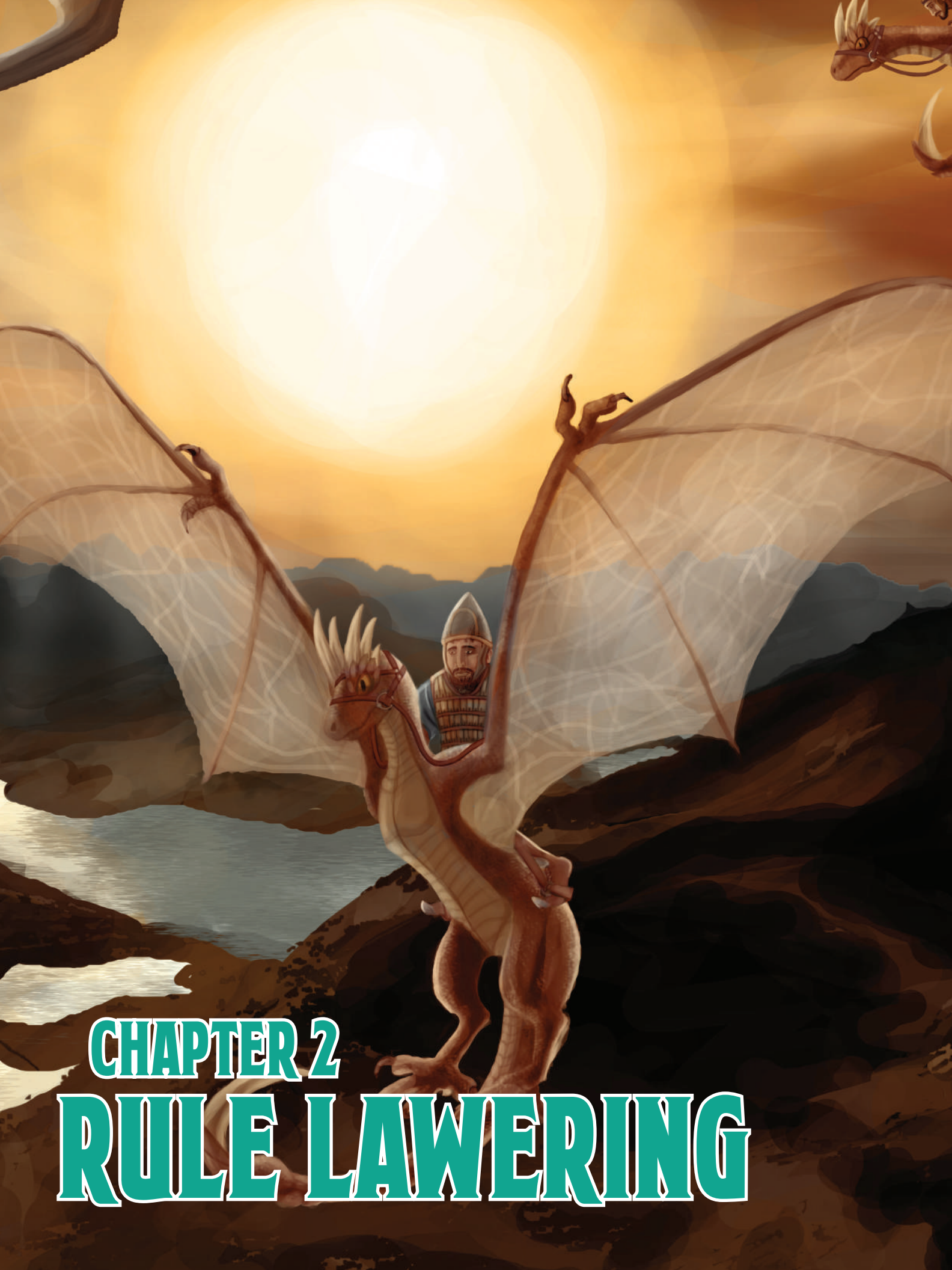
- » **Making things Impossible.** There is a difference between a challenge and purposely setting up players for failure. While there is an element of chance involved in any *Waracle* session and things can go awry, you shouldn't intentionally make everything impossible for your players to overcome. That said, also provide consequences when your players do something blatantly foolish, like intentionally antagonize a continent of guards when the characters are ill-trained. After all, you don't want everything to be all...

- » **Hack 'n Slash.** Unless you are running an arena-like adventure, *Waracle* shouldn't be all about fighting. Combat is fun and engaging, but remember there are people and nations that carry the world, too. Be sure to involve some variety, providing opportunities for the characters to interact with people of the world, or puzzles and other challenges of a different type. Unless you have a group that really enjoys just stabbing things, this can run the risk of you...
- » **Being Bland.** Description and setting the scene are important. You need to keep your players engaged in some fashion, so be sure to provided them with interesting encounters, new details, and a fun world to play in. Don't confusion engagement and challenge as aggressive however, and avoid the trap of...
- » **Being Confrontational.** Don't let your play sessions be overwhelmed by petty arguments, try to "defeat" the players, or be intentionally spiteful. The game shouldn't be used as a venue to punish, mock, or otherwise harass the players, even when they fail. Not every challenge will be met, so don't be a jerk. Conflict between the group may happen sometimes, especially when disagreeing on rule interpretation. Disputes happen, but don't be distracted by sidetracking and long arguments. That said, try not to start...

- » **Worrying.** Try not to overthink things. Being a GM requires planning and practice, but it is important that you have as much fun as your players. *Waracle* is simply a game, and its goal is to entertain you and your group. Things won't be perfect, so don't fuss over little details or disagreements that won't matter come next session. Always remember it will take time to be a good GM. Embrace the learning experience and go out there and play!

AND ABOVE ALL...

Have fun! This is the most important rule of all. At the end of the day, *Waracle* is a game to enjoy with your friends. If a rule or guideline in this book gets in the way of that fun - change it! Do what works best for you and your players. Just be consistent and as impartial as possible.



CHAPTER 2

RULE LAWYERING

Preparing campaigns and finding a play location is just the start. As Game Master, one of your primary roles will be overseer of the game, and that involves rule lawyering. By this, we don't mean be a stickler for the exact letter of the rules - rather, it is your job to interpret and apply them to your games. The Player Guide section contains most of the core rules, but this chapter covers additional rules and how to handle common situations like tests.

HANDLING TESTS

Tests are an integral aspect of *Waracle*. Tests can manifest in combat, conversation, or even performing physical feats within your environment. You will need to provide the rolls in opposition to the players for virtually every situation, so it's important you implement them fairly. There are no long list of modifiers for every situation; rather, there are a few basic difficulty levels for Standard Tests, while Faceoff Tests focus on the stats of the characters involved. It is your job to decide what skills, talents, or attributes are applicable for the situation. This section will cover some questions you should ask yourself when performing tests to help figure out how to apply things. Primarily, there are four things to keep in mind when handling tests:

- » What sort of test is it?
- » What abilities are relevant to the situation?
- » How much in-game time would this test take to accomplish?
- » What's at stake?
- » What happens if the player fails the test?

We expand upon these questions below.

What Sort of Test is It? Is the test a Standard Test, a Faceoff Test, or a Talent Check? Remember, Standard Tests are used when you check a character's attribute or skill against a set difficulty - this usually includes when testing abilities against NPCs. Faceoff Tests are when you have an opposition roll between characters, usually two PCs against each other, though rarely against an NPC. And Talent Checks are when you use the character's talents to test their knowledge of a particular area to see if the character is able to notice or discover extra details based on their areas of expertise.

What Abilities are Relevant? Once you know what sort of test it is, you should consider what abilities apply. Is this a test of an attribute, such as STR? Or is it more a test of skill, such as Sneak? If it's a Talent Check, what area of knowledge are you testing? Alchemy, swordsmanship, hunting? Remember in the case of Faceoff tests, you need to consider not only the PC's relevant ability, but the abilities of the opponent they're facing off as well.

Sometimes Faceoff tests will compare the same abilities, such as STR vs STR; other times, however, you will need to check different abilities against each other. For instance, say a PC is trying to prevent their companion from attacking and grabs them. For the Faceoff test, you would test the first PC's STR against the other PC's AGL. For the most part, any character can attempt any test, even if their odds of success are low. Talent checks are generally the exception, as they represent obscure or specialized knowledge that only someone familiar in a particular field is aware of. For instance, a character with a few tiers in Poisons is likely to be able to identify that a recently assassinated noble died of poisoning, and not natural causes. This could lead the team on an investigation, or give other potentially valuable insights to the players.

How Long Does the Test Take? Tests can take seconds, hours, or even days of in game time, depending on what the character is attempting. Generally, tests in combat take only a matter of seconds, generally completed within a round or two. Narrative time can take longer, however, and in some ways is much more abstract and open to interpretation.

Perhaps a character is fleeing from pursuers. You have the PC check their AGL versus a difficulty that represents the collective speed of their pursuers - let's say you decide it's only Average. The PC wins the test, which in real life only takes a few moments to roll and

add up the results. Because the PC just barely passed the test, however, you declare that the PC is able to shake off their hunters only after an hour of weaving and dodging through city streets. If they PC passed the test by a large margin, you could have said they lost their pursuit after only a few minutes.

There is no hard and fast rule to passage of time, and you don't necessarily have to tie in the margin of success or failure into the results of the test and time passed. However, it's a useful detail to consider to add variety and strategy to gameplay. Use common sense and imagination, and be sure to keep the game moving.

What's at Stake? Another factor that can help determining the details of a test are what's at stake. Is the character trying to scan a room for clues, or are they attempting to pull open a heavy door to escape a deadly creature that's chasing their party and will be upon the team in mere moments? The sense of urgency and danger (or lack thereof) can greatly affect the difficulty and ramifications of a test. As mentioned above, a good idea is to consider the degree of success. In a test with low stakes (spotting a detail or not), the degree isn't likely to matter. But perhaps in the event of a character scaling a building with their Acrobatics at Tough Difficulty, beating the test with a 25 means quickly and quietly climbing up the building, while just barely passing with a 19 means struggling over half an hour to reach the top perhaps even creating enough noise to alert guards.

You don't need to spend a long time agonizing over details, but keep such things in mind when deciding on difficulty level and results.

What are the Results of Failure? We've talked a lot about success. What happens if a character fails a test? This is where considering the stakes is particularly important. Does the character simply miss the latch for a hidden door, or are they unable to flee from guards?



TEST DIFFICULTIES

As mentioned in the **CHAPTER 4: ENCOUNTERS & CHALLENGES** of the **PLAYER GUIDE**, there are some basic difficulty levels for Standard tests, while Talent checks use **INT + HIGHEST TIER + 1d10**. and use the Attribute test values for difficulty. The difficulties are recapped below.

STANDARD TEST DIFFICULTIES

| Difficulty Level | Attribute Test Value | Skill Test Value |
|------------------|----------------------|------------------|
| Effortless | 5 | 5 |
| Easy | 8 | 7 |
| Average | 10 | 13 |
| Tough | 15 | 19 |
| Difficult | 18 | 25 |
| Implausible | 20 | 30 |

When deciding on a test's difficulty, consider the circumstances. Are the characters attempting to sneak past a full patrol of guards, or one lone guard who's half asleep? While Faceoff Tests pit one character's stats against another's, they might not always be appropriate for tests between characters and NPCs - after all, you don't want the game to be bogged down with dozens and dozens of rolls to determine the success of a single action. Generally, Faceoff tests are appropriate for one-on-one situations, or a small handful of NPCs - generally 2-3 at most. If your character is attempting an action against several NPCs, it's often better to assign a general Attribute or Skill test and base difficulty to save time and prevent the game from becoming overly complicated.

Generally, you will only need a single roll to determine a test's success. Occasionally, however, a test may require additional rolls to see if it still succeeds. For instance, if a character is poisoned with a mild toxin, a single Fitness Test to resist its effects is adequate. However, if it is a particularly potent poison that takes some time to leave a person's system, perhaps you should require the player to retake the Fitness test every few in-game hours to see if they're still able to resist the poison.

Some final notes to keep in mind about managing tests:

- » Only one attribute or skill should be checked per test.
- » Do not mix attributes and skills. Always make a test a skill vs another skill/skill difficulty value or an attribute vs attribute/attribute difficulty value.

- » Be sure to record the results of the test on your notes or scratch paper, in case it needs to be referred to later. Generally, you won't need these notes after the current session.
- » Assess the situation and assign a difficulty or type of test accordingly.
- » Don't forget to take into account any penalties or bonuses from items, equipment, or spells that may affect the outcome of the test. For instance, if the character has a trinket that grants them a +2 to their Fitness against poisons, be sure to apply that bonus when that character is resisting the effects of a poison.
- » Reserve complex tests with multiple checks for particularly difficult or long-term situations. Don't bog down game time with tons of rerolls if the test really isn't necessary to constantly recheck.

MANAGING ROLEPLAYING

Not everything will have a clear-cut rule for the situation. By its very nature, roleplaying is very fluid. Unlike video game RPGs which must run on a limited system of codes and engine limitations, tabletop roleplaying is only limited by the imagination of the players and GM. Roleplaying is a key part of *Waracle*, and it's quite possible hours of a game session may be played without a single die being rolled. Not every social situation is in flux however, and sometimes some sort of skill check is required. Managing tests for social situations covered in the *Narrative Encounters* section a little bit further down.

In addition to managing the basics of a test, however, the GM must consider not only the character involved, but the player controlling them. Not everyone is going to create a character like themselves - what if a character is an easygoing, hard to offend individual, but their player is someone quite stubborn and easily offended? Some are better at acting out their character than others, though it often comes in practice. Try to gauge a player's roleplaying ability and if they seem to be drifting out of the parameters of their character's abilities and personality, you should take that into consideration and help keep them on track for the character they've opted to create.

A common trap many players fall into is failing to distinguish between what they know as players, and what their character knows - this is known as "metagaming". Perhaps a player is well versed in *Waracle* lore - they know why the Wisokwe have such

animosity for the Yanter. However, if their character is a Trapper who's spent all their life fighting Kalvres in their homeland, chances are that character isn't particularly aware of the political ramifications of other societies. Players don't always do this intentionally; it can be very difficult to avoid metagaming even if you're fully aware of the distinction between personal and character knowledge. Be ready to remind players who toe the line on metagaming of their character's limitations and strengths - be firm, but don't be a jerk about it either. It's for their benefit after all, as well as the fun of the game for everyone. Don't shame players for metagaming. If it's becoming a recurring and persistent problem that's causing bigger conflicts within your group, talk with the players before or after a game session about it.

NARRATIVE ENCOUNTERS

Social situations will sometimes require tests, known as Narrative Encounters. Skills generally uses in Narrative encounters are collectively called Social Checks and include Barter, Deceive, Intimidate, and Persuade. For the most part, you should treat these as Standard Tests with a set difficulty you determine based on circumstance. Is the character attempting to Intimidate an NPC that is much smaller than them, or are they trying to Persuade a master orator?

If you desire, you may use a Faceoff Test for Social checks if the NPC has set skill levels. Generally, you will Faceoff the same skills, such as the Player Character's Persuade vs the NPC's Persuade, and so on.

ENVIRONMENT ENCOUNTERS

Sometimes, the world around the Player Characters can be deadly or challenging. Perhaps they must climb to the top of a tall statue to recover the artifact gem stored on the top, or they are traversing a dungeon covered in traps.

As with almost any *Waracle* situation, Environment encounters can be handled with tests, particularly Standard tests. Faceoff tests and Talent Checks are generally rare in environment encounters. Sometimes, you may have particular environmental challenges planned out before gameplay, other times you will have to make them up on the fly as players want to do things you did not anticipate. Consider the following to help you determine what sort of environment encounter to implement.

What's the Situation? Where are the characters? Are they sneaking around a dark dungeon or in the middle of a busy city street? Think of skills that may apply to

the challenge at hand: Are they climbing, dodging? Trying to breathe through smoke? Most situations can be solved with either an Acrobatics, Fitness, or Focus tests. Some situations may work with several different skills - pick the most direct or applicable skill, or the one that will provide the best challenge for your player(s).

Is it Avoidable? Is the situation something the character can escape? This may determine how difficult you wish to make the task - a flurry of darts is harder to dodge than a single dart, thus a trap firing multiple darts should require a higher test level to beat.

How Dangerous is it? What happens if the character fails the encounter test? Do they simply not notice something in the area, or do they fall dozens of feet to the ground? Consider consequences both good and bad to the success or failure of environment encounters.

Special Effects? Does the environment encounter have anything special outside of the direct effects? Perhaps failing a Fitness test to resist a room filled with smoke will cause a character to become Nauseated, or even lose consciousness.

How Long is the Duration? How long do the effects of the encounter last beyond the initial test? Is it a trap that activates immediately, or a delayed reaction that the characters may not learn the consequence of until later?

COMBAT ENCOUNTERS

Things will eventually result in combat, for one reason or another. Sometimes the players will be fighting creatures, other times it will be other humans. Rules tend to be a bit stricter and intensive during combat, so be prepared to do lots of rolling and rules management. During combat you'll need to keep track of any NPCs and monsters involved, particularly AB, DB, damage and Hit Points. Core combat rules can be found in **CHAPTER 4: ENCOUNTERS & CHALLENGES** of the **PLAYER GUIDE**, but this section overviews more specific aspects that often come up in battle.

AMBUSHES

There's a reason ambushes can be so effective - the element of surprise can be a huge advantage. An ambush may be attempted by the PCs, or perhaps a team of adversaries caught the group unawares. There are a few things to consider in an ambush situation, the foremost being initiative. Whichever side is ambushing automatically goes first. Whether or not they deal additional damage or other situational advantages depends on a few extra factors.

If one side is prepared to attack and catches the other completely unaware, you may wish to grant them a small bonus for the first round, such as letting them roll with Advantage or giving Disadvantage to the enemies for the first round. You could alternatively grant a small, temporary AB and DB bonus (No more than +2). Remember that a hidden group lying in wait for unwary is much more effective than facing foes that are already on the alert, or if the two groups accidentally stumbled into each other. You should reserve attack or other first round bonuses only for situations where one group is caught completely unaware.

Sometimes ambushes can't be avoided, but there are situations where you might want to account for a chance of discovery. If the players are setting a trap, is anyone in their group particularly inept at hiding? Or, if the PCs are walking into an ambush, are any of them particularly perceptive? You may want to include an element of chance with a secret test, or one of your players may even suspect something and wish to make an Inspect roll. If a player or NPC detects an ambush right before it happens, you can opt to absolve them of any enemy first round bonuses, though it's up to you whether they are still able to attack during the first round.

Generally speaking, you can determine if an ambush is discovered by a character's Observation or Inspect vs the hidden group's Sneak. Inspect should be used when a player specifically states they're looking for anything awry, while you can prompt an Observation roll or secret roll it to see if the characters notice something without actively trying.

Alternatively, you can assign a general difficulty to the hidden group instead of their individual Sneak scores. Which is more appropriate depends on the size of the hidden group and how complex you wish to make the test. Regardless of detection or total surprise, from the second round onwards, combat proceeds as normal, without any bonuses or penalties related to the act of ambushing.

HANDLING NPCs

During a campaign, the players will likely come across many NPCs, some important, some minor. Important NPCs are often referred to as Plot NPCs, while less important NPCs are often labeled as Background NPCs. Plot NPCs tend to have more robust information - fuller stats, abilities, names, and key roles in the plot. Background NPCs are more for flavor text or to support a basic function - these are generally your merchants, innkeepers, minions, guards, and so on. In combat situations, there are a few distinctions to keep in mind between Plot and Background NPCs:

- » Background NPCs tend to be weaker and less important. They can be categorized into general groups with basic stats, such as bandits or pirates.
- » In combat, if you wish to save time, you can determine initiative for Background NPCs or basic creatures as a collective group, rather than by each individual, since they tend to share the same basic stats. You can number each generic adversary of the same type in your notes to help keep track of their statuses, such as Bandit 1, Bandit 2, etc.
- » Plot NPCs tend to be treated similar to PCs. Generally, you'll want to roll initiative individually, and their stats tend to be more customized.
- » If you so desire, you can treat a Plot NPC as a PC for Death rules - at 0 HP, they are dying rather than dead and will die in the number of rounds equal to their END. This can apply to both enemy NPCs and any NPCs fighting alongside the player characters, allowing them some time to attempt to revive their fallen ally.

RETREAT & SURRENDER

In the case of creatures, especially radioactive monsters, they tend to attack and attack until they are incapacitated, the party successfully escapes from them, or they are dead. Humans have a stronger survival instinct, so you may wish to include the factor of enemy morale and the chance of surrender or retreat. You can use a Focus test to see if enemy NPCs attempt to surrender or flee. When to apply this test is up to you, but generally when half or more of the NPC's group is dead or incapacitated is a good time to consider it. If NPCs attempt to flee, players can opt to chase them. Factor in AGL and Movement Speed and make a Faceoff Test accordingly.

For the most part, Players should decide for themselves whether they want to try and flee or surrender, though you should make it an option if they wish to try it. You may decide to include Persuade checks to decide if enemies allow a player to surrender, or a penalty to fleeing characters and NPCs to try to disengage from combat when their opponents aren't ready for them to yield. Just be sure to use the same rules for NPC surrendering as you do for PCs.

SPECIAL COMBAT SITUATIONS

CHAPTER 4: ENCOUNTERS & CHALLENGES in the **PLAYER GUIDE** covers most of the situations you’ll need to consider in combat. However, there are a few environmental extras you may choose to tweak player and adversary attack rolls. A few example environmental situations are:

Ambush: As mentioned in the previous section, ambushing characters automatically get initiative and Advantage for the first round.

Behind Cover: A defender is hiding behind cover, such as a large rock or behind a building. Grant them +2-3 to DB while they remain in cover.

Higher Ground: Generally, a melee fighter on higher ground has the advantage. Grant them +1-2 to AB while they remain on higher ground.

Improv Weapons: Weapons made from found or broken objects, rather than specifically made weapons, are known as Improv Weapons. These can be things like broken bottles, table legs, a stool, etc. ImprovWeapons generally only last a short time before breaking and being rendered useless. Most Improv Weapons will do Bludgeoning damage, unless they are broken into sharp pieces - then they are typically Slashing, or rarely Piercing. Players get -1 AB when using Improv Weapons unless they have the Common Objects talent. While there is not a single hard and fast rule for improv weapon durability and damage, you can use this chart as a guideline. This may differ if the weapon comes from a particularly weak - or strong - object:

IMPROV WEAPONS

| Object Size | Breaks after | DR |
|-------------|--------------|-----|
| Small | 1-2 rounds | 3 |
| Medium | 3-5 rounds | 3-5 |
| Large | 6-8 rounds | 6-7 |

Obscured View: A dense fog or smoke obscures opponents from view, or the fight happens in low lighting, even complete darkness. -1-3 AB depending on the level of obscurity.

Outnumbered: A character is outnumbered by three or more enemies. They get Disadvantage to defense rolls.

Slick Ground: Characters fighting are on slick ground such as mud. You can apply a penalty to AB, perhaps -1, or you can even require a Standard Test to see if any characters slip and are Knocked Down. The more slick the terrain, the higher the test difficulty.

These penalties and bonuses are suggestions - you can adjust them as you see fit for your situation. Perhaps you are running a game with a higher-powered group and the numbers will need to be higher, or you don’t wish to overcomplicate combat. There may be other combat situations not mentioned here too - use your imagination and common sense to come up with your own situational modifiers.

INJURED CHARACTERS

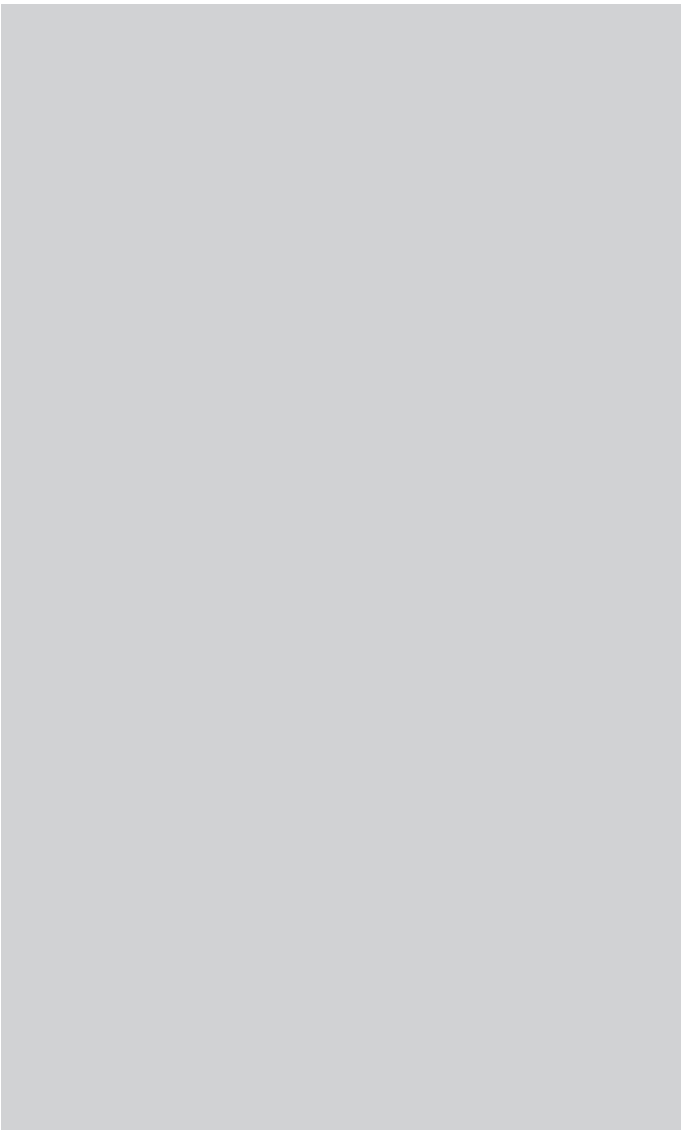
As PCs lose hit points, their characters get closer to death. By default, there is no penalty for low HP, but you can opt to add penalties under certain HP thresholds to increase difficulty in combat. You can make up your own or use the provided example injury levels below. These effects stack:

Uninjured (Above 75% HP): No penalty

Slightly Injured (Below 75% HP): -1 to AB/DB

Injured (Below 50% HP): Movement speed halved.

Badly Injured (Below 25%): -1 to DR



FLYING IN COMBAT

Some creatures or characters on special mounts will have the capability of Flight, or Gliding. Obviously, this includes a few additional rules to consider. A creature with the ability to fly with have **Flight** listed as one of its special abilities, while gliding creatures are referred to as **Glide** instead.

FLYING VS GLIDING

The difference between Flying and Gliding is that **Flying** creatures can take to the air from the ground and can move in the air longer, while **Gliding** creatures must start from high ground and remain in the air for half the time as flying creatures.

FLYING & GLIDING MOVEMENT SPEED

| AGL Score | Flying Speed | Gliding Speed |
|-----------|-------------------|-------------------|
| 1 | 25 feet per turn | 12 feet per turn |
| 2 | 50 feet per turn | 24 feet per turn |
| 3 | 75 feet per turn | 36 feet per turn |
| 4 | 100 feet per turn | 48 feet per turn |
| 5 | 125 feet per turn | 60 feet per turn |
| 6 | 150 feet per turn | 72 feet per turn |
| 7 | 175 feet per turn | 84 feet per turn |
| 8 | 200 feet per turn | 96 feet per turn |
| 9 | 225 feet per turn | 108 feet per turn |
| 10 | 250 feet per turn | 120 feet per turn |

Remember that Flying and Gliding speeds are different from Movement Speed. Movement Speed measures a creature’s speed on the ground, while Flying and Gliding account for distance in the air, both vertical and horizontal. Creatures attacking from the air, or characters mounted on creatures currently in the air gain a +2 AB to all ranged attacks, and +2 DB when being attacked while airborne. Flying and Gliding creatures also have additional actions available to them during combat.

STANDARD ACTIONS

Circle: The Flying or Gliding creature circles the battlefield, moving up to their Flying or Gliding speed, whichever applies. While circling, they are a Low distance from the ground (see *Vertical Distance* section).

Fly: The Flying creature moves a distance up to their max Flying Speed. A creature must ascend or descend to increase or decrease their distance from the ground, respectively. Flying only measures lateral movement in the air.

Glide: The Gliding creature moves a distance up to their max Gliding Speed. A creature must ascend or descend to increase or decrease their distance from the ground, respectively. Gliding only measures lateral movement in the air.

Takeoff: The Flying or Gliding creature takes off from the ground, reaching a height equal to their Flying or Gliding Speed. Gliding Creatures must take off from high ground at least 10 feet high for Small creatures, and 20 or more feet for larger creatures. Gliding creatures cannot Ascend without outside factors, such as air pockets or hot air. Creatures taking off open themselves to Attacks of Opportunity.

DELAYED ACTIONS

Ascend: A Flying creature ascends higher into the air a distance equal to their flying speed. If a Gliding character encounters higher ground to spring from, or another factor such as hot air, they ascend a distance determined by you depending on the circumstance. Ascending creatures cannot attack until they have reached their desired height.

Climb: Gliding creatures desiring to take to the air climb a surface to leap from. Make an Acrobatics test to determine their success or height scaled if you so desire. Climbing only covers the scaling of a high surface - they must still Ascend to take air.

Descend: A Flying or Gliding creature descends to a lower distance from the ground equal to their Flying or Gliding speed. This can be to land or to simply move lower in the air.

Dive: A creature circling the previous round may choose to dive. Diving creatures move a distance double their Flying or Gliding Speed, and can make a melee attack at a single target within range of their dive, gaining a +2 to AB and DR for the attack. Flying creatures who attack targets on the ground are roughly ten feet in the air after the dive, while Gliding creatures land.

VERTICAL DISTANCE

Flying and Gliding can complicate combat, as it forces you to consider not only horizontal distance, but vertical distance. There are three vertical distances to consider: Low, Mid, and High. Each modifies the distance considered for making ranged attacks.

- » **Low** is 5-100 feet from the ground. +1 Range for how far they are horizontally. For instance, a Low Flying creature within Short distance from a character is considered at Medium range when making ranged attacks.
- » **Mid:** is 101-200 feet from the ground. +2 Range for how far they are horizontally. For instance, a High Flying creature within Short distance from a character is considered at Long range when making ranged attacks.
- » **High:** is 201+ feet from the ground. +3 Range for how far they are horizontally. For instance, a Distant Flying creature within Short distance from a character is considered at Far range when making ranged attacks.

Flying or Gliding creatures that move beyond Far range cannot be attacked, nor can they make attacks outside of Far range.

FALLING DAMAGE

Sometimes, creatures that are Flying or Gliding are struck down from the sky, or characters riding an airborne mount are Knocked Down. They should take extra damage - Fall Damage - when they hit the ground. Fall damage is considered Bludgeoning unless the creature or character lands on something sharp, such as spikes.

The Amount of Fall Damage a creature takes depends on their size and the distance they fall. Creature size is detailed in **CHAPTER 5: BESTIARY**, but in a nutshell creatures can be Small, Medium, Large, Huge or Titan. Humans (including Player Characters) are always considered Medium, regardless of exact height. Armor does not reduce or increase damage from falling.

- » **Small creatures** take 1 damage per 10 feet they fall past 10 feet, rounded up.
- » **Medium creatures** take 2 damage per 10 feet they fall past 10 feet, rounded up.
- » **Large creatures** take 4 damage per 10 feet they fall past 10 feet, rounded up.
- » **Huge creatures** take 6 damage per 10 feet they fall past 10 feet, rounded up.
- » **Titan creatures** take 10 damage per 10 feet they fall past 10 feet, rounded up.

JUMPING

Sometimes, characters or creatures may need to leap great distances to avoid a hazard, or cross a chasm. If the jump is particularly challenging or great, how do you determine its outcome? A recommended way of doing this is to categorize these into Long Jumps and High Jumps. A **Long Jump** is a horizontal distance

leap greater than approximately 5-7 feet. Long jumps require a running start of at least 10 feet. How many feet a character can long jump is determined by their **STR + 10**. If they attempt a jump further than this distance, they may require something to spring from to extend the distance, something to swing from, or something else to propel them.

A **High Jump** is a vertical leap greater than about 2-3 feet high. High Jumps require a running start. How far a character can High Jump in feet is equal to their **STR SCORE**. A character can attempt a combined Long and High Jump if they wish - as with other situations, you may wish to factor in other challenges that complicate a jump.

If a character can't or chooses not to make a running start of at least 10 feet before a Jump, it is considered a **Standing Jump**. Characters can make Standing Jumps at half their normal Long and High Jump rates, rounded down. For example, if a character's STR is 5, their Long Jump distance would be 15 feet, High Jump 5 feet, and Standing jumps 7 feet for Long, 2 feet for High.

CASUAL MODE OPTION

If you want to have a more relaxed feel to your games, you may opt to remove permanant death for characters. To deter reckless behavior, you'll still want to have consequences for characters who hit 0 HP, however. If you wish to do this, you can use the normal Death rules with the following change: After the END saves, the character is injured and suffers **-1 END for 1d5 in-game days**. If they are knocked out and injured again within that time period, penalize them with an additional -2 to all physical based rolls. If they "die" a third time in the time limit, stack a -1 to all rolls. After the time limit is up, they recover to normal.

LORE TWEAKS

Sometimes (or in some cases, oftentimes) players will want to create characters that don't quite fit the lore laid out in *Waracle*. Or, players have ideas that don't have a clear outline in the lore or rules on how to handle it. It's up to you as GM to determine how strictly lore matters in your campaigns. Some groups prefer keeping the setting as accurate and plausible as possible, while others are happy to be looser with the setting.

You may go in a different direction, and instead want to keep things as lore accurate as possible, or keep things somewhat more realistic. For instance, you may want to keep your players from learning any talent they want willy-nilly - especially talents that require very specific training.

Alchemy is a good example of this: it is a highly complex school of training with various cultural interpretations, and often requires months if not years of study to perfect. If you have a player character who didn't start out as an alchemist but wants to learn alchemy, you may require them to seek out a teacher before you let them learn alchemy talents. This could be an NPC or even another player character. The same approach could be used for mages who want to learn an element not common to their civilization, or one they haven't brached out into before. This is not a hard rule, but can be a way of balancing player advancement and provide more roleplaying opportunities if desired.

In the case of gray areas, use your best judgement and be consistent with the handling of similar situations. For example, say a player wants to create a Yanter character who was born and raised in Quesachi lands - how do you handle their civilization-based bonuses and penalties? You may decide that since many of the merits and flaws and culurally based, a Yanter born in the Quesachan Empire would have the same +1 INT/-1 END that a native Quesachi would have and apply those instead of the Yanter modifiers. You would then use the same rule of thumb if another player wants to make a Wisokwe raised in Bizeem lands, and so on. Such situations can be a great exercise in creativity and problem solving!

STAT BLOCKS

In the following chapters, you'll notice a lot of NPC and creature stats displayed in a particular format. These are meant to quickly and concisely display key information you may need for combat or compotence checks. For simplicity's sake, by default creatures and sample NPCs do not have Attribute and Skill scores like characters do. Rather, they have a guideline for what level of skill difficulty level you should aim for in the event of tests and checks against them.

Unlike attributes and skills, NPCs and creatures **do** often have talents, spells or special abilities that are noted in their stat blocks. If it is a standard talent or spell found within **CHAPTER 3: TALENTS AND SPELLS** of the **PLAYER'S GUIDE**, it is simply referred by name. You will need to refer to the talent/spell's rules in that chapter to know what it does - or better yet, keep shorthand notes with you on what the abilities do so you don't have to look it up if needed. With time, you'll likely have some commonly referenced abilities memorized anyway.

If the ability is a special situation that isn't standard to the talent chapter, however, the stat block will describe what it does and EP cost, if any. You can refer to the sample stat block on the following page as a reference

for how to read these bits of information - after a few uses, they should become familiar at a glance and you may even find them useful for writing your own stat block notes for custom characters and creatures.

NPC/CREATURE NAME OR TYPE

Creature Size Creature Type, Location

| HP | EP | AB | DB |
|------------|---------------|----------|----------|
| Hit Points | Energy Points | Total AB | Total DB |

Challenge: Challenge score
Difficulty: Difficulty for Tests
Resistance/Weakness: Damage types the NPC or creature is Resistant or Weak to

Armor: Armor worn by the NPC, if armored (-/+ R/W)
Shield: Shield Used by the NPC, if using a shield
Weapons: *Name* (DR & Damage Type)
Talents: *Name* (EP Cost)

Special Name (EP Cost): Description of what the special ability does

Description of what the NPC or creature is and how they tend to behave and act.

There are some notes on stat blocks that require some a bit of elaboration:

- » NPC stat blocks don't typically use the subtitle of Creature Size, Type and Location - all humans are Medium size and creature type generally isn't applicable, and humans can be found in virtually any region.
- » For NPCs, the DB block may show their natural AB in () but show their total DB outside of this. This means they are wearing armor that alters their total DB. Use the number not in () unless the NPC is unarmored while in combat.
- » Challenge Scores and what they entail are elaborated on in **CHAPTER 5: BESTIARY**.
- » Resistance is shown as -Number Type, while Weakness is shown as +Number Type. For instance, if a creature is Resistant to Ice but Weak to Fire damage, it may be displayed as -1 Ice/+1 Fire. The amount may vary but this shows how much damage you should add or subtract for that creature if attacked by those damage types.
- » Armor and shields aren't typically used by creatures unless they are humanoid or undead. Additionally, armor may include Damage/Resistance information in (). This means their armor is affected by certain damage types, but not the creature itself.

- » Nonelemental damage types for weapons is generally abbreviated to save space. The abbreviations are: Blg (Bludgeoning), Prc (Piercing) and Sls (Slashing). Electric may be shortened to Elec. Ice and Fire aren't abbreviated.
- » Special represents an ability unique to the creature or NPC, and includes a description of what the ability does and how much EP it costs, if any. They function much like any other talent or spell would, but fall outside the standard talents and spells defined in this book

CHALLENGE SCORES

Creatures and hostile NPCs have an assigned Challenge score. While Test Difficulty measures the difficulty level of ability tests made against a creature, Challenge represents the deadliness of a creature for an average person. This difficulty is based on a starting, low powered character; higher difficulty creatures may prove less of an issue for more powerful PCs. Challenge helps give GMs an idea of how powerful a single NPC or creature is at a glance, though it's not a perfect measure - special abilities and talents can drastically change the balance of combat.

It can also be used as a rough baseline for XP rewards. While *Waracle* isn't designed to award XP for every

monster slain, knowing what the players have already vanquished can still help give a general idea of how they've progressed. Refer to **CHAPTER 3: REWARDS** on how to distribute XP rewards and advance player characters. The Challenge scores and their approximate representation are as follows:

Painless: A fairly weak and easily defeated creature or person with minimal effort from even weaker starting PCs. Typically dies in a few combat turns. Almost never have special powers. Initiative checks are like 3 AGL.

Pushover: A weak but not powerless creature or person; many non-physically oriented NPCs are Pushover Challenge. Typically not difficult to vanquish for starter characters but will put up a bit of a fight. May take a few rounds to kill, and typically don't have special abilities of import. Initiative checks are like 4 AGL.

Moderate: A creature or person comparable to an average human and typically close to on par with starting player characters. Generally a somewhat difficult challenge, but should not be able to overpower a party of PCs on their own - victory should still be fairly certain for the players unless there is an overwhelming number of Moderate opponents. May have a few troublesome special abilities. Initiative checks are like 5 AGL.

Demanding: Stronger than the average human, these

creatures/people are even in small numbers a serious challenge for beginning PCs. Avoid using more than one or two Demanding Challenge creatures for a new party. They may even be a boss fight for early adventures. Generally have a handful of special powers that can really muck up a party. There is a high chance for serious injury for players, but death is unlikely. Should become more standard encounters as players get more powerful. Initiative checks are like 6 AGL.

Formidable: Significantly stronger than the average person. These creatures and people are vicious and powerful, and typically should be avoided for starter parties unless in brief encounters that do not end with one side dying - or for a large party. They provide a significant challenge even for stronger players, and death is possible for some party members. Can be useful for bosses and more powerful fights for stronger parties. Initiative checks are like 7 AGL.

Unyielding: The most powerful creatures and people known in the world. They can easily take on multiple opponents and large groups, and often have special powers that can devastate players. Even more advanced players will find them difficult, and they make great boss fights for stronger parties. Should be avoided at all costs for a starting group as death is highly likely, even total defeat - even at higher player powers. Unyielding difficulty is rare and no creatures with this difficulty are included in the base game, but as a general rule

of thumb their DB and AB tend to be 6-7 (no higher or this gets untenable) and HP/EP can be 70-100 or more. Initiative checks are like 8 AGL.

PERCENTAGES

A final note on rules handling: Many talents and situations refer to percentages, such as "10% of the character's HP" or "A 50% chance of being Blinded." Percentage of set stats such as HP is simple enough with a little bit of mental math or a calculator, but how do you determine a chance of a particular situation happening?

The short answer is: There's no one right way to do it. Below is a common example on how to calculate percentage. Feel free to use this, or if you have your own preferred method, use that - whatever works best for you is what's right. Just remember to be consistent with your method, and keep in mind chance and fairness.

Roll two d10s. The first d10 represents the first digit, and the second d10 represents the second digit. For instance, if you roll a 2 and a 5, the result is 25. Alternatively, you can roll a d100 and use the single result. Regardless of the dice, if the result is equal or less than the percent chance, the event occurs.



CHAPTER 3 REWARDS

One of the most common forms of rewards in *Waracle* are experience points (XP). In a sense, XP is the currency with which characters purchase better talents, and improve their skills and attributes. As *Waracle* is a system without character levels, XP is especially important and players are free to spend XP as they wish. However, *Waracle* is a relatively small numbers game. Generally, XP rewards are given per adventure or major event, rather than after every foe defeated. Rewards are often rarely more than 10 XP for a single situation.

EXPERIENCE POINTS

One of the most common forms of reward in *Waracle* are experience points (XP). In a sense, XP is the current with which characters purchase better talents, improve skills and attributes. As *Waracle* has no levels, XP is especially important and players are free to spend XP as they wish.

CHARACTER ADVANCEMENT

A keystone of RPGs is improving the abilities of characters over time through XP, or some similar equivalent. The most common way to do this is through levels, which serve as a sort of clear milestone to adding new abilities. *Waracle* doesn't use levels though, only XP costs for new abilities. So how to best reward these XP so your players can advance their characters?

In a nutshell, it's really up to you, the GM. Consider what works best for campaign - how quickly do you want the characters to grow in skill? Do you want a fast paced dungeon crawl, or a slower, more meticulous leveling where change is gradual and hard earned? What did the players do that was noteworthy enough to warrant growth XP represents? What difficulties and challenges did they overcome? Was their success due to their abilities, or mostly luck? At the end of the day it's what you feel works best for you, your players, and what sort of adventure you want to set.

This is a broad generalization of course, so as a guide, we recommend starting off with the following approach: **Assign XP only at the end of a game session or quest.** *Waracle* isn't designed to reward XP for every single enemy killed, but rather experience in broad strokes, as characters discover new plots and find new dangers. Because XP costs are lower than higher-number games, you may want to be careful about balancing too much XP vs too little. XP should apply to

both combat and social interactions; you should reward good roleplaying, clever tactics and puzzle solving just as readily as you reward victory in combat. See the table below as a guideline. It assumes you are assigning XP at the end of a quest, rather than a game session - though you can use a similar model for session rewards.

XP REWARD GUIDELINE

| Difficulty | Description | XP |
|------------|--|-------|
| Painless | Little to no effort to overcome obstacles. Often shorter side quests, or some mundane quests at more powerful stages. | 0-1 |
| Pushover | Some effort to overcome obstacles. Tends to be side quests, but may be plot quests earlier on for starter PCs. | 2-4 |
| Moderate | Generally main story quests for starter characters. These take a few sessions to resolve and involve some noteworthy effort on overcoming obstacles, or somewhat complex creatures. Most quests should be at this level after the early stages. | 5-10 |
| Demanding | Fairly difficult situations that require a considerable amount of effort and skill on your player's parts. Usually these are quests thatspan campaigns, or are special circumstances and encounters with strong foes. | 11-20 |
| Formidable | Extremely difficult situations that utilize the stronger and cleverer aspects of the PCs and pose a significant amount of danger. Death should be a serious risk, or at least high plot stakes for a quest or adventure to be Formidable. May be rewarded at the complete of several quests, rather than just one. | 21-40 |
| Unyielding | Region-spanning plots, significant boss fights versus the world's more powerful creatures and people. Death is a serious hazard and surviving players should be greatly rewarded. May be rewarded at the end of a campaign. | 41-80 |

The names of these guidelines are also based on the names of Challenge Scores for NPCs and Creatures, and can be part of the deciding factor on granting XP rewards. More information on Challenge Scores can be found in **CHAPTER 2: RULES LAWYERING.**

ABSENT PLAYERS TREASURE

Sometimes life gets in the way. A player may be unable to make it to a play session, or even several. This may lead them to fall behind the other characters. It can be very frustrating, and almost feel punishing for a player to return to a game and feel far behind everyone else in the team. If this happens to your group, talk to the player before the game session and work something out. Perhaps you can come up with a filler story to explain their character's absence, and give them some extra XP to help catch up, or let them pick a talent or two roughly equivalent to what the other players spent since they were away. As always, keep fairness in mind: both for the returning player and the rest of the group.

REPUTATION

Reputation plays a big part in how characters interact with the world. Oftentimes, it is a reflection of their actions and the consequences as perceived by others. Not all actions are equal - one event may endear a character to one group and alienate them to another. Through roleplaying, keep in mind the player's actions and how they might affect how the local groups may change their opinion of the character - for better or worse. These groups could be a civilization, a local guild, the town guard, a bandit gang - whatever is relevant to your campaign. Notify players of reputation changes so they may keep their character sheets up to date - and keep your own records of such changes as well. Reputation affects Social Checks and you want to keep a clear track of consequences to character actions.

A favorite reward of travelers everywhere - money! Sometimes characters may find money in ruins, looted from defeated enemies, from selling items, or even as a reward gifted by NPCs for completing quests. You can grant whatever amount of treasure as a reward, but keep in mind balance and proportion. Is the character selling a common item? Looting a corpse of a successful pirate? Opening the chest of a hidden cache? Logically, poorer NPCs and common locations won't have a lot of money stashed, but the home of a noble or a palace of a king - that's another story.

In the cases of selling items, a general rule of thumb is without a Barter Test, characters can sell items at half base value. Characters who successfully Barter with merchants can sell goods for **75%-100%** of base value. Similar things apply when purchasing items - generally, characters can purchase goods and services at Standard Cost, or at up to half cost after a successful barter. You can apply this to any situation involving the exchange of coin, such as the negotiation of a reward sum. Assign a difficulty for the NPC being bartered with, or do a Faceoff Test using Barter and if the NPC has skill stats and adjust prices as you see fit based on the results.

SPECIAL ITEMS

Perhaps the only things players like better than coin, is special loot to equip and modify their character with. **CHAPTER 5: WEAPONS & GEAR** of the **PLAYER GUIDE** covers basic equipment, armor and weapons, which can also be used as rewards to characters. However, this section focuses on different kinds of special items and some examples you can implement into your game, or use as an inspiration for your own special items.

RARE ITEMS

Ironically, this is perhaps the most common form of special item. Rare items are tools and equipment that aren't enchanted or artifacts. Generally, they are well made tools, items made from scarce or expensive resources. Some typical rare items can be found in **CHAPTER 5: WEAPONS & GEAR** of the **PLAYER GUIDE**, but you can create your own to suit your game's situation. In most cases, an item is rare if it is well crafted, made of rare materials, or a combination of the two.

ENCHANTED ITEMS

Some items are enchanted by magic. While it's possible for mage characters to enchant their own items, more often players will come across magical items. As per enchantment rules, items can be enchanted with any Enchantable spell at double EP cost - keep this in mind when creating any custom enchanted items.

ARTIFACT ITEMS

Artifact items are objects that are one of a kind and highly valuable for a particular reason. Perhaps they are an heirloom to a royal dynasty, or the weapon of a long-dead hero, or the only remaining piece of work from a famous artisan, or a holy relic. Whatever the case, they're always unique and worth plenty of coin - to the right people, at least. Sometimes they're enchanted, sometimes their value is purely cultural or collectible. When given a monetary value, Artifact items should almost always be priced in the high gold range - typically in the hundreds, if not thousands of gp.

PRICES AND MONEY

At some point, your players will likely need to sell or purchase equipment and goods. Some common items, weapons and armors can be found in **CHAPTER 5: WEAPONS & GEAR** of the **PLAYER GUIDE**. However, those lists and charts only show the Standard Cost for such goods and services. There are actually three levels of pricing for items:

- » **Standard** is the baseline for all item costs. Unless otherwise noted, item prices displayed in any *Waracle* playbook are at Standard cost.
- » **Cheap** is 50% of an item's Standard cost. For instance, if an item's Standard cost is 10sp, its Cheap cost would be 5sp. This is useful for when items and goods are particularly common in an area, and thus are cheaper to acquire. **CHAPTER 1: CIVILIZATIONS** of the **PLAYER GUIDE** outlines items and gear that

are Common Items, and thus considered Cheap for each civilization.

- » **Expensive** is 200% of an item's Standard Cost. If an item's Standard Cost is 7gp, its Expensive cost is 14gp. This can be useful when a particular good is considered rare in a region the Player Characters may be traveling in, are made from rare materials, or the actions of a price gouging merchant.

DIVIDING PRICES

What to do when the Cheap or Expensive price of an item isn't a single coin type? For example, say an item's Standard cost is 5 sp. While that means its Expensive cost is 10gp, its Cheap cost would be 2gp and 50 sp. Remember:

$$10 \text{ CP} = 1 \text{ SP AND } 100 \text{ SP} = 1 \text{ GP}$$

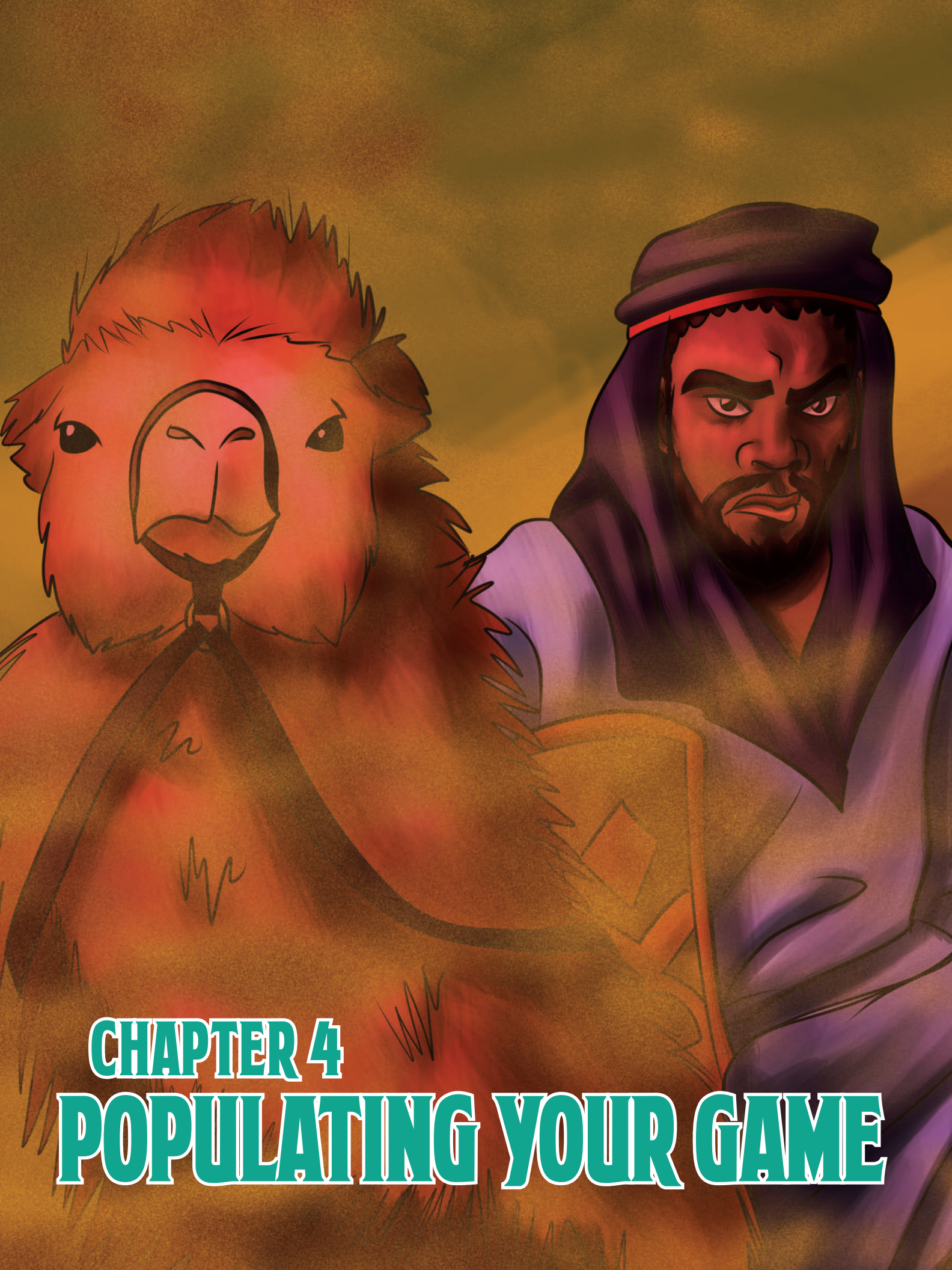
The math is fairly basic, but perhaps you want to keep things simple and streamlined - maybe you'd rather not worry about the exact copper amount, or you don't want to confuse your players with mixed prices. Feel free to round prices to the nearest coin amount, such as **2gp 90sp** becoming **3gp** or **2gp**, depending on your preference.

PRICING ITEMS

How do you determine the cost of custom items and equipment not described in this book? There is no single set method for pricing items outside of the standard equipment found in this book. Just try to take into account what the item is. Is it a nicer version of a sword found in this book? Use that sword's Standard or Expensive price as a baseline and adjust the amount a bit. Is it something completely unique? You could make an estimate of cost based on rarity of the item (is it unique? A common herb you made up for a purpose?) or even roll 2d10 to determine amount and decide if it's most appropriate as copper, silver or gold.

CHARACTER GOALS

Not all rewards are necessarily tangible. Sometimes characters will have personal goals, such as avenging a dead relative, or making it into an elite fighting force such as the Black Blades. Whatever the goals, be sure to work them into your adventures, and structure a way for the character to work towards the goal. Sometimes goals are minor and quickly resolved. More often, personal goals are the kind that the character must work towards over many sessions and adventures. When they finally accomplish their goals, they are a reward in themselves, so be sure to include them in your games and account for them when planning your plots.



CHAPTER 4 POPULATING YOUR GAME

Setting up a believable world isn't just about neat environments and creepy creatures. You need people! Populating your adventures with NPCs is very important in Waracle. Not all of them need to be highly detailed or developed, but there should be characters for the players to interact with, whether they be merchants with intel or highwaymen to fight. This chapter overviews common NPC types, some generic templates you can use as a guideline for creating NPCs, suggestions for creating unique NPCs, and important figures in the world.

GENERIC NPCs

The bulk of NPCs in your games will likely be of the generic variety - many will not even need names, but will fill a necessary role. They tend to be somewhat basic and you usually only need to fill in relevant stats - for instance, it's not likely you need to figure out the AB and DB of a merchant, but you should have an idea of their test difficulties for Barter. In this section, we'll cover the three types of NPCs: Mercantile, Allied, and Adversaries.

Stats in this chapter are written in a shorthand format; how to read this format is overviewed in **CHAPTER 2: RULE LAWYERING**. More detailed item and gear stats, if they are required, can be found in **CHAPTER 5: WEAPONS & GEAR** in the **PLAYER GUIDE**. If a stat has been modified by the NPC's abilities, their current total stat will be shown, with the base stat in parentheses.

For simplicity's sake, generic templates do not include attribute or skill scores - they are rarely needed and you can use their Difficulty scores instead. If an attribute or skill score is absolutely needed, you can make one up on the fly. Keep in mind the NPC's general abilities when deciding, and remember that a level 4 attribute represents average aptitude. A merchant or mage will likely have higher INT and PER, while a soldier is likely to have higher STR and AGL.

This doesn't mean merchants have to be weak or soldiers dumb, but rather that their abilities tend to lean in a certain direction. Unless the NPC is particularly exceptional, they shouldn't have any attributes higher than a 7. Even then, a 7 should only be seen in a single Attribute in most cases. Conversely, unless the NPC is astoundingly weak, foolish or otherwise impaired (whether by situation or nature), they shouldn't have any attribute scores below a 3.

If you need to create skills for an NPC, remember that skills are restricted to half their core attribute score - an NPC with 4 AGL cannot have a Sneak higher than 2, for instance. An NPC does not need to have levels in a Skill unless it makes sense for their abilities - just like with PCs, you can simply use their Core Attribute score to depict skill abilities unless they are particularly advanced.

A note before going into the NPC specifics: If a player wants to do something to a non-hostile NPC that you didn't intend for - say, punching a price gouging merchant - you can handle this in two different ways. Either assign a difficulty for the action and perform a Standard test as you see appropriate for the situation. Or, you can quickly assign basic stats based on the templates below to handle them in combat. These templates do not account for civilization or language (you can assume these to be whatever is local to the region the characters are in). You can adjust these for such details as you see fit, if you so desire.

MERCANTILE NPCs

Mercantile NPCs are the people who sell goods and services. They tend to include merchants, innkeepers, smiths, artisans, or even fishermen and farmers selling the fruits of their labor. For the most part, you don’t need to worry about combat related stats for Mercantile NPCs. If they do get involved in combat, see the templates in the previous section for ideas. Below are a few common mercantile types you can use as a baseline and adjust if needed.

WEAK HUMAN

| HP | EP | AB | DB |
|------|----|----|----|
| 5-10 | 5 | 2 | 2 |

Challenge: Painless
Difficulty: Effortless- Easy (May be Average for Social Checks)

Talents: 3-4 Tier I talents related to their job, a few Tier II.

Weak humans are below average in physical ability, but often a bit higher in mental facilities. This is a good generic template for NPCs with less heavy labor-intensive lives, such as artisans, merchants and scholars.

AVERAGE HUMAN

| HP | EP | AB | DB |
|-------|----|----|----|
| 11-15 | 20 | 3 | 2 |

Challenge: Pushover
Difficulty: Easy-Average

Weapons: A tool of their trade, or a General melee weapon: ***Hand Axe*** (4 DR SIs), ***Club*** (4 DR Blg), ***Work Hammer*** (3 DR Blg)

Talents: 2-3 Tier II talents related to their job, a Tier III talent.

Average humans are average in physical and mental abilities. This is a good generic template for NPCs with more labor-intensive lives, such as masons, smiths, and sailors.

STRONG HUMAN

| HP | EP | AB | DB |
|-------|----|----|------------|
| 16-20 | 20 | 4 | 3 (+Armor) |

Challenge: Pushover
Difficulty: Easy-Average

Armor: Standard armor set for the local area.
Shield: Whatever is used in the local area.
Weapons: Generally a common weapon in the area, usually a melee weapon. Can sometimes have a secondary ranged weapon or smaller melee weapon: ***Knife*** (2 DR), ***Bow*** (2 DR)
Talents: 3-4 Tier II combat talents, possibly 1-2 Tier III

Strong humans are above average in physical and generally average in mental abilities. This is a good generic template for NPCs with a strong martial focus such as militia, young soldiers, green mercenaries, and guards.

ALCHEMIST

Challenge: Painless
Difficulty: Easy-Average

Talents: Concoct Potion I, Concoct Potion II, 3-4 Tier I and II Alchemist Talents

Alchemists sell alchemical potions and grenades such as health potions, smoke bombs, and antidotes. You may decide they sell all common alchemical goods, or just potions and grenades from a particular branch of alchemy.

COMMON BLACKSMITH

Challenge: Pushover
Difficulty: Easy-Average

Talents: Apprentice Armorer, Journeyman Armorer, Apprentice Blacksmith, Journeyman Armorer

A common Blacksmith sells Common quality weapons and armor, generally only of the variety common to the civilization that occupies the region.

MASTER BLACKSMITH

Challenge: Pushover-Moderate
Difficulty: Average

Talents: Apprentice Armorer, Journeyman Armorer, Apprentice Blacksmith, Journeyman Armorer, Master Armorer, Master Blacksmith

A Master Blacksmith sells Common and Good quality weapons and armor, generally in a wider variety, even non-native weapons. They can even sell some masterwork weapons of their civilization, if you so choose.

INNKEEPER

Challenge: Painless
Difficulty: Easy-Average

Talents: Haggle

Innkeepers run inns and taverns, though this template can also be used for bartenders in taverns or even cooks at food stands.

COMMONER MERCHANT

Challenge: Painless
Difficulty: Easy-Average

Talents: Haggle, Copper Keeper, Appraisal

Commoner merchants sell a variety of goods, ranging from basic tools to clothing, food, jewelry, or sometimes even some basic potions. For the most part though, their goods are of Common make and materials.

WEALTHY MERCHANT

Challenge: Pushover
Difficulty: Average-Tough

Talents: Haggle, Copper Keeper, Appraisal, Polish a Turd, Snake Oil

Wealthy merchants are more likely to be well-travelled. Like commoner merchants, they can sell a variety of goods, ranging from tools to clothing, food, jewelry, or sometimes even some potions. For the most part though, their goods are of Good or Finery make and materials. They may even have some enchanted weapons.

ALLIED NPCs

Allied NPCs are characters who act as temporary companions to the party. This may be for a single fight, or can last throughout an adventure - even campaign. They can be from all walks, but are most often of a soldier or scout background. Allied NPCs can easily be modified to be used as minor adversarial NPCs.

CITY GUARD

| HP | EP | AB | DB |
|-------|----|----|------------|
| 16-20 | 20 | 4 | 3 (+Armor) |

Challenge: Moderate
Difficulty: Average-Tough

Armor: Common full armor for the local area
Shield: Shields type used in the local area
Weapons: One common melee weapon, and ***Knife*** (3 DR SIs)
Talents: Thick-Skinned I, Bruiser or Pikeman or Swordsman (pick one based on weapon), Constant Vigilance, Dibs, Counter, Disarm, Power Attack, Shield Bash, Slash and Smash

Guards are common in many larger cities, the peacekeepers and enforcers of order. They are on the lookout for criminal activity, and may be a common source of aid for some parties, or a common adversary for characters with a more lawless leaning.

MERCENARY

| HP | EP | AB | DB |
|-------|----|-------------|-------------|
| 16-20 | 20 | 4 (+Talent) | 3 (+ Armor) |

Challenge: Moderate
Difficulty: Average-Tough

Armor: Common full armor for the local area
Shield: Shields type used in the local area
Weapons: One melee weapon, and ***Knife*** (3 DR SIs)
Talents: Thick-Skinned I (pick one based on armor), Bruiser or Pikeman or Swordsman (pick one based on weapon), Dibs, Counter, Power Attack, Shield Bash, Slash and Smash, Push Kick, Jawbreaker, Cheap Shot

Many nations, especially in the major cities, have soldiers-for-hire. They can be a good way to buff up a small party for a difficult task, if they have the coin. Generally, mercenaries will charge for their services on a weekly or monthly basis. With this template, assume a cost of roughly 8*sp* a month, or 2*sp* per week.

SCOUT

| HP | EP | AB | DB |
|-------|----|----|-------------|
| 16-20 | 20 | 4 | 2 (+ Armor) |

Challenge: Moderate
Difficulty: Average-Tough

Armor: Common partial armor for the local area
Weapons: ***Bow*** (3 DR Prc), ***Knife*** (3 DR SIs),
Talents: Light Footed I, Aimed Shot, Improved Targeting I, Overdraw, Antivenom, Stitches (Light Wounds), Alertness, Bloodhound

Scouts are common parts of armies and are helpful for tracking enemies. They may be a type of mercenary, part of a city guard, or even soldiers in the military.



The current High Councilmen are: Samin of House Taquina, Acan of House Tunkuruchu, Empress Xochitl of House Quauxicalli, Atar of House Kujula, and Uwa of House Ubinu

ADVERSARY NPCs

Minor adversaries tend to be the grunts - the minions of a greater power, or a low-level threat. Often, they are some form of bandit, though in this section we include a few special types of human adversaries. Important adversarial NPCs should have a bit more of a personal touch and should be more detailed than the generic villains here, though you may use these as a baseline. Adversary NPCs may be used as allied NPCs depending on circumstance.

BANDIT

| HP | EP | AB | DB |
|-------|----|----|-------------|
| 11-15 | 10 | 2 | 2 (+ Armor) |

Challenge: Moderate
Difficulty: Easy-Tough

Armor: General partial armor
Weapons: Common melee weapon, **Knife** (3 DR SIs), **Bow** (3 DR Prc)
Talents: Backstab, Guerilla I, Dirty Move, Swordsman

Bandits tend to be thieves that accost travelers on the roads. They like to lay ambushes and overwhelm unwary folks with numbers. However, they don't tend to last long against a concentrated force.

NECROMANCER

| HP | EP | AB | DB |
|----|----|---------|----|
| 20 | 30 | 6 (INT) | 3 |

Challenge: Moderate
Difficulty: Easy-Tough

Weapons: Necromancers tend to favor spells.
Talents: Battery Acid, Forceful Blow, Control Corpse, Scrimshaw

Necromancers are mages who specialize in the control of the remains of the dead. They can be aggressive or isolationist; in some places, they work to research death under official sanction. Often, if they are rogue mages living away from society, their lairs are protected by a few undead automatons.

PIRATE

| HP | EP | AB | DB |
|-------|----|-----------|-------------|
| 16-20 | 20 | 4 (5 SIs) | 3 (+ Armor) |

Challenge: Moderate
Difficulty: Average-Tough

Armor: Linen Harness (Partial) (1 PR)
Weapons: Common slashing weapon, **Knife** (3 DR SIs)
Talents: Piloting (Small), Piloting (Medium), Inner Compass, Read the Stars, Dual Attack, Bite, Cheap Shot, Swordsman

Pirates are the bandits of the sea. They attack merchant ships, stealing trade goods. Sometimes they kidnap people for ransom, and a few particularly aggressive ones may even attack naval ships.

UNIQUE NPCs

While you don't need to deeply define every single character your players may encounter, a good adventure usually includes a few important and memorable NPCs. This can feel like an overwhelming endeavor, but it becomes a much more manageable task if you break it down.

The main factors you'll want to consider when designing a unique NPC are:

- » What civilization do they belong to?
- » What do they look like?
- » What are some of their mannerisms?
- » What are a couple of their basic abilities?
- » How do they tie into the story?
- » Are they intended to be friendly or antagonistic to the party?

You may also want to consider a bit of their background to help inform how they became who they are today, but often this relates to how they are tied to the adventure's story.

CIVILIZATION & APPEARANCE

Before determining what your character looks like, you should decide what civilization they come from. Their civilization often informs their looks and attitude towards PCs. NPCs can be from any civilization, but consider where the PCs are - are they somewhere more remote where foreigners are less likely? A big city? A port? Bizeem, Yanter and Dulisi in particular tend to show up in most port cities across the world.

You don't need to have every detail of an NPC's appearance down, but a couple key points can help flesh them out. Generally, try to at least think of their approximate age, body type, and clothing. Clothing can simply be described as plain or fine, depending on how much detail you want to give. It's also a good idea to give them a distinguishing feature - do they have a scar? An odd eye color? A particular expression, etc?

MANNERISMS & ABILITIES

Another way to distinguish your NPC is to give them a personal mannerism or two. It could be something like a bad habit - perhaps they bite their nails - or a manner or quirk of speech. You may even choose to act out this mannerism when playing this NPC.

Unless desired or a significant character, NPCs don't require specified attributes and skills. However, you should still have a general idea of their overall capabilities. Are they athletic? Quick, slow? Clever, ignorant? Scholarly? Consider their profession and role in the story when determining abilities - often the two go hand in hand together.

STORY ROLE

Perhaps the most important aspect, you need to figure out *why* the NPC is noteworthy enough to be more defined. Are they a quest giver? If so, why? An antagonist, temporary ally? Perhaps they encounter the party because of their previous actions - maybe they are related to a foe the party defeated, or a person they rescued. Unique NPCs can have roles large and small. Oftentimes even quick NPCs can develop naturally through roleplay, but for your more key figures, you should have at least a broad idea of how they tie into your plot.

TABLE GENERATORS

If you find yourself stuck in a creative muck, don't fret! There are plenty of character idea generators and tables available online. While many are designed for games like D&D, they can be easily adapted to Waracle with a bit of work. There are even generic ones that can be adapted into any setting quite easily.

Alternatively, you can use tables to generate character ideas. You can either create one or find one online. Table generators work by assigning concepts to a dice roll number from a specific dice type. For example, a d10 table would have 10 different options, each with a number assignment 1-10. You roll a dice and get a 5, and use the concept from the 5 entry on the table. You can quickly generate ideas or create NPCs on the fly with this method.

IMPORTANT FIGURES

The world is populated with famous people of great renown, influence, and power. It's up to you to populate your game with influential people, though there are some established figures you may consider using - even if only in rumor - for added intrigue.

BIZEEM

Izavel, daughter of her own: A wealthy and influential merchant-queen, the defacto leader (or at least leading power) in the Bizeem city of Ay. Despite not being directly on the coastline, she controls the majority of trade through the Great Gash between the Bizeem and Wisokwe.

DULISI

Gamaara: A traveling and famous bard, Gamaara gained prominence during his pilgrimage days by collecting and retelling stories. His musical and storytelling talents make strangers slightly more welcoming to his Dulisi bands than they may otherwise.

DUSHUM

Kubaba Siru Dushuma Anbabu: A decorated Dragon Rider, Kubaba has led many successful raids into Trapper territories. She is known for her ferocity both on the battlefield and off. Her soldiers are amongst the most loyal in the military.

KALVRES

Shalmanisar Qurdu Atlita Zaidu: A decorated war hero in his past, Shalmanisar is now a popular athlete in various Kalvren games, competitions, and hunts. While he practices several sports, he is most known for his wrestling prowess.

QUESACHI

The Quesachan Empire is led by an oligarchy of five nobles elected by the aristocracy from all corners of the empire. Each serves for 20 years, spending the last 4 years as Emperor. The High Council makes all the final decisions regarding the Empire as a whole, and the current Emperor can veto all other rulings and oversees the workings of the Council, as final judge and arbiter. The current High Councilmen as of 886 GU are:

Acan of House Tunkuruchu: The representative of the Western Region, Acan comes from one of the oldest noble ruling houses. He tends to favor traditional approaches and a balanced approach.

Atar of House Kujula: The representative of the Northern Region, Atar descends from old kings conquered by the Quesachi. He favors a maintaining approach - quell rebellions and stop other expansions.

Samin of House Taquina: The Representative of the Eastern Region, Samin is from yet another old ruling power. He is a big proponent for expansionism - both militarily and infrastructurally.

Uwa of House Ubinu: The Representative of the Southern Region, Uwa's home regions are where some of the most heated rebellions are. She strives for peaceful resolutions but quick actions.

Xochitl of House Quauxicalli: The representative of the Central region and current Empress, Xochitl is in her second year as head arbiter. Xochitl tends to prefer a slow and steady, nuanced approach rather than shake up the order of things abruptly. She is the second cousin of the last notable Quesachan figure, Ocelotl.

Tezozomac "Ocelotl" of House Acuahtli: The Grand General of the Imperial Army, Ocelotl is the highest ranking military officer in the empire. His outspoken

and fair nature make him popular with his soldiers. However, his support for commoner political power, bluntness and disregard for formal aristocratic protocol tend to make him unpopular with fellow nobles. He comes from a smaller branch of the old Quauxicalli line, and is second cousins to the Empress.

TEMEKUMUS

Temur Ironwill: A powerful Temekumusan warlord. In the past several years he has been fighting to unite the disparate camel lord clans under one banner - his own.

TRAPPER

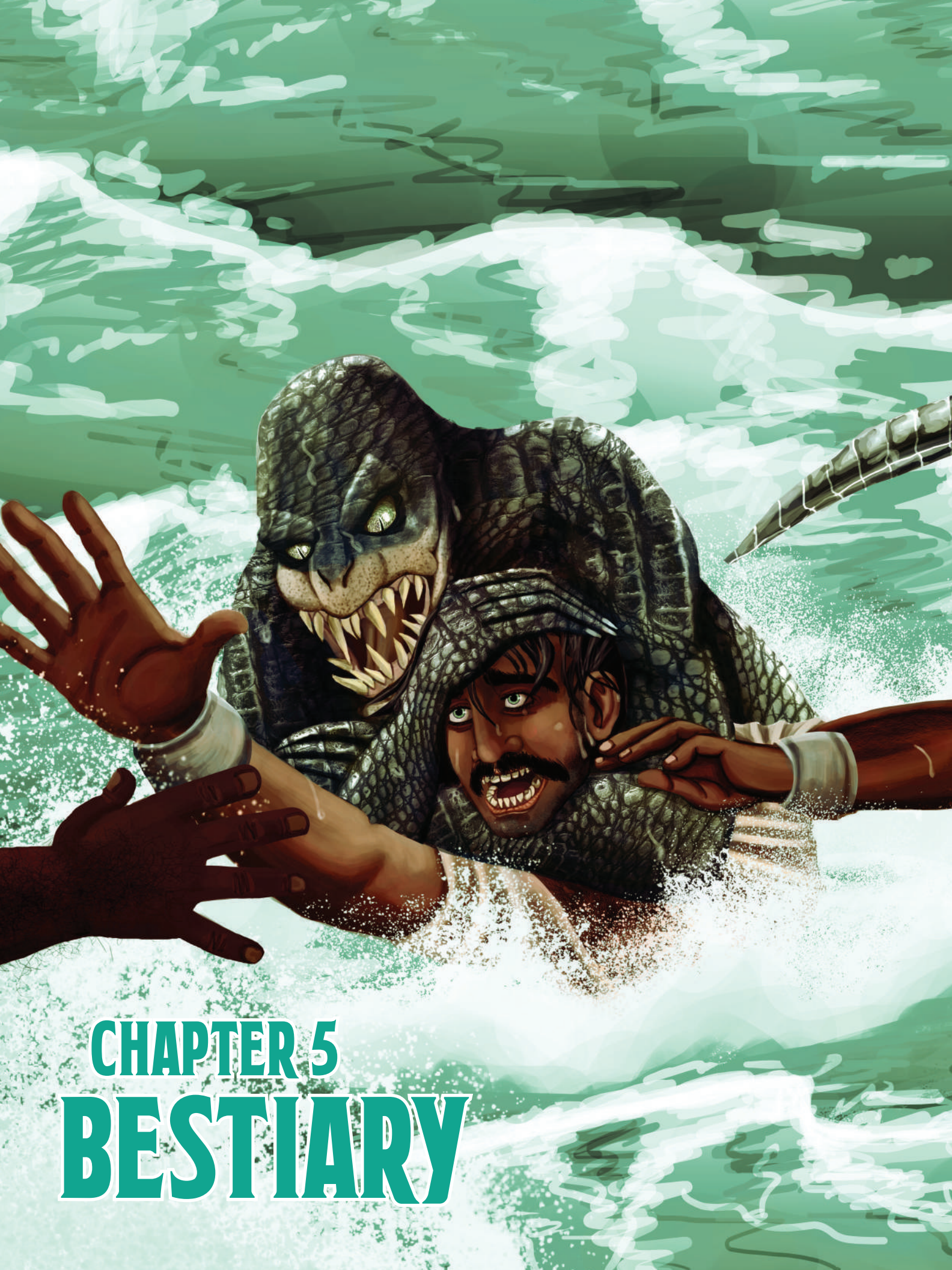
Susiksita: A famous or infamous figure, depending on who you ask. In his earlier days, Susiksita travelled much of the world in his youth and became well educated. He now uses his knowledge to press the fight for Trapper independence, and is a skilled assassin.

WISOKWE

Erharotkon: A descendant of the famous "Peacemaker," Erharotkon serves to uphold his ancestor's work. He carries this legacy by being both a political and spiritual leader that keeps the Confederacy united, and is famous for his uncanny ability to resolve disputes that could threaten to fracture the alliance.

YANTER

Amorak: A famous and popular raid leader of the Yanter, Amorak is a renowned hunter and fighter. A fierce figure on the seas, he is a dedicated father and works to improve Yanter prospects by building better central infrastructures between bands.



CHAPTER 5 BESTIARY

Every grand adventure needs its adversaries! Sometimes your party will fight other humans, but chances are at some point they'll come across nasty creatures of both mundane and fantastical varieties. In this chapter you'll find an index of 30 different creatures ranging from giant spiders that hide within the earth to mutated crocodile-men that will snatch unwary travelers and drag them into the murky rivers to their demise...

CREATURE TYPES

Creatures in *Waracle* come in a wide variety of shapes, sizes and deadliness. No matter what they are, creatures are categorized into one of five different Primary types:

- » Animal
- » Monster
- » Radiation
- » Spectral
- » Undead

Each type has its own unique attributes, described at the head of their section. Some creatures have a secondary type, but are always organized by their Primary type. Two types are always secondary - Aquatic and Flying. **Aquatic** creatures are any sort of being that lives in the water a majority of the time. This includes sea creatures and those that reside in rivers, lakes, ponds, etc. Aquatic creatures are Resistant to any Ice damage but are Weak to Electricity damage. **Flying** creatures are able to Fly as per Flying rules in **CHAPTER 2: RULE LAWYERING**.

Creatures in this Bestiary each have entries that outline their combat stats, any applicable abilities or weapons, their size, and the regions where the creature is most often found. By now, you should be fairly familiar with what the stats mean. Each creature has a field for talents or special abilities. More information on how to read these stat blocks can be found in **CHAPTER 2: RULE LAWYERING**.

CREATURE SIZES

A creature's size determines not only how much space it takes up on the battlefield, but its reach, its fall damage, how easily it attacks and defends, and so forth. A creature can be Small, Medium, Large, Giant or Titan. What these sizes represent and any appropriate modifiers are defined in the table below. All humans, regardless of civilization or height, are considered Medium sized.

CREATURE SIZES

| Size Name | Height (Feet) | Hex Size | Reach Range | AB/DB | Sneak |
|-----------|---------------|----------|-------------|-------|-------|
| Small | ≥4 | 1/2 | Touch | +1 | +2 |
| Medium | 4-8 | 1 | Touch | - | - |
| Large | 8-16 | 2-3 | Short | -1 | -1 |
| Huge | 16-32 | 4-5 | Medium | -2 | -2 |
| Titan | 32-64 | 6-8+ | Medium | -3 | -3 |

The height is an approximation - some creatures are longer than they are tall, but still fit within a certain size category. The size is the number of hexes or squares a creature's mini would take up on a battle map grid. Their reach range indicates how far that creature can grab and attack in melee combat. For instance, a Large creature can melee attack up to Short range and have all the perks and penalties of attacking within Touch for a Medium creature. The AB/DB modifiers are added when fighting against Medium size creatures - so, essentially when fighting the PCs. Larger creatures have a more difficult time sneaking or hiding.

CREATURE CHALLENGE & DIFFICULTY

Each creature has a Challenge and Difficulty score. Challenge represents its relative difficulty to defeat in combat, while Difficulty is the benchmark by which you determine standard test difficulties. For instance, if a player wants to jump over a creature with Average difficulty, you'd make them do an Acrobatics test vs Average difficulty. Challenge scores and how they're handled are overviewed in detail in **CHAPTER 2: RULE LAWYERING**.

Remember, everything in the bestiary is a basic template for a standard creature. If you want to modify the stats for an encounter in your games, do so!

CREATURE WEAPONS

| Weapon | DT | DR | Attribute | Weapon Type | Range |
|-----------|-------------|-----|-----------|--------------|-------|
| Bite | Piercing | 3-7 | STR | Ranged | Touch |
| Gore | Piercing | 3-7 | STR | Melee | Touch |
| Headbutt | Bludgeoning | 3-6 | STR | Melee | Touch |
| Kick | Bludgeoning | 3-6 | STR | Melee | Touch |
| Scratch | Slashing | 3-7 | AGL | Ranged | Touch |
| Sting | Piercing | 3-4 | AGL | Melee/Ranged | Touch |
| Stomp | Bludgeoning | 3-7 | STR | Melee | Touch |
| Tail Whip | Bludgeoning | 3-6 | AGL | Melee | Short |

BEAST WEAPONS & TALENTS

Most creatures use weapons that are a part of themselves, such as claws or teeth. As such, their “weapons” are simply an extension of themselves. Above is a chart of some common creature weapons. Damage rating varies depending on the creature; the chart here gives you a range of general damage for that weapon, but the creature’s entry will specify the DR for that weapon when they use it.

In addition to some common creature-only weapons, there are a few special talents you will find in the Bestiary that are not available to player characters. As they are something creatures simply do or do not have, they do not require a tier system. Below are simply the talent names and a description of what they do. With the exception of Climb, all these talents cost EP, though specific EP costs will vary from creature to creature, and are detailed in their individual entries, much like weapon damage.

- » **Charge:** The creature can rush forward, moving ahead one distance Range as a Standard Action. If using Charge to attack, it adds +2 AB to Headbutt.
- » **Climb:** The creature can make a Standard Acrobatics test to climb sheer surfaces such as cliffs or trees, or even buildings. Difficulty for the test is determined by the GM. Does not cost EP.
- » **Fly:** The creature can Fly as per Flying rules set in **CHAPTER 2: RULE LAWYERING**. Takeoff has EP cost, but does not cost any EP after unless the creature needs to take off again.
- » **Glide:** The creature can Glide as per Gliding rules set in the {Rule Lawyering chapter}. Takeoff has EP cost, but does not cost any EP after unless the creature needs to take off again.

- » **Howl:** The creature howls, bringing 1d5 more creatures into combat of the same creature type. This talent can only be used once per combat.
- » **Roar:** The creature can let out a loud, frightening roar. Any target within Medium range must make a Focus test at the specified difficulty, or become Terrified for the rounds specified.
- » **Spit:** The creature lobs a glob of saliva into the face of its target, giving a 20% chance to cause Blind until it is wiped off.
- » **Swim:** The creature can move through water at normal movement speed.

Additionally, some Specter creatures have the ability to Possess characters. A Possession happens when a specter attaches itself to a person, feed on their Positive Energy. In order to Possess someone, the specter must make a Faceoff Test of its Focus vs the Target’s Focus. If successful, the target is Possessed. Effects on a Possessed individual vary and are noted in the Bestiarity description of the specter. If the possession attempt fails, the specter cannot attempt a possession again for 24 hours.

In order to exorcize a possessing specter, the Possessed individual must have a Positive Energy spell cast on them or possess a Positive Energy enchanted object while making a simultaneous Faceoff Test of their Focus vs the Specter’s Focus. If the exorcism is successful, the specter is removed from the person and is unable to attempt to repossess a person for 1d5 days. If the test fails, the person cannot attempt to exorcize the specter again for 24 hours.

Creature attack DR already accounts for any STR bonus in the stats – there is no need to calculate STR damage bonuses. Following are the creature entries. Enjoy implementing them!

ANIMAL

Many animals wander the lands of *Waracle*. Those described in these section are of note for their particular deadliness.

DESERT BOAR
Medium Animal, Lightburn Desert

| HP | EP | AB | DB |
|--|----|----|----|
| 25 | 20 | 5 | 4 |
| Challenge: Demanding Difficulty: Tough Resistance/Weakness: -1 Slashing | | | |
| Weapons: <i>Gore</i> (6 DR) <i>Headbutt</i> (5 DR) <i>Bite</i> (3 DR) Talents: Charge (4 EP), Roar (4 EP) | | | |

As aggressive apex predators, Desert Boars dominate the sands. Quick to rage, they inflict fear in all but the most brave (or foolhardy) hunters. Despite their danger, they are a common source of meat for the Temekumus. Fast, brutal and smart, they will often kick up sand to blind enemies, and are quick to gore with their sharp tusks. Even when heavily injured, desert boars will fight with great ferocity.

GAROC
Large Aquatic Animal, Quesachan Empire, Redwater Rainforest, Khopesh Coast

| HP | EP | AB | DB |
|---|----|----|----|
| 20 | 18 | 4 | 4 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: -1 Slashing | | | |
| Weapons: <i>Bite</i> (5 DR) <i>Scratch</i> (3 DR) <i>Tail Whip</i> (3 DR) Talents: Roar (3 EP), Swim | | | |

Death Roll: (6 EP) The garoc makes a Grapple attempt. On a success, it *Bites* the target, dealing 5 piercing damage. Keeping the target in grip, it spins in the water, dealing 1d5 damage per round until the target escapes.

A huge crocodilian creature that lurks in jungle rivers, Garoc are characterized by their long, narrow snouts that grow wider near tip. Hundreds of needlelike teeth line this snout, capable of delivering devastating bites. Garoc are relatively territorial, but are more likely to attack when hungry - and they aren’t picky about what they eat. Even travelers in boats should be wary, as garoc are known to charge even medium-sized ships when hungry or threatened. Small boats such as canoes are especially unsafe when a garoc is nearby, as they can easily break small boats or reach into them with their long mouths and snatch objects - or people - out of them.

GIANT TRAPDOOR SPIDER
Medium Animal, Redwater Rainforest

| HP | EP | AB | DB |
|--|----|----|----|
| 21 | 15 | 5 | 2 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: -1 Bludgeoning | | | |
| Weapons: <i>Bite</i> (4 DR) Talents: Charge (2 EP), Climb | | | |

Special Attack: Blitz: (4 EP) The Trapdoor Spider hides in wait in its nest just under the surface of the ground. Anyone attempting to spot the trap door must make a faceoff test - their Observation or Inspect (depending on circumstance) versus the Spider’s Sneak. When a target wanders into Touch range, the spider quickly leans out of its nest, Grappling the target and pulling it down into the nest. The target begins the next round Knocked Down.

Many thank their respective gods that trapdoor spiders only reside in the Redwater Rainforest. To the native Trappers, however, they’re an inspiration. These giant spiders, roughly the size of a medium dog, construct burrows that are concealed by a trapdoor made of soil, foliage and silk. Within these burrows, they lie in wait for prey to walk by. When an unwary animal walks too close to a trapdoor spider den, the spider shoots out of its hiding spot, snatching the unfortunate critter and dragging it back down into its lair - all within a matter of seconds. These mannerisms inspired the Trappers to adopt a stealth-based resistance and society - as a result, they often construct their own tunnels near trapdoor spider lairs. This is done both symbolically and pragmatically - the Trappers protect themselves by rubbing a repellant on their shins - but unwary intruders are quickly grabbed by spiders when they wander too close to a Trapper tunnel.



KELPIE

Large Aquatic Anima, Northern Wastes, Ice Gate

| HP | EP | AB | DB |
|----|----|----|----|
| 17 | 18 | 4 | 4 |

Challenge: Moderate
Difficulty: Average
Resistance/Weakness: -1 Ice/+1 Electric

Weapons: *Bite* (3 DR) *Gore* (4 DR) *Headbutt* (3 DR) *Stomp* (4 DR)
Talents: Charge (3 EP), Swim

Keelhaul: (5 EP) The Kelpie makes a Grapple attempt on a single target within Touch range. Upon success, it drags the target underwater. Each round, the target must make an Acrobatics test at Average difficulty to break free, or be dealt 1d5 damage. If the target reaches 0 HP, they begin to drown - Dying rules apply.

Kelpie are large elk like creatures that traverse the cold lands of Ice Gate and the Northern Wastes. They are semi-aquatic, spending much of their time in rivers and ponds or lakes. The males have large antlers, which they use when competing for mates and fending off threats. Unlike common elk, these creatures eat meat, often by stomping smaller animals. Extremely territorial and intelligent, kelpie are known to gore victims, something dragging them to bodies of water and drowning them.

UNDERWATER SCORPION

Mediuam Aquatic Animal, Khopesh Coast, Sky Plains

| HP | EP | AB | DB |
|----|----|----|----|
| 13 | 12 | 3 | 3 |

Challenge: Pushover
Difficulty: Easy
Resistance/Weakness: -1 Slashing/+1 Electric

Weapons: Clamp (3 DR Blg), *Sting* (3 DR), *Tail Whip* (4 DR)
Talents: Swim

Sonic Claw: (4 EP) The Scorpion unleashes a sonic shockwave. The wave deals 1d5 Bludgeoning damage to any target within Short range. The attack has a 15% chance of causing Afflicted damage.

Large underwater creatures, these scorpions are a mixture of arachnid and crustacean. With a colorful, wide, segmented body that narrows to a point, these beings tend to scuttle about the ocean floor. Their narrow tail ends with a sharp needle capable of delivering a painful sting. While gifted with a pair of large pincers, underwater scorpions often kill their prey by creating super fast shockwaves that instantly boil the water in front of them, seriously injuring or instantly killing most prey. They aren’t always the top of the food chain, however - Bizeem often fish for them and serve them as a delicacy.

YETI

Large Animal, Northern Wastes

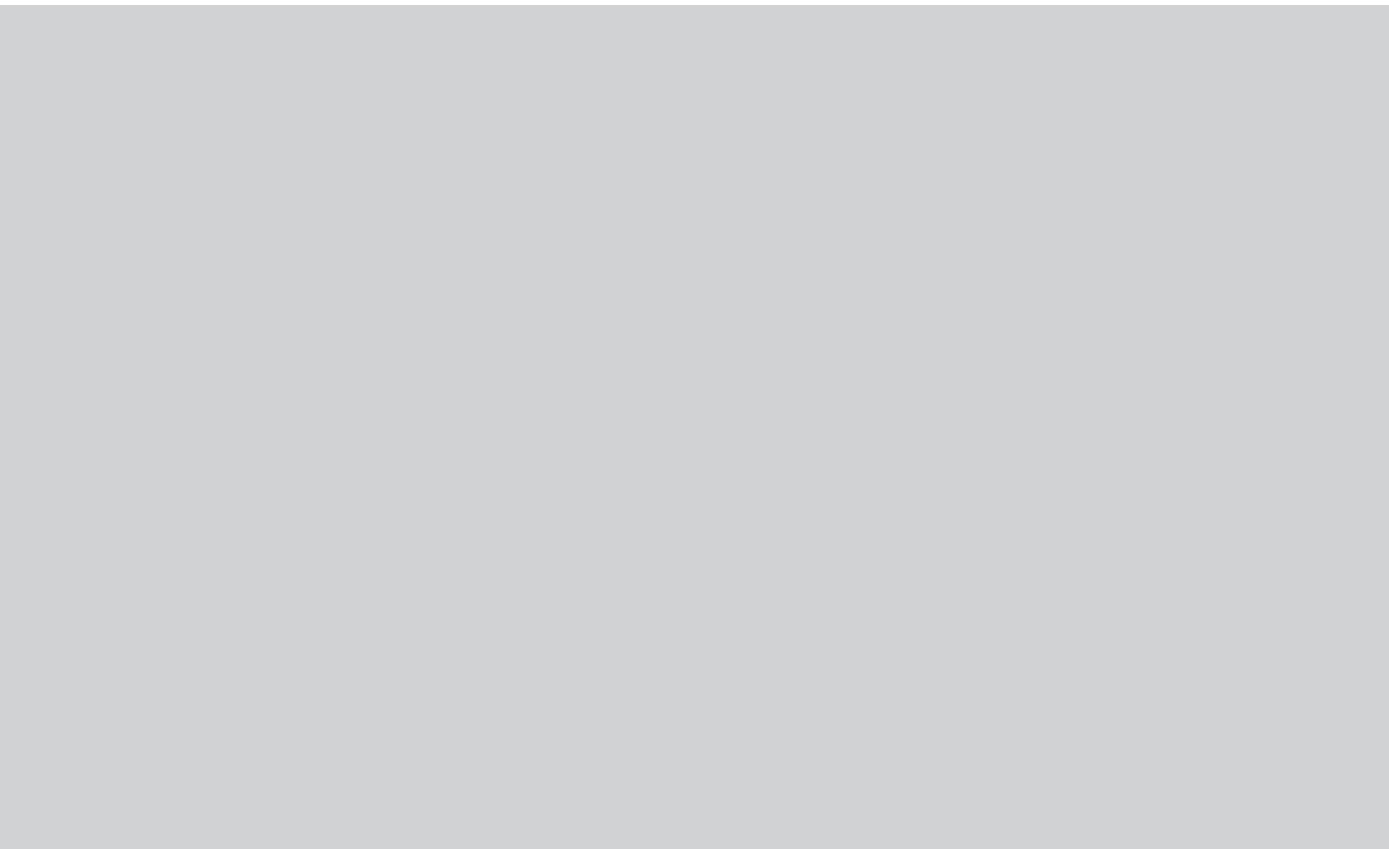
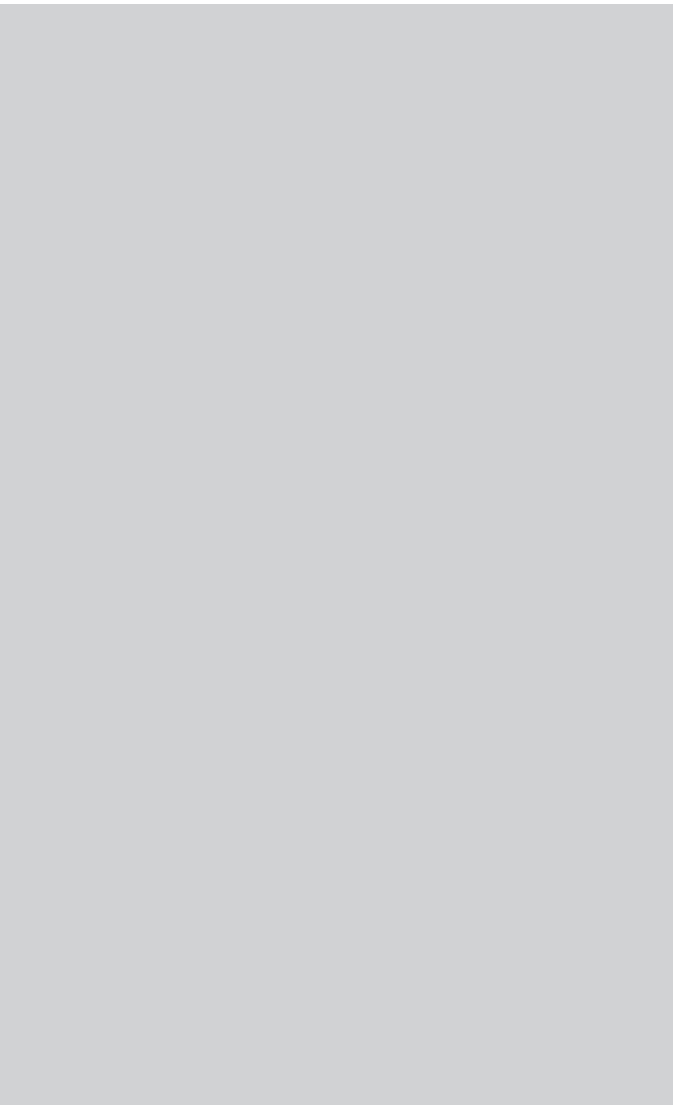
| HP | EP | AB | DB |
|----|----|----|----|
| 30 | 21 | 5 | 4 |

Challenge: Demanding
Resistance/Weakness: +2 Ice/+2 Fire
Difficulty: Tough

Weapons: *Bite* (4 DR) Punch (5 DR) *Scratch* (5 DR)
Talents: Roar (3 EP)

Berserk: (8 EP) As per the Berserker Potion talent, minus the potion requirement.

Apelike giants, Yeti trudge the ice and snow of the Northern Wastes. Generally isolationist, they are rarely seen by humans - possibly for the better. While most yeti prefer to leave humans alone, if threatened or their lairs are unwittingly intruded upon, they are brutal and relentless. When protecting their homes or young, yeti will enter a berserk-like state, often only ceasing their attacks until their targets are dead, or they die fighting. When fighting, yeti will often bite and tear, or grab enemies and crush their bones. Occasionally, yeti will also fling ice darts or hardened snowballs when trying to scare intruders away or attacking from a distance.



MONSTER

Monsters are often technically animals, but more specifically animals with unusual and unique features, often the innate ability to work a particular kind of magic or spell like ability. Some monsters are magical constructs, like golems.

AHUIZOTL

Medium Aquatic Monster, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 15 | 11 | 3 | 2 |

Challenge: Pushover
Resistance/Weakness: +1 Ice
Difficulty: Easy

Weapons: *Bite* (2 DR) *Headbutt* (2 DR) *Scratch* (3 DR)
Talents: Charge (4 EP), Howl (3 EP), Swim

Keelhaul: (4 EP) The Ahuizotl makes a Grapple attempt on a single target within Touch range. Upon success, it drags the target underwater. Each round, the target must make a Grapple Break attempt, or be dealt 1d5 damage. If the target reaches 0 HP, they begin to drown - Dying rules apply.

A dog-like creature that resides near small bodies of water, the ahuizotl is more menacing than its small size may entail. With an extra hand on its tail and fur clumped into sharp spikes, it often snatches prey that wanders too close to its nest. It has a peculiar appetite, often feasting on human nails, eyes or teeth. Generally, it drags its victims down into the water to drown them.

BELCHER DRAGON

Huge Monster, Lightburn Desert

| HP | EP | AB | DB |
|----|----|----|----|
| 50 | 27 | 6 | 4 |

Challenge: Formidable
Resistance: -3 Fire
Difficulty: Implausible

Weapons: *Bite* (7 DR) *Scratch* (4 DR) *Tail Whip* (5 DR)
Talents: Roar (3 EP)

Dragon Breath: (5 EP) As per the spell.
Toxic Breath (6 EP): The belcher breathes a toxic gas that fatigues and disorients all targets within Short range. Targets must make a Fitness test at Tough difficulty or be Exhausted for 1d5 rounds.

Despite its huge size, few live to see a belcher dragon in all its glory. Most often, only its huge spiny fin is visible; the dragon “swims” through sand dunes, using its fin as a form of solar energy and warm. It generally only emerges fully from the sand when attacking prey or when protecting its territory. The belcher is covered in cactus spikes that deal damage to all who wander too close. Like all dragons, it can breathe fire, but can also expel a poisonous gas - hence the nickname “belcher.”

FIRE ANTS

Medium Monster, Lightburn Desert

| HP | EP | AB | DB |
|----|----|----|----|
| 11 | 12 | 2 | 3 |

Challenge: Pushover
Resistance/Weakness: **Immune** to Fire/+3 Ice
Difficulty: Easy

Weapons: *Scratch* (3 DR), *Sting* (4 DR)
Talents: Climb

Fire Spit: (3 EP) The Fire Ant spits a stream of fire at a single target within Short range, dealing 1d5 Fire damage.

Fire ants are large, roughly the size of small dogs. At will, they can engulf their outer shells in flame or spit fire short distances for self-defense. When attacking, they tend to favor biting with their large pincers or flame spits.

FAERIES

Small Flying Monster, Everywhere but Northern Wastes

| HP | EP | AB | DB |
|----|----|----|----|
| 11 | 12 | 2 | 2 |

Challenge: Pushover
Difficulty: Easy
Resistance/Weakness: +2 Bludgeoning

Weapons: *Sting* (3 DR)
Talents: Fly (1 EP)

Paralyzing Powder: (3 EP) The faerie flaps its wings, spreading dander into the air in a Touch radius. The dander is mildly toxic to humans, and anyone within range must make a Fitness test at Easy difficulty or be Stunned for 1d5 rounds.

Despite their name, faeries are more moth than human. However, roughly the size of toddlers, these they are vaguely humanoid and their antennae are short and wavy, often mistaken for hair. At a distance, they appear to be small flying humans. Though not particularly aggressive, they are known to sometimes attack unwary travelers, often disabling threats with a loud, droning shriek with their back legs that can stun. Their wings also contain a paralyzing agent that can be ground into a powder to use in alchemy or poisons.

LIGHTNING BALL

Small Flying Monster, Marshes in Sky Plains & Khopesh Coast

| HP | EP | AB | DB |
|----|----|----|----|
| 10 | 9 | 2 | 2 |

Challenge: Pushover
Difficulty: Easy
Resistance/Weakness: **Immune** to Electric

Weapons: *Bite* (3 DR)
Talents: Fly (1 EP)

Spark Ball: As per the spell.

While not made of actual lightning, this small creature resembles a glowing orb and can shoot small bolts of electricity at unsuspecting targets. Their mating dance is elaborate and memorizing to human observers; often, it leads unwary travelers astray, though not intentionally. It will attack if it feels threatened.

MANTICORE

Large Monster, Khopesh Coast

| HP | EP | AB | DB |
|----|----|----|----|
| 40 | 31 | 6 | 4 |

Challenge: Formidable
Difficulty: Implausible
Resistance/Weakness: -1 Slashing, -1 Piercing

Weapons: *Bite* (6 DR), *Headbutt* (5 DR), *Sting* (5 DR), *Tail Whip* (3 DR)
Talents: Charge (2 EP), Roar (4 EP)

Venomous Sting: (10 EP) After a successful Sting attack, the target must make a Fitness test at Implausible difficulty or be poisoned by the manticore’s venom. A manticore’s venom functions as per the Heartstopper poison, except it requires an Implausible difficulty test to resist.

A deadly predator with the body and mane of a lion, the tail of the scorpion, and the face of a baboon, the manticore prowls about the Khopesh Coast. It has three rows of razor sharp teeth, resulting in a deadly bite, and its stinger can inject deadly venom. Seen by the Kalvres as the apex predator, they are both highly revered and feared. Often, they are ritualistically hunted before Kalvren wars and festivals. These hunts are usually conducted in groups - it takes several people to down a manticore. Hunters who make the killing blow and high officers in the Kalvren army wear cloaks made of manticore skin as a mark of status.

RED-TAILED BLACK COCKATRICE

Small Flying Monster, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 18 | 15 | 3 | 3 |

Challenge: Moderate
Difficulty: Average
Resistance/Weakness: +1 Ice

Weapons: *Bite* (3 DR), *Scratch* (4 DR)
Talents: Fly

Petrifying Stare: (4 EP) The cockatrice locks gaze with a single target within Medium range. The target must make a Focus Test at Average difficulty or be Stunned as long as the cockatrice holds its gaze. The cockatrice can only paralyze one target at a time, and if attacked while using Petrifying Stare, it must make a Focus Test at Average difficulty, or the stare is broken.

At first glance, the red-tailed black cockatrice is a simple parrot. At a second glance, you may find yourself unable to move. This bird has a knack for controlling the energy around a single target - they are paralyzed so long as the cockatrice maintains eye contact. While its talons and beak are no more deadly than a standard macaw, this stare makes an otherwise pretty but ordinary bird a potential deadly encounter. Black with bright red feathers under its wings, it has a single long green tail feather that resembles a snake. Because of their beauty and deadliness, their wing and tail feathers are greatly prized by the Quesachi to use as marks of rank in armor and shields.

PAHTUU DRAGON

Small Flying Monster, Quesachan Empire, Khopesh Coast, Drakespine Mountains

| HP | EP | AB | DB |
|----|----|----|----|
| 12 | 12 | 3 | 2 |

Challenge: Pushover
Difficulty: Easy
Resistance/Weakness: -1 Fire/+2 Ice

Weapons: *Bite* (4 DR), *Scratch* (3 DR)
Talents: Climb, Fly (2 EP), Night Vision

Dragon Breath: (3 EP) As per the spell.
Night Vision: As per the talent.

A parrot-sized dragon, this creature can be found in jungles. Big-eyed with a large mouth and a pterodactyl-like body, these creatures appear rather comical. Don’t let their silly appearance fool you, however - the reclusive Pahtuu can spit a sticky acid to kill and trap insects. In humans, this can cause a rash or temporary blindness that becomes permanent if not treated within a few hours.

RAIJU

Small Monster, Sky Plains, Ice Gate

| HP | EP | AB | DB |
|----|----|----|----|
| 17 | 15 | 2 | 3 |

Challenge: Moderate
Difficulty: Average
Resistance/Weakness: -2 Electric/+2 Bludgeoning

Weapons: *Bite* (4 DR), *Scratch* (3 DR)
Talents: Climb

Super Static: (3 EP) The Raiju brushes up against a target within Touch range, releasing a huge charge of static electricity and dealing 1d5 Electric damage.

A small yellow or white weasel-like creature, raiju are quick creatures that generate electricity. Not particularly aggressive, they are skittish, often emitting lightning bolts when they feel threatened. Frequently, they double bolt - that is, shock with electricity and then flee when faced with a threat. They can be a nuisance when too numerous, often gorging on crops. Some Wisokwe train them or keep them as pets.

WAR GOLEM

Large Monster, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 45 | 32 | 4 | 3 |

Challenge: Formidable
Difficulty: Implausible
Resistance/Weakness: -2 Slashing, -2 Piercing/+2 Bludgeoning

Weapons: *Headbutt* (7 DR), *Punch* (8 DR), *Scratch* (8 DR)
Stomp (8 DR)
Talents: Charge (3 EP), Climb, Roar (4 EP)

Special Abilities: *Soul Punch:* (1-10 EP) The War Golem can channel some of the Energy in its Soulstone to create an electrifying punch. The punch deals 6 Bludgeoning damage plus Electric damage up to 10 DR, depending on how much Energy the golem channeled. However, due to the loss of power, the War Golem loses HP equivalent to the Electric damage it deals.

War golems are the wheels of the Quesachan war machine. Magical constructs made of clay, war golems are often 8-10 feet in height, with large, bulky bodies. Generally, their heads are sculpted to look like jaguars with the soul stones that power them glowing behind their eyes. Their hands are more akin to stylized paws, complete with sharp claws. Most war golems are painted to appear even more intimidating, and many are built and enchanted to with a shrieking whistle inside their heads so they make unnatural wailing roars when they charge. War golems smash and claw any foe in their path, but are more susceptible to entangling spells and traps.



Quetzalcoatl dragon

QUETZALCOATL

Large Flying Monster, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 30 | 23 | 5 | 4 |

Challenge: Demanding
Difficulty: Tough
Resistance/Weakness: -1 Fire/+2 Ice

Weapons: *Bite* (6 DR), *Scratch* (5 DR), *Tail Whip* (4 DR)
Talents: Fly (2 EP), Roar (3 EP)

Dragon Breath: (5 EP) A per the spell.

Quetzalcoatl are the symbol of the Quesachan Empire, and they stand out from other dragons. Covered in feathers, they fly through the jungles of the empire, a wonderful combination of beauty and danger in a colorful display. Their bodies are more serpentine, and their wings resemble those of parrots and other jungle birds. While Quetzalcoatl are dangerous, they aren't generally aggressive and tend to only attack if directly threatened or protecting their young.

ROGUE GOLEM

Large Monster, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 32 | 32 | 5 | 5 |

Challenge: Formidable
Difficulty: Tough
Resistance/Weakness: -1 Slashing, -2 Piercing/+2 Bludgeoning

Weapons: *Headbutt* (6 DR), *Punch* (7 DR), *Scratch* (7 DR)
Stomp (7 DR)
Talents: Charge (3 EP), Climb, Roar (4 EP)

Rogue golems are the creations of rogue Quesachan alchemists. They can vary greatly in size, but the golem stats shown here reflect a haphazard attempt at crafting a war golem. Magical constructs made of clay, rogue golems are often 8-10 feet in height, with large, bulky bodies. Rogue golems are more susceptible to entangling spells and traps.

RADIATED

Sometimes, animals, plants and humans are exposed to magical radiation. Those exposed to its unnatural effects for too long are deformed and become feral and aggressive. While each case is unique, there are some common traits of irradiated creatures to categorize them by general types.

ASENA

Medium Radiated, Anywhere - common in Khopesh Coast

| HP | EP | AB | DB |
|----|----|----|----|
| 27 | 24 | 4 | 3 |

Challenge: Demanding
Difficulty: Tough
Resistance/Weakness: -2 damage types that are not Fire/+3 Fire, Burning in direct sunlight

Weapons: *Bite* (4 DR) *Scratch* (5 DR)
Talents: Climb, Howl (3 EP), Roar (4 EP)

Poisonous Bite: (5 EP) Upon a successful Bite, the target must make a Fitness test at Tough difficulty or suffer -1 END for 1d5 rounds.

Asena are usually bears or wolves that have been transformed by radiation, generally forming a bearlike wolf shape. They are somewhat larger than a tall adult man, and highly aggressive. Asena will track down prey and intruders for miles, relentlessly. Their bite is poisonous, and their claws are most likely to cause bleeding for extended periods. Asena generally venture out at night, especially during full moons. Because they often stand upright on their hind legs and can grab objects and prey with their front paws, some refer to them as werewolves, or man-wolves. Asena are rarely seen during the day, as sunlight severely damages their skin and often leaves burn marks within minutes.

DRUJ

Medium Radiated, Khopesh Coast, Drakespine Mountains, Redwater Rainforest

| HP | EP | AB | DB |
|----|----|----|----|
| 21 | 22 | 3 | 3 |

Challenge: Moderate
Difficulty: Tough
Resistance/Weakness: -1 Slashing

Weapons: *Bite* (5 DR) *Scratch* (5 DR)
Talents: Climb

Draining Swipe: (4 EP) Upon a successful attack, the Druj's target must make a Fitness test at Tough difficulty or be Exhausted for 1d5 rounds.

While druj are often described as almost beautiful yet sinister women, they can be any gender and are often an odd mixture of attractive and deadly. Possibly the most humanoid of radiation creatures, druj generally resemble a normal human save for a few details: their eyes are discolored, often yellow or orange, their tongues are serpentine and there is a faint scaly texture to their skin. Some have claimed seeing Druj with goatish horns or even wings. Regardless of the details, they tend to drain positive energy when they claw and bite.

LAMIA

Medium Radiated, Khopesh Coast, Drakespine Mountains

| HP | EP | AB | DB |
|----|----|----|----|
| 20 | 20 | 4 | 3 |

Challenge: Moderate
Difficulty: Tough
Resistance/Weakness: +1 Bludgeoning

Weapons: *Bite* (4 DR)
Talents: Climb

Poisonous Bite: (5 EP) Upon a successful Bite, the target must make a Fitness test at Tough difficulty or suffer -1 STR for 1d5 rounds.

Lamia are most often the radiated forms of Kalvren or Dushuma women. Their radiation has given them snakelike features - viper eyes, a hognose snake snout, and gecko-like arms. While lamia rarely have snake-like bodies, their wider chest and tapering torso and legs can give a serpentine appearance. Lamia generally stalk and feed off of small children.

VAMPIRE

Medium Radiated, Anywhere - common in Drakespine Mountains and Khopesh Coast

| HP | EP | AB | DB |
|----|----|----|----|
| 45 | 25 | 4 | 5 |

Challenge: Demanding
Difficulty: Tough
Resistance/Weakness: +2 Fire

Weapons: *Bite* (5 DR), *Scratch* (4 DR)
Talents: Climb

Draining Bite: (8 EP) On a successful Bite, the vampire may drain its target’s blood as per the Blood Drain spell.
Nasty Scratch: On a successful *Scratch* attack, the vampire’s target has a 25% chance of the injury becoming Afflicted.

Vampires are a common type of radiated creature. They appear as disfigured humans, often sporting oddly stretched faces, bulbous heads, enlarged eyes, hunched postures, missing hair and other features that lend to their feral attitude. They tend to have broken, crooked teeth that they use to tear flesh and drink the blood of their victims.

MEREGATOR

Medium Aquatic Radiated, Redwater Rainforest, Khopesh Coast, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 20 | 20 | 4 | 3 |

Challenge: Moderate
Difficulty: Tough
Resistance/Weakness: -2 Slashing/+2 Electric

Weapons: *Bite* (5 DR) *Scratch* (4 DR) *Tail Whip* (4 DR)
Talents: Swim

Death Roll: (5 EP) The meregator makes a Grapple attempt. On a success, it grabs the target. Keeping the target in grip, it spins in the water, beginning to drown the victim and dealing 1d5 damage per round until the target escapes.

Meregators generally mutate from animals and humans that were irradiated while near water. A mixture of human and aligator features, meregators tend to have a more humanoid upper body and a more gator-like lower body. Often, their skin is scaly, their eyes slits, and their teeth sharp and narrow. Meregators prefer to hide in the water, snatching prey that ventures too close. Sometimes they will give chase, but like actual alligators, are generally somewhat lazy.

SPECTRAL

Made of energy, specters are somewhat of a mystery. Most take humanoid form and feed off of negative energy, often found in places where lots of death or brutality occurred. Many religions see them as spirits of the dead, or spirits embodying nature, depending on the type of specter and its appearance. **All specters are immune to nonelemental and negative energy damage** - they must be damaged with positive energy or other elemental damage, whether it come from spells or enchanted objects. They also are immune to Blinded and Deafened status effects.

ADZE

Medium Spectral, Lightburn Desert, Khopesh Coast

| HP | EP | AB | DB |
|----|----|----|----|
| 25 | 21 | 4 | 4 |

Challenge: Demanding
Difficulty: Average
Resistance/Weakness: Immune to nonelemental and Negative Energy/+3 Positive Energy

Weapons: *Scratch* (4 DR)
Talents: Fly

Energy Drain: (3 EP) The Adze drains a single target within Short range of energy. The target must make a Fitness test at Average difficulty or suffer -1d5 Fitness. The Fitness penalty remains until the target has rested.
Possession: (5 EP) The Adze attempts to Possess a target. While possessed, victims suffers a sustained -5 Penalty to Focus, Fitness and Acrobatics.

A particularly nasty specter, the Adze often roams desert regions and often choose small, nondescript forms even when corporeal - rarely are they larger than the size of a mosquito. Often, Adze possess the weak or emotionally vulnerable - the depressed, starving, and wrathful are particularly susceptible. When possessed, an Adze victim often feels profoundly lethargic and depressed, often despairing. Adze can also drain a victim’s fortitude, and there have been stories of more powerful Adze even draining blood from injured victims - sometimes draining victims dry.

CHANEQUE

Small Spectral, Quesachan Empire

| HP | EP | AB | DB |
|----|----|----|----|
| 23 | 21 | 4 | 4 |

Challenge: Demanding
Difficulty: Tough
Resistance/Weakness: Immune to nonelemental and Negative Energy/+3 Positive Energy

Weapons: *Bite* (4 DR)
Talents: None

Energy Drain: (4 EP) The Chaneque drains a single target within Short range of energy. The target must make a Fitness test at Tough difficulty or suffer -1d6 Fitness. The Fitness penalty remains until the target has rested.
Wail: (5 EP) The Chaneque emits a piercing scream. Anyone within Medium range must make a Focus test at Tough difficulty or become Terrified. The wail also has a 10% chance to disorient victims, inducing a -2 AB and DB penalty for 1d5 rounds.

Chaneque are Quesachan specters that often gravitate towards old abandoned places like ruins and tend to attack intruders on sight. When corporeal, they can reveal sharp needlelike teeth and are about knee high on an average human. Like many specters they can drain energy from victims, generally making their targets weaker. They can also emit a scream that alters the flow of air waves nearby, disorienting targets and sometimes invoking fear in the heart of unwary travelers.

Ekimmu

Medium Spectral, Drakespine Mountains, Khopesh Coast, Riverways

| HP | EP | AB | DB |
|--|----|----|----|
| 11 | 15 | 2 | 3 |
| Challenge: Moderate Difficulty: Easy Resistance/Weakness: Immune to nonelemental and Negative Energy/+3 Positive Energy | | | |
| Weapons: <i>Scratch</i> (3 DR) Talents: None | | | |
| Energy Drain: (4 EP) The Ekimmu drains a single target within Short range of energy. The target must make a Fitness test at Easy difficulty or suffer -1d5 Fitness. Possession: (5 EP) The Ekimmu attempts to Possess a target. While possessed, victims suffers a sustained -2 Penalty to END. | | | |

Believed by the Dushum, Kalvres and the Dulisi to be spirits of those who died unnaturally, ekimmu often lurk in catacombs or other cemeteries. Generally humanoid in shape, those that reside in Dushuma cities are more draconic in apperance. They also tend to appear near the feeble such as the sick, those who sleep, children and the elderly and drain them of energy, leaving their victims more exhausted or prone to illness.

Gidim

Medium Spectral, Anywhere - common in Drakespine Mountains and Khopesh Coast

| HP | EP | AB | DB |
|---|----|----|----|
| 17 | 15 | 3 | 4 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: Immune to nonelemental and Negative Energy/+3 Positive Energy | | | |
| Weapons: <i>Scratch</i> (3 DR) Talents: None | | | |
| Throw Object: (2 EP) The Gidim can pick up a single object and throw it at a single target within Short range. The object deals damage depending on its Size: Small objects deal 1 damage; Medium 2; and Large 3 damage. Negative Wave: (3 EP) As per the spell. | | | |

Gidim, according to the Kalvres and the Dushum, are spirits of vengeance who appear after a particularly unjust death, or the death of a very wrathful individual. They are more disruptive than the average specter - gidim are known to throw and damage objects, often aimed at any person nearby. Those unfortunate enough to have their abodes infested with a Gidim will often find broken objects and an air of bad luck - Gidim not only feed off negative energy, but radiate bad luck, inflicting misfortune on all nearby. Some illnesses are believed to be caused by Gidim.

UNDEAD

The undead are simply corpses controlled by a necromancer or necromantic runes. There are a few general types or special corpses of note with different abilities, highlighted in this section. All undead are weak to Bludgeoning damage.

Civatateo

Medium, Undead, Quesachan Empire

| HP | EP | AB | DB |
|---|----|----|----|
| 19 | 12 | 3 | 2 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: +1 Bludgeoning, +2 Fire | | | |
| Weapons: <i>Bite</i> (5 DR) <i>Scratch</i> (3 DR) Talents: Climb | | | |
| Unsettling: Anyone within sight of a Civatateo must make a Focus test at Average difficulty or be Terrified. | | | |

Civatateo are a special kind of reanimated corpses. They are undead Quesachan noblewomen, and are often used by necromancers as guards to their lairs. The reason Necromancers often choose them as guards are for their ghastly appearance - fashions in certain parts of the empire often leave noblewomen with teeth filed into sharp points. Often they are shriveled and white as chalk. Generally they are simply used to frighten intruders away, but their bite deals extra damage.

Fresh Corpse

Medium, Undead, Anywhere

| HP | EP | AB | DB |
|---|----|----|----|
| 17 | 12 | 2 | 2 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: +1 Bludgeoning, +2 Fire | | | |
| Weapons: Any Common Weapon for the Region Talents: Climb | | | |

Fresh corpses are the reanimated remains of the recently deceased. Most often they are guards in a necromancer’s lair, slightly stronger than skeletons.

Skeleton

Medium Undead, Anywhere

| HP | EP | AB | DB |
|--|----|----|----|
| 16 | 12 | 2 | 2 |
| Challenge: Pushover Difficulty: Average Resistance/Weakness: -1 Electric/+2 Bludgeoning | | | |
| Weapons: Any Common Weapon for the Region Talents: Climb | | | |

Skeletons are, as their name entails, reanimated skeletal remains. Most often weak grunts or guards in a necromancer’s lair, they are fairly weak and low on the undead chain, but can still frighten and injure the foolhardy intruder.

Zombie Dog

Medium Undead, Anywhere

| HP | EP | AB | DB |
|---|----|----|----|
| 16 | 12 | 3 | 3 |
| Challenge: Moderate Difficulty: Average Resistance/Weakness: +1 Bludgeoning, +2 Fire | | | |
| Weapons: <i>Bite</i> (6 DR) <i>Headbutt</i> (3 DR) Talents: Climb | | | |

Not all undead are the remains of humans. Sometimes necromancers control the remains of animals. While these can be a wide variety of creatures, dogs are the most common as they are found all over the world and are common pets in many cultures. Zombie dogs function much like other undead, though they tend to be slightly more agile and carry a nastier bite.



SECTION IV: BOX OF TUMOTL



CHAPTER 1 INTRODUCTION

Now that you are more familiar with the ropes of being a Game Master and the theory of managing a game, it's time to explore what an actual Waracle campaign entails. This section provides an introductory campaign for starter characters called *Box of Tumotl*. The adventure is meant to be broken down into three core adventures (or acts) and will take several sessions to complete. This chapter serves as an introduction to the structure of the campaign. Be advised: This section is meant for GMs ONLY! Players should skip this section to avoid story spoilers.

GETTING STARTED

While you do not need to know *Box of Tumotl* inside and out, it's advised that you familiarize yourself with the basics by reading this section at least once. This sample campaign is broken up into three main adventures:

- » **Act I:** The Lunger Cave
- » **Act II:** Fatal Fortress
- » **Act III:** Apocalypso

Each chapter act is covered in its own chapter, which will contain plot information, NPC backgrounds and stats, maps, and any potential combat encounters. Creature stats, item information, and XP information is also shared when applicable.

Any blocks of blue bold italicized text you see is meant to be read aloud to the players, to help paint a picture of what your players see. Feel free to modify this text to fit your needs and adjust descriptions based on what characters' talents and skills or choices allow them to discover.

KEY INFORMATION: Any text labeled as key information contains knowledge important to the plot or environment. Do NOT freely give this information unless the PCs inquire further. Sometimes Key Information will require a Skill check to obtain it, or the full details of it. In these instances, the Key Information will specify the Skill and the Difficulty required to pass.

CAMPAIGN OVERVIEW

In *Box of Tumotl*, the player characters venture to a small village called Woodview, on the northern borders of the Empire just south of the Daggerbone Mountains and a few day's west of the Antli Strait. The villagers warn the players of their missing hunters and mayor, who disappeared into the nearby mountains a few days ago. Upon further investigation, the party discovers prior to the men's disappearances, children and other villagers would periodically disappear after going into the forest.

Should the party decide to help the villagers, they must investigate the nearby forest to discover a cave infested with large Lungers – there they will discover the fate of the missing villagers, as well as stumble across a mysterious locked box that will set off a chain of events that put the players in opposition with some very influential local powers, culminating in preventing a mass genocide and power grab from taking place. How the events unroll and how successful the players are will depend on their choices, skills and actions throughout the adventures.

STORY BACKGROUND

The events that drive the *Box of Tumotl* began months before the PCs arrive at Woodview. In fact, the story begins several miles away to the east, on a small coastal city known as Notanali. A modest trade port and fishing town, Notanali is run by two nobles – Lords Iyoga and Tae'Bo. Iyoga is the more powerful and influential of the two and is known for his ambition to become regional governor. In addition to his personal army, Iyoga often hires mercenaries to buff his numbers and take on various jobs in the region, often involving patrolling roads and escorting merchants. He does this in the hopes of showing his prowess at managing and policing a region to the Empire.

Tae’Bo is not without his own aspirations, however, and began hiring his own hoards of mercenaries. Unlike Iyoga, however, Ta’Bo is more covert in his hiring; while the townsfolk know there are mercenaries around his mansion, no one knows why he’s hiring. In truth, Tae’Bo is acquiring mercenaries to search for an old box known as the *Box of Tumotl*.

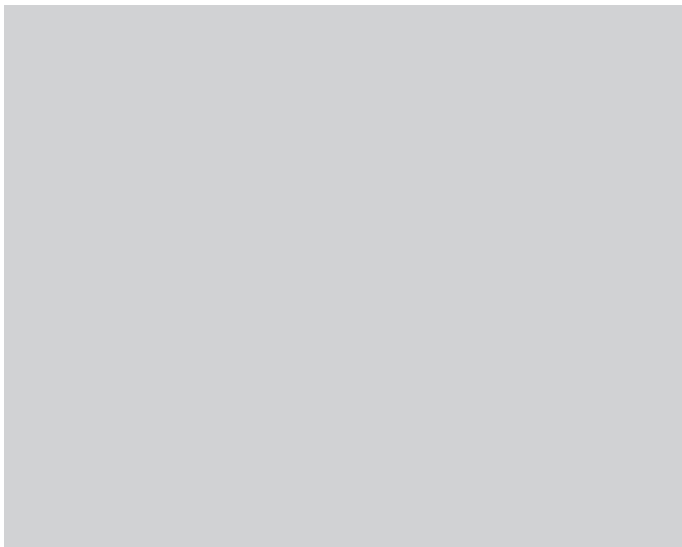
An old, nearly forgotten legend says the box houses two artifacts – an amulet of Tumotl, the Old God of discord – and a tablet in Old Quesachan that describes what the amulet is. Said to be cursed by Tumotl himself, these objects are said to be items of great danger – and power.

A lesser known truth – one that Lord Tae’Bo acquired – is that only the tablet is magical, the amulet a misdirection. An object of great negative energy, the tablet can be used in as a conduit in a ritual to send a wave of negative energy through the city, making its denizens more prone to possession. Even weak wandering spirits can attach to the citizens, heightening their aggression and violent tendencies.

Upon uncovering evidence that the box can be found somewhere in a cave in the nearby mountains, Lord Tae’Bo began planning to use the chaos the tablet would sow as leverage to take control of the city, wrestling power from Iyoga and springboarding himself into governance instead. In preparation, Tae’Bo commissioned positive-energy rings for himself and a few select officers and family, to protect them from the tablet’s effects. Then, he began hiring mercenaries rather than use his own men due to their higher expendability and obscuring his intentions or involvement in the increase of mercenary activity outside the city.

In addition to hiring mercenaries, Tae’Bo paid off a local military captain to coordinate with his mercenaries: the captain’s outpost serves as a safe location for the mercenaries to restock and use as a dead drop for any loot they find in their travels that may be the *Box of Tumotl*. The captain was unaware of the name of the noble he made the deal with, nor the nature of the box; he only knows to cooperate with the mercenaries that are apparently helping to keep order in this less-patrolled region.

Just before the PCs arrive in Woodview, Tae’Bo’s mercenaries find evidence that the box can be found in a cave just a few miles north of Woodview. It is here that the players enter the story, a few days ahead of Tae’Bo’s cronies.



PARTY MAKEUP

How do the PCs know each other? You should first establish this before engaging the group in a campaign, if this is the first time they’re playing these PCs together. You may decide to have the party first roleplay their initial meeting, or simply narrate a brief summary of their backgrounds and meeting at the start of the adventure. Whatever the reason, after establishing the party’s background, your next goal is to hook your party into *Box of Tumotl*’s events.

PLOT HOOKS

Before you kick off the story in earnest, you will need to provide reasons for your players to be interested in this adventure. What might motivate them to investigate the caves that kickstart the plot? A few examples of such hooks include:











New Arrivals: The PCs are traveling through the area when they come to rest at the village of Woodview. The PCs notice that there seems to be mostly children and elderly in town, with few villagers appearing to be older than preteens or younger than middle age. The PCs can inquire about town and discover that Woodview’s hunters, priest and mayor have all gone missing.

Tavern Tips: The PCs gather rumors from local inns and merchants that a nearby cave is haunted – anyone who ventures into the cave never returns, and sometimes people go missing while venturing in the forest at night.

Wandering Warriors: The PCs are adventurers already out on the trail when they come across a cave. The PCs may notice that something about the cave feels off – a foreboding feeling, an unnatural quiet about – and decide to investigate further.

MAPS AND KEYS

Throughout this section, there are maps of particular areas key to the campaign. There are a few markers on these maps to indicate what sort of events can occur:

-  Indicates a location for Combat encounters, whether with creatures or hostile NPCs.
-  Represents an Environmental Encounter, such as a steep cliff characters will have to climb.
-  Represents treasure and other reward loot PCs can find, such as artifacts or special armor.
-  Is an Plot Point, such as a quest item or key NPC needed to progress the story.
-  Indicates a Merchant where characters can purchase goods or services.
-  A tavern or restaurant where characters can rent rooms or purchase food.
-  Is a location with something Hidden that requires a successful Inspect for players to notice.
-  Indicates an entrance or a exit to another area. When connecting maps, will be labeled with a letter.
-  Represents a harbor or other dock where PCs can board a boat or other water vessel.
-  Indicates an Ambush location. PCs must pass an Observation or Inspect to not be caught unaware.

Combat or Environmental encounters are rated with difficulties as seen in **CHAPTER 4: ENCOUNTERS AND CHALLENGES** of the **PLAYER’S GUIDE**. These will give you an indication of how strong adversaries or Competence Tests should be for the Player Characters.

You may also opt to use figurines or a battle map for your players. This is not required, but can add a fun element to play and a visual aid. All maps are shown on a hexagonal grid for compatibility with battle maps. For more information on using minis and battle maps, see the Using Maps and Minis section in **CHAPTER 4: ENCOUNTERS AND CHALLENGES** of the **PLAYER’S GUIDE**.

LET’S PLAY!

Once you’ve got your players and their characters together, it’s time to start the adventure! Grab your dice and get ready to pull your players into the intrigue of *Box of Tumotl*.

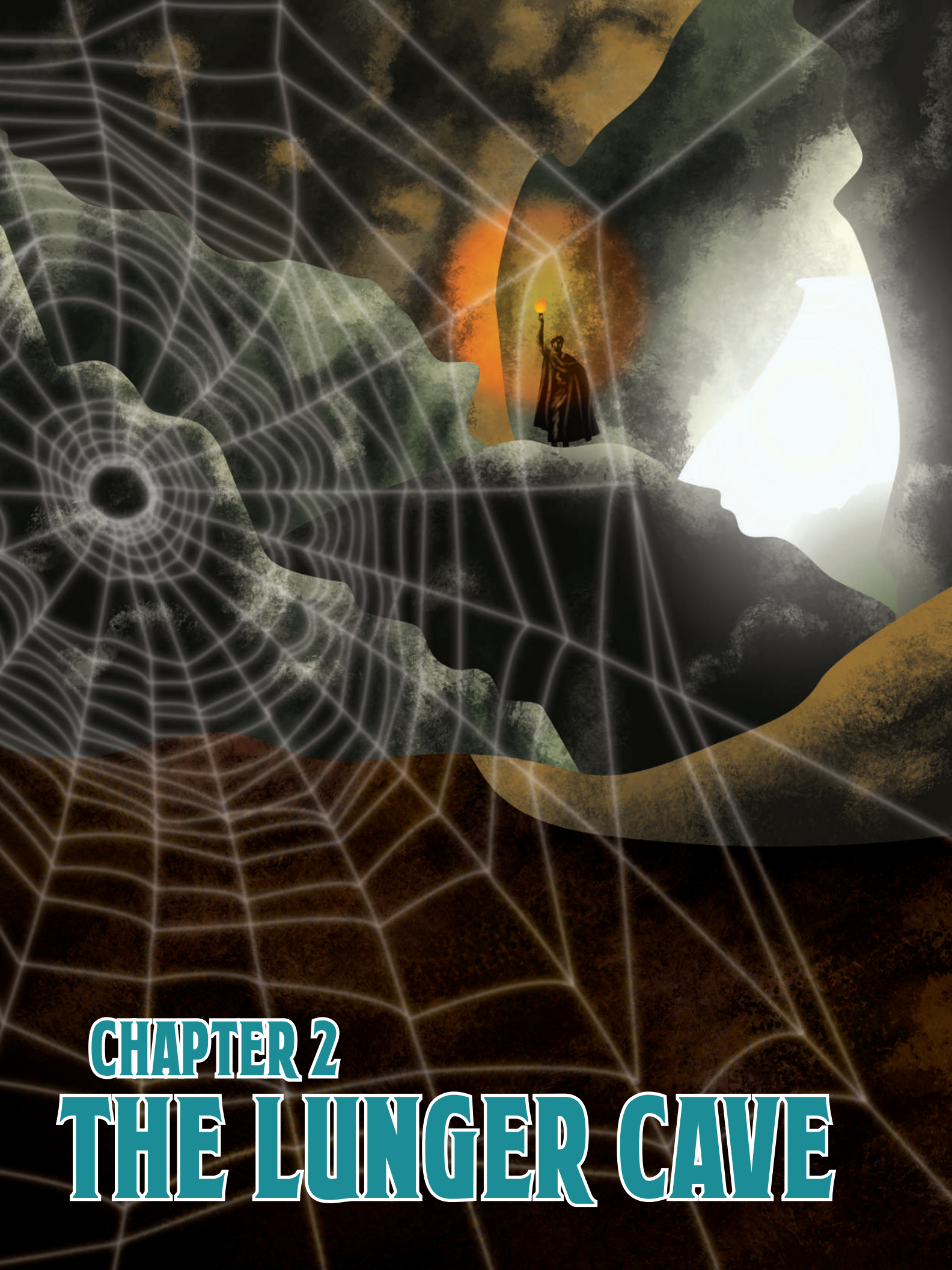
Remember, as with the Game Master’s Guide, everything in the campaign section is a guideline, not a hardline rule. If you need to change something to better suit your party’s needs, do so! Flexibility and improvisation are keystones of a good GM!

CHARACTER DEATH

Remember, death in *Waracle* is permanent, and there are many dangers within *Box of Tumotl* that may cut a player character’s adventure short. Should a PC die during the campaign, their player doesn’t have to quit the story; there are many ways you can keep them involved in the game.

As this may be your first venture as GM, or your play group’s first time playing *Waracle*, you can opt to go easy on characters this go around and treat death as unconsciousness, rather than actual demise. If you want there to be consequences, however, it may be wise to implement a system of penalties, such a crippling or other permanent injuries that affect a player’s stats each time they “die” within the campaign. **CHAPTER 2: RULES LAWYERING** in the **GAME MASTER GUIDE** contains a casual mode option as one such alternative to permadeath while still retaining consequences.

Alternatively, you may decide to keep the specter of death hanging above your player’s heads. If a PC dies, let them create a new character and work them into the story at the next available opportunity so they may join in the party’s adventures. If this happens late in the game, it may be wise to grant the new character some extra XP, so the player can bring them up to speed with their companions. If your player needs more time to create a character and you need to keep the story moving, however, you can also let them take over for an NPC or manage some of the adversaries and monsters for the remainder of the play session until they create a new PC.



CHAPTER 2

THE LUNGER CAVE

The adventure begins in the Lunger Cave. A combat heavy area, the main purpose of this act is to slowly introduce the Player Characters to Woodview and its villagers, before getting into the meat of the plot. It also serves as a chance for the characters to gain some combat experience to improve their abilities and skills that may help them later in the campaign. By the end of this act, the Player Characters should have gained a few Experience Points (XP) to improve a talent or some skills, and recovered the Box of Tumotl, setting the stage for Act II.

PROLOGUE

This chapter assumes that the PCs are already acquainted and traveling together, journeying into the outskirts of Woodview from the south. If you decided to use a different plot hook, roleplay the introduction scenario first before leading into Woodview or the caves.

However the Player Characters meet, their journey begins in earnest the foothills of the Daggerbone Mountains.

The sun sits high in the sky as you come upon a sprawling group of mud and straw huts, radiating outward from a central stone well. A large, vicious looking dog eyes you warily from the shade of a nearby tree.

In a garden just to the east, two women watch your group with grim expressions, woven baskets forgotten at their feet. As you approach the first pair of huts, a small child peeks out the door briefly before a woman pulls him back inside. Stepping out, she brushes dust off of her skirts before addressing all of you.

“You must have traveled far to be this close to the edge of the Empire. I am afraid we do not have much to offer travelers as these have been trying days recently. I apologize that my husband could not greet you properly but all of the warriors are currently away. They are due back tonight. Until then, feel free to rest in our small village.”

KEY INFORMATION: The woman who approaches the party is Zyanya, wife of the village mayor, Coyotl. If the PCs question Zyanya about the warriors, she will tell them that 7 villagers have disappeared in a month, always silently in the night. Believing the culprit to be a malevolent spirit living in the caves to the north, the mayor ventured off with the warriors and village priest to banish it.

If the players ask for more details about the missing people, Zyanya tells them 2 children, 3 women and 2 men were taken before the warriors left to banish the evil.

If the PCs insist on assisting the warriors, Zyanya will decline any help, saying the warriors are expected to return in the morning. She offers the party restock with their merchant, and there are some guest huts the party can stay in if they need to rest. If the players are willing to wait, the mayor and warriors may have weapons and armor goods to trade with.



WOODVIEW LOCATIONS

Refer to the Woodview map for these locations:

1. **Zyanya:** The mayor's wife greets the party here.
2. **Cuectli (Merchant):** The PCs can purchase any Basic Items, Plants and Herbs, and Weak Potions at Standard cost.
3. **Guest Huts:** Players can rest here.
4. Exit to the north, towards the foothills of the Daggerbone Mountains.
5. Village exit towards the Crossroads and the city of Notanali.

If the players opt to stay in the village and rest, come the next morning, the warriors still haven't returned. Zyanya begs the PCs to find out what happened to them. She will provide directions to the cave, a few hours' trek north of the village, right into the Daggerbone Mountains.

PATH TO THE CAVE

Once finishing their business in the village, the party heads north towards the cave. The hike takes the PCs on a dirt path through a forest.

If preferred, now is a good time for the party to get in some social interaction between their characters, particularly if the members are still strangers. While it may be tempting to be devious and throw a surprise combat encounter on the party, we recommend you wait; there are plenty of combat and ambush opportunities within the cave – for now, let your players develop a sense of calm before you bring about the storm!

After a few hours of trekking, the party comes upon the entrance:

Ahead of you, the drag marks disappear into the mouth of a dark cave. The light barely penetrates the narrow opening, seemingly swallowed up by the inky blackness. In the distance, a faint chirping sound echoes from the cavern.

If the players opt to listen or look for anything unusual before entering, have them make an Inspect Check at Average difficulty. Tell players who succeed that they notice it's almost too quiet in the forest just outside the cave – almost as if animals are avoiding the area.

Eventually, there is nowhere to go and nothing to do but go forward into the cave!

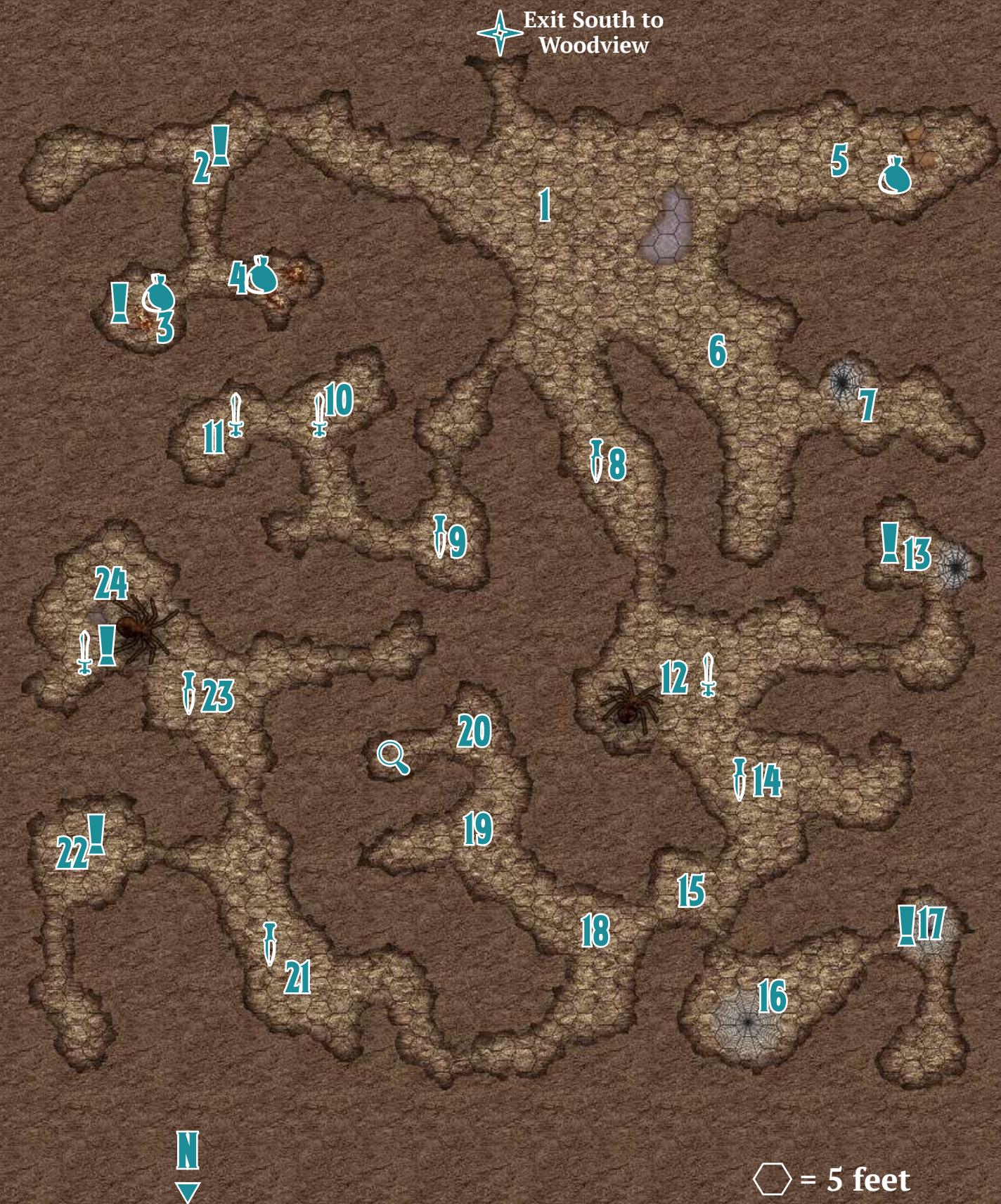
ENTERING THE CAVE

Here's where the heart and soul of the first act is! On the following page is a map of the entire caverns, while the next sections detail each location marked on the map. Be sure to reference the map as the players explore the cave to arrange encounters appropriately.

There are 3 types of monsters players can encounter in the cave: Leapers, Lurkers, and Lungers. These are effectively giant spiders of varying sizes and ability. See the creature stats in this section for more information on each creature.

If any Player Characters have at least one Talent or Spell in the Energy Branch of Arcane Spells or Alchemy, have them make a Talent check at Average difficulty. If the Character(s) pass the check, they notice the cave shows signs of magical Radiation damage.

THE LUNGER CAVE



If they pass a second Talent check at Tough difficulty, inform them that the radiation is inert – whatever happened, it is no longer potent and won’t affect the PCs. However, it may have changed whatever lives inside.

Player Characters will require torches or glowstones to see as they venture deeper into the caves. The following descriptions will assume the PCs have some form of light source. Anytime PCs attempt to make a visual **INSPECT CHECK**, apply a -2 **penalty** if they are attempting to look near the inside edge of their light source. PCs will not be able to see past the end of their light sources.

1. ENTRANCE

The entrance to the cave is a large, apparently empty area. There is nothing of note in the entryway, but it leads to 5 different branching paths – east, west, northeast, north and northwest. There is also a large pond to the west, about 7 feet deep in the center. If the players choose to inspect the pond, they will find no objects of interest – simply a few small fish. The water is fresh, and drinking from it will recover 1d5 EP.

The sunlight stretches into the first dozen feet of the cave. Trekking past the last rays of outside illumination reveals a large cavern. To the east is a narrow passage, while in the west you can see a large body of water and just beyond that, another, wider passage. To the north the entrance opens further, but how wide or far you cannot say past the darkness.

Once the players have ventured far enough into the entrance to see the three passages branching off, read or paraphrase the following:

Before you lie three passages. The western passage the widest, the central passage is half as wide, and the eastern passage is just wide enough for an average human to walk through. All passages are too dark to see more than a few feet beyond.

The Player Characters will have to venture further into one of the five passages before anything further happens.

2. FOOT PRINTS

Walking down the eastern passage, eventually the PCs will come across a set of footprints. The footprints lie right at a crossroads. Have the characters make an **OBSERVATION CHECK** at **Tough** difficulty once the footprints are at the edge of any light source. Even if the Players don’t identify the footprints early, they become apparent once the players are at their location.

In the dirt, you see a series of footprints. It is difficult to tell how many there are, but they lead to a small passage to the north. Directly east is another pathway, though there doesn’t appear to be any footprints in that direction.

If the players wish to discern more details from the footprints, have them make an **INSPECT CHECK** at **Average** difficulty. If they meet or beat the check by 3 or less, reveal that the footprints are a few days old, and appear to be from a struggle. Beating the check by 4 or more reveals there are three individual sets of footprints.

The footprints veer into the areas 3 and 4, but the passage directly east leads to a dead end.

3. PRIEST’S CORPSE

This cavern is a small room with one key point of interest – the body of the village priest, identified by colorful body paint and skirt. On the priest’s corpse is a wood club and 2 weak Health potions.

Inside this cave is a single corpse, perhaps a few days old. Slumped against the wall, he appears to be a middle-aged man in colorful body paint. Clutched in his hand is a small wooden club, smattered in a dried, dark fluid.

KEY INFORMATION: **INSPECTING** the corpse at Average difficulty reveals that the corpse has two small pinpricks in the priest’s neck and that the body is drained of all blood.

4. CORPSES

Another small cavern room, there are two more corpses inside. These bodies are those of warriors. Each warrior is carrying a tepoztopilli.

Sprawled across the ground are the bodies of two men. Each clutches what appears to be a type of wooden spear, and their attire leads you to believe these are the corpses of some of the missing warriors.

INSPECTING the corpses at **Average** difficulty reveals that each corpse has two small pinpricks in their necks and that the bodies are drained of all blood.

5. ABANDONED CAMP

The passage to the west from the entrance is a large open area. Near the back of the room is a campsite that consists of a fire pit, 2 blankets, and a tepoztopilli.

In this cavern is an abandoned campsite. A fire pit sits in the center, dirty with ash and cold. Lying off to the side is a wooden spear and you spot two crumpled wool blankets.

If the PCs try to **INSPECT** the camp, passing an Easy difficulty check will reveal that the fire pit is long cold, the last camp fire at least a day or more ago.

6. EMPTY PASSAGE

There is nothing of interest in this area – it is simply a large passage into area 7 in the west and a dead end to the east.

7. WEB ROOM

This room is filled with old spider webs. If the Player Characters pass a **Tough OBSERVATION** or an **Average INSPECT**, they can find 2 Weak Health Potions and 1d10 *sp*.

8. LURKER AMBUSH

Crawling along the ceiling in this area are 2 Lurkers. As the players enter the area, have them make a Faceoff Test of their **OBSERVATION** at Average difficulty. If any players declare an Inspect while entering, make a **SKILL CHECK** using that instead of their **OBSERVATION**.

Any players unable to detect the Lurkers are ambushed as the Lurkers spring down and grab them. Apply **AMBUSH** rules and have each player targeted by a Lurker make a **GRAPPLE CHECK**.

CAVE LURKER

Medium Radiated, Daggerbone Mountains

| HP | EP | AB | DB |
|---|----|----|----|
| 11 | 9 | 3 | 3 |
| Challenge: Pushover Difficulty: Average Resistance/Weakness: +1 Bludgeoning | | | |
| Weapons: <i>Bite</i> (3 DR) Talents: Climb | | | |
| Venom: (3 EP) - On a successful bite, target makes a Fitness test at Easy Difficulty. Failure results in target becoming Stunned for 1d5 rounds. Camouflage: Natural rock-like skeletal formations all over its back help the Cave Lurker to blend in when in rocky areas, granting a +3 to Sneak. | | | |
| Cave Lurkers are Radiated spiders that have grown to the size of a wolf. Blending into the cave, they are particularly hard to spot and love ambushing the unwary. In addition, they have a venomous bite that can stun prey. | | | |

9. LEAPER AMBUSH

Hiding along the walls are 2 Leapers. Faceoff As the players enter the area, have them make a Faceoff Test of their Observation at Easy difficulty. If any players declare an Inspect while entering, make a **SKILL CHECK** using that instead of their Observation.

Any players unable to detect the Leapers are ambushed as the Leapers jump forward at their faces. Apply Ambush rules and have each player targeted by a Lurker make a **GRAPPLE CHECK**. Apply a **-4 AB penalty** to the Leaper, because it is making a Targeted Attack at the PC’s head while Grappling.

10. LEAPER DEN

Inside this small cavern are 3 Leapers. Unlike the others, they are not hiding, so apply standard Initiative rules to combat when the players encounter them.

Inside this room are three hairy spiders, roughly the size of a small dog. They scuttle about the ground, hissing lowly as you enter the cavern.

CAVE LEAPER

Small Radiated, Daggerbone Mountains

| HP | EP | AB | DB |
|---|----|----|----|
| 7 | 9 | 2 | 2 |
| Challenge: Painless Difficulty: Easy Resistance/Weakness: +1 Bludgeoning | | | |
| Weapons: <i>Bite</i> (3 DR) Talents: Climb | | | |
| Venom: (3 EP) - On a successful bite, target makes a Fitness test at Easy Difficulty. Failure results in target becoming Stunned for 1d5 rounds. Leap: (3 EP) - Cave Leaper can make a single movement action at double its normal movement speed. | | | |

Cave Leapers are Radiated spiders that have grown to the size of a small dog. Their (relatively) small size is made up by their fantastic jumping ability: Leapers tend to jump for the heads of victims. In addition, they have a venomous bite that can stun prey.

11. LEAPER DEN

Another room filled with 4 Leapers. They are not hiding, and will use standard Initiative rules to combat when the players encounter them.

Scuttling about the cavern floor are four large spiders the size of small dogs. As you enter, they turn towards your party and raise their front legs, hissing as they prepare to attack....

12. LUNGER DEN

Inside this large cavern is a single male Lunger. It occupies near the center of the room, blocking off part of the western pathway to area 13. Because the room is so large, it is possible for the characters to attempt to Sneak past the Lunger. If the PCs take the far eastern wall, allow them to sneak past without a roll unless they make a large amount of noise; the far end of the cave wall is out of sight for the Lunger.

The room widens into a larger cavern. Looking forward, you can see a path that leads further north. Turning to the west, you see another wide passage – but it is partially blocked by a large spider – larger than any other you’ve encountered, perhaps the size of a cattle.

Thankfully, the creature has yet to take note of you, and judging by the size of the room, you may be able to safely bypass it if you venture towards the northern path. Any movement closer to the creature will require some degree of stealth.

CAVE LUNGER

Large Radiated, Daggerbone Mountains

| HP | EP | AB | DB |
|--|----|----|----|
| 20 | 9 | 4 | 3 |
| Challenge: Moderate Difficulty: Tough Resistance/Weakness: +1 Bludgeoning | | | |
| Weapons: <i>Bite</i> (6 DR) Talents: Climb | | | |
| Venom: (3 EP) - On a successful bite, target makes a Fitness test at Average Difficulty. Failure results in target suffering -2 to all rolls for 1d5 rounds. Lunge: (3 EP) - Cave Lunger can make a single movement action up to its normal movement speed and make an attack at +2 AB. | | | |

The Cave Lunger is a huge Radiated spider that has grown to the size of a cattle. While he does not hide like the other cave monsters, the Lunger is protective of its nest and will attack trespassers. Its venomous bite weakens victims.

The PCs will be unable to try and enter the western passage without making a regular Sneak check or fighting the Lunger.

13. CORPSE DEPOSIT

Inside this cavern are cobwebs with several large cocoons wrapped within the cords. If the PCs inspect the cocoons, they will find 7 human corpses in various states of decay.

You walk into the room to find it tangled with large spider webs. Rolled up in the webs are seven large cocoons.

KEY INFORMATION: If the PCs want to inspect the corpses more closely, notify them that two corpses are smaller, possibly children – the rest appear to be adults. These are the corpses of the missing townspeople, but allow the players to deduce this information on their own.

14. LURKER AMBUSH

Smaller than area 12, 3 Lurkers hide in the ceiling in this area are 3 Lurkers. As the players enter the area, have them make an **OBSERVATION CHECK** at Average difficulty. If any players declare an Inspect while entering, make a **SKILL CHECK** using that instead of their **OBSERVATION**.

Any players unable to detect the Lurkers are ambushed as the Lurkers spring down and grab them. Apply **AMBUSH** rules and have each player targeted by a Lurker make a **GRAPPLE CHECK**.

You enter another wide cavern. The path winds northeast, but the area to the west is dark and you are unable to see if there are further paths or if the room expands any further.

15. EMPTY

Another empty area, with a narrow path to the north just wide enough for PCs to walk single file, and a wider continuing path to the east towards area 18.

16. EGG ROOM

In this large cavern are more webs and a nest of 15 Lunger Eggs. If the players decide to collect the Eggs, they are considered Medium sized items each and can be sold to most merchants for 5 sp apiece (alchemist and mage merchants that are able to identify them as Radiation creature eggs may pay up to 1 gp per egg). To the west is another narrow passage that leads to area 17.

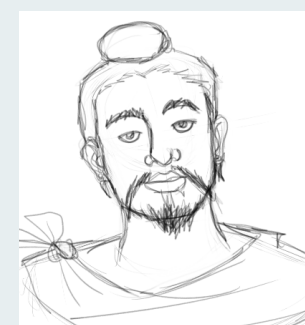
Squeezing through the narrow opening, the cave soon widens again into yet another larger cavern, strewn with spider webs and what appear to be many large eggs. To the west the room seems to expand further, the webs disappearing into darkness.

17. LIVE FOOD STORAGE

The webs from 16 continue into here, with a single cocoon wrapped in the webbing. If they move closer, the PCs will notice that the cocoon is wiggling. The north passage leads to a dead end with nothing but more webs.

The webbing continues into this smaller room. Glancing off to the north, you see yet another passage. But more evident right now is that squirming amongst the maze of webs is a single large cocoon, wriggling.

KEY INFORMATION: Wrapped inside the wriggling cocoon is Coyotl, the missing village mayor. If the PCs free him, he will thank them and identifies himself. If asked, he will gladly explain what happened: When the warriors ventured into the caves a few days ago, they were immediately attacked by a group of Lurkers. Their warriors were scattered, and Coyotl fought deeper into the cave with two of his warriors.



COYOTL

| HP | EP | AB | DB |
|--|----|----|-------|
| 18/20 | 23 | 4 | 4 (3) |
| Challenge: Pushover Difficulty: Average | | | |
| Armor: Fur Curiass (Partial) (-2 Ice) Talents: Light Footed I, Aimed Shot, Improved Targeting I, Stitches (Light Wounds), Alertness | | | |
| Coyotl is the mayor of Woodview and the leader of the missing team of warriors. He is more a hunter and talker than a fighter, however, and works better as support and tactical advice in combat than fighting at the front. | | | |
| Coyotl’s main concern is recovering his missing men and stopping the threat to his village. He will prefer to fight with the PCs to fulfill his duties than flee home, though his injuries make him easier to persuade than usual. He starts off at -2 HP. | | | |

The last thing he recalls is being overwhelmed by one of the Lungers, and then waking up wrapped in a web cocoon.

Coyotl will request traveling with the party if he isn’t asked. His stats can be found on this page. If the players Inspect the area around Coyotl’s cocoon more closely at Tough difficulty, they can recover Coyotl’s missing club.

If players prefer to let Coyotl leave the caves, he will attempt to return to the village. If the PCs do so but they have not cleared the way back, make a secret roll with a d10 to determine how successful Coyotl is in escaping:

- » **1:** Coyotl dies inside the caves. Mention to the party on their way out that they spot his body.
- » **2-3:** Coyotl is heavily wounded while trying to escape the caves, dies of his wounds before or right as he enters the village.
- » **4-6:** Coyotl escapes the caves but is heavily wounded; he makes it back to the village alive.
- » **7-9:** Coyotl makes it back to the village with minimal injuries.
- » **10:** Coyotl encounters no trouble escaping the caves, and returns to the village unscathed.

Add a +1 to the roll if Coyotl has his recovered club, but a -1 if the Lunger in Area 12 is still alive. The outcome of Coyotl’s escape can affect what sort of **REPUTATION** and reward the PCs acquire from the village. Even if he returns to the village safe, how badly he’s injured can affect his disposition towards the PCs, if desired.

18. FORK IN THE PATH

A wide open area that forks the passage. The north passage heads towards area 21, while the eastern path leads to area 19.

19. EMPTY CAVERN

A large empty cavern with a southern passage leading to area 20.

20. DEAD END

A large, mostly empty cavern. If the players Inspect the nook to the east at Difficult, they will some old, faded writing in paint on the wall.

If one of the PCs has a **LITERACY TALENT** that lets them understand written Quesachan, have them make a **TALENT CHECK** at **Average** difficulty. If they pass the check, they are able to discern that the message looks like a warning of some kind that mentions gods, but the grammar and vocabulary are peculiar and it’s difficult to get an exact understanding – perhaps the writing belongs to an old dialect not native to modern Quesachan.

Award 2-5 XP to any players who are able to detect or read the message, due to its well-hidden nature.

21. LURKER AMBUSH

In this area are yet 3 more Lurkers hiding in the ceiling at the center of the cavern. Require PCs to make a **FACEOFF TEST** of their **OBSERVATION CHECK** at Average difficulty. If any players declare an Inspect while entering, make a **SKILL CHECK** using that instead of their **OBSERVATION**.

Any players unable to detect the Lurkers are ambushed as the Lurkers spring down and grab them. Apply **AMBUSH** rules and have each player targeted by a Lurker make a **GRAPPLE CHECK**.

The narrow path opens again into a wider and very long chamber. The darkness stretches out before you, and you are unsure how far the cavern goes.

Trekking further into the room the PCs will see a narrower path to the east into area 22 and one to the south, leading to area 23.

22. LIVE FOOD STORAGE

In this room there are more spider webs with 2 large cocoons. The cocoons wriggle faintly as the PCs approach.

There are large spider webs stretching across this room and into the small passage to the north. Lodges against the wall are two large, squirming cocoons tangled in the webbing.

KEY INFORMATION: Wrapped inside the wriggling cocoons are two warriors from the village. They are somewhat weak, but otherwise fine and thankful for rescue. If the players ask, they will explain what happened if the party does not have Coyotl with them. If Coyotl is in the party, the warriors will explain to him that they fought further into the cave but were overwhelmed by a pack of Lurkers and were trapped in cocoons.

The warriors offer to travel with the party, and will insist if Coyotl is already with them. Their stats can be found on this page. If the players Inspect the area around the cocoons more closely at Tough difficulty, they can recover the warriors’ missing tepoztopilli.

If the warriors are left to escape the caves on their own, they will attempt to return to the village. If the PCs have not cleared the way back, make a secret roll with a d10 to determine how successful the warriors are in escaping:

| WARRIOR | | | |
|---|----|----|-------|
| HP | EP | AB | DB |
| 13/15 | 18 | 3 | 3 (2) |
| Challenge: Pushover Difficulty: Average | | | |
| Armor: Fur Cuirass (Partial) (-2 Ice) Talents: Light Footed I, Pikeman, Constant Vigilance, Dibs, Counter, Disarm, Power Attack | | | |
| These are the warriors from Woodview, the last of the survivors from the original band that went to the cave to banish evil spirits. The warriors are informally trained, but skilled and are handy for buffing up a party. They will want to help kill the remaining creatures, but can be convinced that returning to the village is the best course. Each warrior has identical stats and starts off at -2 HP. | | | |

- » **1:** Both warriors die inside the caves. Have the party spot their bodies on the way out.
- » **2-3:** One warrior dies in the caves, while the other is heavily wounded while attempting to escape, and may die of his wounds before or right as he enters the village.
- » **4-6:** Both warriors escape the caves with moderate wounds, but return to the village alive.
- » **7-9:** The warriors make it back to the village with minimal injuries.
- » **10:** The warriors encounter no trouble escaping the caves, and return to the village unscathed.

Add a +2 to the roll if the warriors have their recovered tepoztopilli, but a -1 if the Lunger in Area 12 is still alive.

23. LURKER AMBUSH

Crawling along the ceiling in this area are 5 Lurkers. As the players enter the area, have them make a Faceoff test of their **OBSERVATION CHECK** at Average difficulty. If any players declare an Inspect while entering, make a **SKILL CHECK** using that instead of their **OBSERVATION**.

Any players unable to detect the Lurkers are ambushed as the Lurkers spring down and grab them. Apply **AMBUSH** rules and have each player targeted by a Lurker make a **GRAPPLE CHECK**.

There are two new paths in this area – a narrower west path leading to a dead end, and a wider opening southeast into area 24.

24. MOTHER LUNGER DEN

The end of the caves, there is a pond and a large female Lunger occupying this space. The Mother Lunger is not hidden, but due to the lightning of the room, will easily spot the party and attack once they are in sight. She sticks near the pond, fighting more aggressively than her mate in 12.

You venture into another open area, and are surprised to notice a soft turquoise glow about the room. The light source seems to come from a small pond at the center of the room. Just as you notice this, however, you also spot a humongous spider, larger than any other you’ve yet encountered, standing beside the pond.

Her hiss is more akin to a low rumble, and she appears to hover by the pond protectively before charging at your party.

MOTHER LUNGER

Large Radiated, Daggerbone Mountains

| HP | EP | AB | DB |
|----|----|----|----|
| 25 | 12 | 4 | 3 |

Challenge: Moderate
Difficulty: Tough
Resistance/Weakness: +1 Bludgeoning

Weapons: *Bite* (6 DR), *Weapon* (0 DR)
Talents: Talent (0 EP), Talent (0 EP)

Venom: (3 EP) On a successful bite, target makes a Fitness test at Average Difficulty. Failure results in target suffering -2 to all rolls for 1d5 rounds.
Lunge: (3 EP) Mother Lunger can make a single movement action up to its normal movement speed and make an attack at +2 AB.

The Mother Lunger is a huge Radiated spider that is mother to the other cave creatures. She is highly aggressive and protective of her brood, as well as the glowing pond in her lair - something about it heightens her aggression. Her bite weakens victims.

KEY INFORMATION: Once the Mother Lunger is (hopefully) defeated, try to hint at the players to inspect the room further. An Inspect on the pond at **Average** difficulty reveals what appears to be a small dark object. The water is shallow, about 3-4 feet deep.

Note: *While wading into the water is safe, if any player attempts to drink from the water, have them make an **END TEST** at **Average** difficulty. If they fail, they become **Nauseated** from the stagnant water for 1d5 hours. Drinking this water does not recover EP.*

If a player wades in to investigate the object, they recover a small wooden box. The box is sealed with a **Difficult** lock. Attempting to break open the box instead requires a **STR TEST** at **Tough** difficulty. The box is a Small item and feels sturdy despite the submersion in water.

If the players are able to unlock or break open the box, they will find a small tablet with the same writing as on the wall in area 20, as well as a gold necklace with a large circular, purple stone centerpiece. The stone almost looks like a cat eye.

If one of the PCs has a **LITERACY TALENT** that lets them understand written Quesachan, have them make a **TALENT CHECK** at **Average** difficulty. If they pass the check, they are able to discern that the message looks like a simple description of the accompanying necklace, and that it’s a

trinket of someone called Tumotl. Note the grammar and vocabulary are peculiar and it's difficult to get an exact understanding – perhaps the writing belongs to an old dialect not native to modern Quesachan.

At the mention of Tumotl, Quesachan PCs should make an **INT CHECK** at **Effortless** difficulty to identify Tumotl as the Old God of Discord.

RETURN TO WOODVIEW

Once the players are finished with the cave, they should return to Woodview. If they did not try to acquire the box in area 24 of the Lunger Cave, you can give hints to return the lake and inspect further, or perhaps craft an NPC that can recover the box – such as a surviving warrior the players missed – who offers them the box as a reward for their troubles. Whatever the case, make sure the players have the Box of Tumotl by the end of Act I.

The Player Characters' return to Woodview will likely be colored by what they accomplished in the cave. The town's reactions can range from overjoyed if the players managed to save the mayor and both warriors, to morose or even angry if the mayor or warriors were killed on their way back.

If the town's response is positive: Grant the PCs Woodview as a Status Connection at Acquaintance trust. If Coyotl is alive, you can label him as the primary Connection. The town rewards each PC 1d10 sp and 1d5 Star Leaves, as well as a discount with their merchant. They may grant additional rewards if all the Lungers are dead and the PCs discovered the bodies of the missing villagers/warriors.

If the town's response is neutral: If the warriors survived but not Coyotl, and the bodies weren't discovered, but at least a few Lungers are dead, the townspeople will be glad the threat is gone but saddened by the loss of their folk; they will grant the party 1d5 sp apiece for their trouble.

If the town's response is negative: If Coyotl died or the warriors died after the party freed them, and/or the Lurkers aren't dead, the town is frustrated by the party's apparent incompetence or malevolence and will no longer let them stay overnight; they will still trade but do not offer any rewards or their guest huts.

If the players ask about the box, the villagers do not know what it is, but are wary if Tumotl is mentioned. Coyotl or Zyanya can suggest that the players head west; there's a few other villages and towns along the coast where someone may know more about it.

CONCLUDING ACT I

At the end of the first Act, the Player Characters should have the Box of Tumotl (or its contents) and know to travel west in the hopes of learning more about it. Whether their motivation be adventure, treasure, or simple curiosity, the players should have enough motivation to leave town to discover more about their mysterious new acquisition.

Depending on Woodview's impression of the party, they might be used as a resource in the future, if the players need to use their Reputation or contact during future events.

Before progressing into Act I, be sure to reward the players with some XP for their encounters in the cave. How big a reward depends on what you feel is fair given the amount of exploring, combat, and/or problem solving the party exhibited. You may also want to reward bonus XP for exceptional roleplaying or creativity. A good experience ballpark for the end of Act I should be about **3-6 XP**, enough to level up a few skill ranks or perhaps purchase a new talent, should the players desire.



CHAPTER 3 FATAL FORTRESS

The middle act opens with the team ready to depart from Woodview and headed towards Notanali. However, they are interrupted by a band of mercenaries on the way, giving more questions than answers to the mystery of the box the team now carries. Act II has plenty of opportunities for battle. Primarily, this act serves as the bridge between the intro and the core plot. This is a great opportunity for players to exercise their investigative skills and roleplaying. By the end of this act, the Player Characters should have gained a bit more XP and know the answers lie in the city of Notanali, preparing for Act III.

PROLOGUE

The next stage in the adventure sends the group westward for answers. Exactly how the second act begins depends on whether or not the players were able to open the Box of Tumotl in the first act.

If the players opened the box: The night after the group clears the Lunger cave, they are attacked by a band of mercenaries while they sleep. This occurs whether or not the Player Characters are still in Woodview or traveling on the road. Treat this encounter an **AMBUSH**, with no chance for the players to detect or counter it beforehand. Additionally, the mercenaries outnumber the players by one – if there are 4 PCs there are 5 mercenaries, and so on.

The mercenaries will attempt to subdue the players rather than kill them. Have each player make a check against a **GRAPPLE ATTEMPT** at a -3 penalty. Any player that fails the Grapple must then make an **END TEST** at **Average** difficulty as the mercenary attempts to drug them. Any player who fails this check is unconscious for 1d6 hours.

If the players did NOT open the box: The players are still accosted by the band of mercenaries, but this time it occurs during daylight while traveling along the western road. Before the encounter, have the PCs make an **OBSERVATION CHECK** at **Tough** difficulty. Savvy players may be using **Inspect** beforehand – if a player has already declared **INSPECT**, use **Average** difficulty to reveal the mercenaries. If they players are unable to detect the mercenaries in time, **AMBUSH** rules apply. As before, the mercenaries outnumber the party by one – have at least 3 mercenaries use melee (including the leader) positioned near the party, while remaining mercenaries are using bows from a short distance.

If any players are brought to 0 HP during the fight, treat them as unconscious rather than dying – the mercenaries are attempting to subdue rather than outright kill the PCs. If the players are defeated, they are captured and must make an **END TEST** at **Average** difficulty to resist the effects of the sleep drug the mercenaries use on them.

IF THE PCS ARE CAPTURED

If the PCs are successfully subdued and captured, they are bound and their weapons and carried items confiscated. The mercenaries bring them to a fort a few miles to the north. The journey takes 4 hours, so if there are any PCs who were not drugged or the drug wears off before the journey is complete, give them the opportunity to break free. If a player opts to make an attempt to break free, use a **STR/AGL** (whichever is higher or whichever the player declares) test at **Tough** difficulty. If they pass, they successfully break out of their bindings but must now contest with the mercenaries unarmed.

If the journey goes without interruption or the PCs are unable to defeat the mercenaries, they are brought to Fort Tetic. See the Imprisoned! section under Fort Tetic to continue.

IF THE PCS KILL THE MERCENARIES

If the PCs manage to kill the mercenaries before reaching the fort, they will find a few items of interest on the leader.

KEY INFORMATION: The leader is carrying a piece of cloth with an image of an ice sword embroidered on it. He also has a map that depicts a route to the Lunker cave from a small fort on the other side of the mountains. This is Fort Tetic, but do not disclose the name of the fort to the players. The mercenary leader is also carrying a note written in Quesachan. If any of the players have a **LITERACY TALENT** that allows them to understand written Quesachan (regardless of whether it's native or foreign for them), read them the following:

Inspecting the piece of paper, you notice Quesachan writing on it. The letter says "Find the chest. You will be paid handsomely."

If none of the players are reading literate, they will be unable to decipher the letter, though this may be a good opportunity for them to use their contact with Woodview (if their reputation is positive) to read it for them. Regardless of the letter, the map should give the players a direction to follow to find more answers.

FORT TETIC

The fort is a modest outpost in the middle of a large mountain pass. Fort Tetic is occupied by about three dozen soldiers and led by Captain Xipil. The fort itself is a construction of thick trunks of wood about 20 feet tall, arranged in a rectangle about 500 feet wide and 400 feet tall. There is a single opening to the south wide enough for three people to enter side-by-side. The entrance is guarded by two soldiers. Within the fort are a few small buildings: the barracks, the captain's quarters, the war room, the latrine, and the holding cells. There's also an open area for the parade grounds and training.

There's a map of the outpost on page 245, while each numbered section corresponds with a description of the location. Be sure to reference the map as the players explore the fort to arrange encounters appropriately.

The status of each map area depends on two key events – pre-capture and post-capture of the party. The objects from the Box of Tumotl will eventually begin to affect the soldiers, which changes the environment of the fort. These varying situations will be marked by Pre and Post for clarity.

If players are sneaking around the outside of the fort before entering, have them make regular **SNEAK CHECKS** if they venture close to areas where soldiers are on the other side of the wall. Soldiers in loud areas such as the Parade Grounds or the Barracks are less likely to notice a little bit of noise outside, but soldiers on their own such as the latrine are more likely to pick up on odd sounds – apply **SNEAK** bonuses and penalties appropriately, often a small +/- 1.

1. GATES

The entrance to the fort, the only way in or out. The gates are large and heavy, requiring several men to pull each door closed with rope. Instead, the gates are usually left open and only closed in the event of a full-on attack.

Pre: The gates are guarded by two Pikeman soldiers. Refer to the Pikeman stats for any possible skill or ability tests.

You see a large opening on this side of the fort – apparently, the heavy gates are left wide open. They are not unprotected, however. Two stern soldiers stand at guard, gripping their spears tightly and scanning the tall grass and dirt path leading to the fort.

[If it is night, add:] Bright light from torches emanate from the fort itself, illuminating the entrance.

Sneaking past the guards is impossible while they remain at their posts, however, clever players may opt to distract the guards in some fashion first. See the **ENTERING THE FORT** section for more information, depending on the PC's approach style.

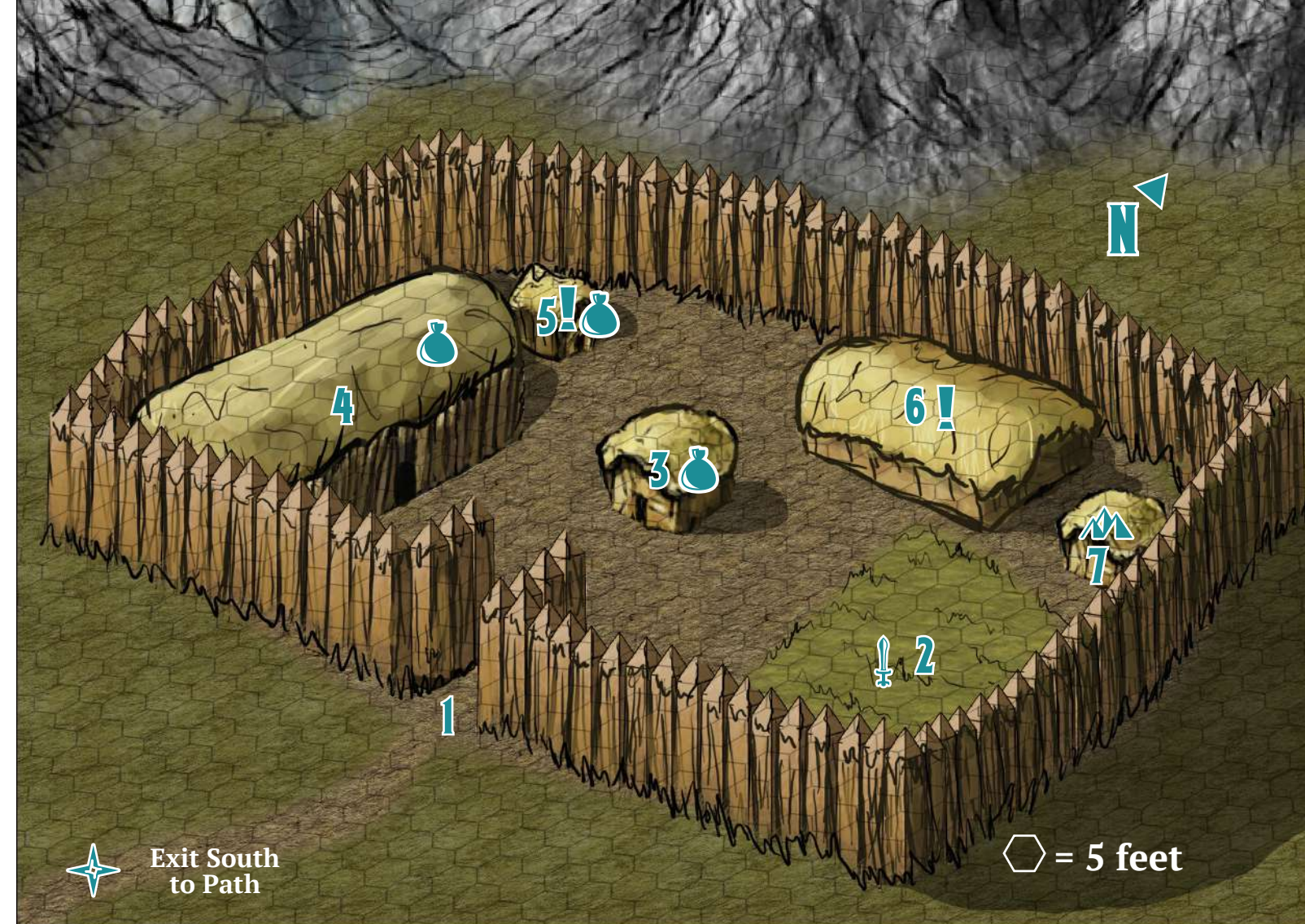
Post: If the PCs are escaping the fort after imprisonment, fighting has already broken out amongst the soldiers and the gate is left open and unguarded.

2. PARADE GROUNDS

The Parade grounds are an open field within the fort intended for drills and training bouts.

Pre: If the players reach the fort during the day, most of the soldiers will be here, training. Any **SNEAK** attempt inside the fort near the Parade Grounds during the day carries an additional -3 penalty, as the players are attempting to sneak in broad daylight past dozens of soldiers.

If the players arrived at the fort at night, the parade grounds are mostly empty, as the soldiers are mainly in the barracks now. Even with the torchlights, there are plenty of shadows to hide in the open area, so grant a small +1 Sneak bonus on top of any other bonuses.



Post: The Parade Grounds are one of the main stages for the soldiers' fighting – make it clear that the area is chaotic and violent; if the players are attempting to escape without escort and head towards the Parade Grounds, you may want to increase their chances of combat encounters as soldiers notice the party and drag them into the fray.

3. WAR ROOM

The War Room is a small hut with maps of the region and various notes of Imperial correspondence – traditional orders and updates of politics and military movements in the south. Nothing in particular of note, though if the players scavenge the room, they can find a small Knife and 1d6 of loose sp.

Pre: The room is empty, with only the maps to keep company. It may serve as a good temporary hiding place, but the War Room is between high-traffic areas.

Post: If the players go into the War Room and were not released by Captain Xipil, he will be in the war room, bunkered down temporarily.

4. BARRACKS

A long stick hut, the barracks are the largest building in the fort. It is large enough to house all of the fort's three dozen soldiers.

Pre: If the players enter the fort during the day, the barracks are mostly empty, save for a handful of soldiers tidying up the sleeping quarters and preparing meals in a dedicated kitchen towards the north end of the barracks.

If the players come at night, the soldiers are sleeping in the barracks. Sneaking characters should be extra careful not to wake them – make a few Observation checks or similar rolls to determine if the soldiers are woken up by the players' sneaking.

Post: The barracks are mostly empty as the soldiers are too busy fighting outside throughout the fort. If the players search this area while fleeing the fort, they can find 3 Star Leaves in the kitchen area and a set of Camping Supplies in the beds.

PIKEMAN

| | | | |
|----|----|----|-------|
| HP | EP | AB | DB |
| 17 | 22 | 3 | 4 (3) |

Challenge: Moderate

Difficulty: Tough, Average for Social Checks

Armor: Quesachan Gambeson (Full) (-1 SIs/+1 Fire)

Weapons: **Tepoztopilli** (4/3 DR), **Knife** (3 DR)

Talents: Light Footed I, Pikeman, Dibs, Constant Vigilance, Counter, Disarm, Power Attack

The Pikeman is a soldier who fights with a Tepoztopilli. Half of the soldiers at the fort specialize in this deadly spear, and all of the guards come from the ranks of Pikemen. They prefer to stand within Short distance and use their Tepoztopilli to keep enemies at bay.

5. OFFICER’S QUARTERS

These are Captain Xipil’s personal quarters and office. Here he keeps some of his belongings, as well as personal letters and more maps and scrolls of history and literature. It is here that the PC’s equipment will be stored if they are imprisoned.

Pre: If the players manage to sneak in the fort without being detected, the Captain will be in his quarters, regardless of the time of day, studying his maps. To see how to handle this, refer to the sneaking route in Entering the Fort section.

Post: The Captain’s quarters are empty, as Xipil is either escorting the players already or bunkered down in the War Room. If he is in the War Room, he will eventually return to his quarters. Should the players have an opportunity to search the quarters, they will find their equipment, 2d4 in sp, a Small Wood Shield bearing a jaguar face, a Papyrus Scribe Kit, and two scrolls of note.

KEY INFORMATION: The first scroll bears sketches of the house emblems of Lord Tae’Bo and Lord Iyoga. If none of the PCs are literate, you may try to hint that the crests appear important, to encourage them to take the scroll; this gives them an additional opportunity to learn about the nobles if they do not get a chance to speak with Captain Xipil.

If any of the players have a **LITERACY TALENT** that allows them to understand written Quesachan (regardless of whether it’s native or foreign for them), read them the following:

SWORDMAN

| | | | |
|----|----|----|-------|
| HP | EP | AB | DB |
| 17 | 22 | 3 | 4 (3) |

Challenge: Moderate

Difficulty: Tough, Average for Social Checks

Armor: Quesachan Gambeson (Full) (-1 SIs/+1 Fire)

Shield: Small Wood

Weapons: **Churika** (4 DR), **Knife** (3 DR)

Talents: Light Footed I, Swordsman, Constant Vigilance, Counter, Disarm, Power Attack, Shield Bash

The Swordsman is a soldier who fights with a Churika. Half of the soldiers at the fort specialize in this short sword, coupled with a Small Wood Shield. They prefer to take enemies head-on and stand within Touch distance, using Shield Bash to stun.

The scroll with scribbles catches your attention. Upon further investigation, you are able to make out the messy writing in the same hand as other notes in the room – likely the captain’s hand:

“I am regretting involving myself in the affairs of nobility. Ever since those prisoners and the box arrived, my soldiers have been acting strangely – they act more like rabid hounds, not the Empire’s best men and women.

I know that noble paid me well to let his mercenaries recover that box – but is it worth it? I thought I was helping keep this region secure, but I won’t be surprised if this turns out to be some sort of vanity project of the upper class.

Perhaps I should talk to the prisoners, or send that box off to Notanali now, rather than wait for more of a lord’s cronies to get here. The only problem is, the man never gave his name. I have no idea if I’d need to send a runner to Lord Iyoga or Lord Tae’Bo.”

The letter ends here, the last strokes rather sloppy, as if the captain stopped his musings mid-writing. A few ink spots at the end of the page indicate a hasty retreat.

6. PRISON CELLS

Here is where the PCs will be kept if they are captured. A long, narrow building houses five smaller sturdy huts that serve as cells.

Pre: The cells are unoccupied if the players have yet to be caught. They can search through the cells but there is not much to see beyond an additional area to hide while sneaking.

Post: The PCs reside here until they either break out or bide their time to be escorted. See the Imprisoned! section for more details.

7. LATRINE

A necessary but unpleasant area, the latrine is a small building with two separate rooms – each has a small wooden bench with a large hole for soldiers to sit and relieve themselves into the pit dug below. If players venture inside the Latrine itself, have them make a **FITNESS CHECK** at **Easy** difficulty. Characters who fail the check are **NAUSEATED** by the stench for 1d4 minutes.

Pre: A single soldier is at the latrine, regardless of time of day. Characters sneaking around or inside the fort can hear the soldier on an **Easy INSPECT** and faintly smell the latrine. Apply an **OBSERVATION CHECK** for the soldier if the players are sneaking directly outside the Latrine to see if they hear the PCs.

Post: The Latrine is empty during the fighting. A potential hiding spot for the PCs to recover if they are desperate, but if they choose to stay inside the Latrine, have them make an **Easy FITNESS CHECK** every 5 in-game minutes to avoid being Nauseated by the smell.

ENTERING THE FORT

There are several ways the players can enter the fort, depending on their circumstances. If the players are not captured, they may opt to be more cautious and attempt to sneak in, or take a more direct approach and talk to the guards at the front. If the players were captured at any point before now, move on to the **IMPRISONED!** section.

If the players sneak around the fort: If the player characters wish to try and sneak around the fort, this can be quite tricky. Reference the map as they sneak so you can arrange challenge appropriately. As a general rule of thumb, grant the team a small +2 to **SNEAK** if they encounter the fort at night, but remove this bonus if they enter the interior without being detected. In fact, apply a -2 **SNEAK** when the players are inside, as the well-lit fort will be difficult to traverse undetected.

If at any point the players are detected, the soldiers will sound an alarm and surround the players. The captain will appear and question them. Follow the scenario for direct entrance if this occurs, but give the captain and soldiers and more suspecting tone.

The attempt to sneak into the fort is extremely difficult, and likely to end with the characters imprisoned. If the dice are kind to your players, however, and they manage to sneak in successfully, they may miss key information to the plot. If your players manage to make it to the Captain’s quarters undetected, he will be in his office. Depending on circumstance, they players may be able to subdue him or kill him; however, if they attack Captain Xipil head-on, he will call for help and the soldiers will come rushing to his aid, which will make exiting the fort more difficult on the party.

KEY INFORMATION: If the players manage to subdue the captain without him alerting the soldiers, the players can attempt to interrogate him for information. Any Intimidate tests are Tough difficulty, but Persuasion or Deceive checks are Average. Whatever the means, if Captain Xipil is convinced to talk, he will tell the players that he and the mercenary group were hired by a noble in Notanali, though he does not know the noble’s name. The noble paid off



CAPTAIN XIPIL

| | | | |
|----|----|----|-------|
| HP | EP | AB | DB |
| 20 | 22 | 3 | 5 (3) |

Challenge: Moderate

Difficulty: Tough, Average for Social Checks

Equipment: 5sp, Blank Scroll

Armor: Quesachan Wood Cuirass (Full) (-2 SIs/+2 Fire)

Weapons: **Churika** (4 DR), **Knife** (3 DR)

Talents: Light Footed I, Swordsman, Constant Vigilance, Counter, Disarm, Power Attack, Shield Bash, Slash and Smash, Dancing Blade

Captain Xipil is the commander officer of Fort Tetic. A stern, focused man, Xipil keeps the men and women under his command under a strict code of discipline and rarely has issues keeping them in line.

Prior to the events of Box of Tumotl, Xipil made an arrangement with a nearby noble; Xipil would allow mercenaries to use the fort as a base of operations while they searched for the Box. Thinking his arrangement helped improve security in the area, Xipil begins to suspect he’s in over his head once his soldiers begin acting strange.

the captain to allow his mercenaries to use the fort as a staging area while they searched for a box matching the description of what the group found in the cave. Additionally, Captain Xipil allowed the mercenaries access to his holding cells if they had any prisoners.

If further pressed, the captain will admit he was instructed to imprison anyone not part of the noble's mercenary bands that were in possession of the box or asking questions about it. Captain Xipil would send word of the prisoners to Notanali, and the noble would send new mercenaries to transfer the prisoners into the city for questioning.

The captain notes there are only two men of status in Notanali – Lord Tae'Bo and Lord Iyoga, but he does not know which one paid him and the mercenaries, as the noble never used his name or official seals – the captain only suspects the stranger's status due to how finely the man dressed, and because both nobles are known for hiring mercenaries.

Once done interrogating, the captain will again call for help if the players do not silence him in some fashion. If this occurs, any remaining soldiers in the fort will head towards the captain's quarters, and the group will have to fight their way out. See the **FIGHT FREE** section to proceed.

If the players enter the fort directly: Upon approaching the front gate, the guards will call for the captain, who approaches the group.

A stout Quesachan man in his mid-30s approaches the party, his arms folded behind his back. His hairstyle and the bamboo breastplate he wears seems to indicate his higher status. After sternly eyeballing the group for a long minute, he barks, "I am Captain Xipil, commander of this outpost. What business do you have here?"

If the players mention or show the chest, the captain will order his solders to take the Player Characters to the holding cells. Several of the fort's soldiers surround the PCs and will attack if the players resist. As with the mercenaries, if the players are brought to 0 HP while fighting the soldiers, treat it as unconsciousness rather than death – the soldiers are trying to take prisoners, not corpses. If the players take the resist and combat route, do what you can to encourage them to surrender and remind them they can see at least two dozen soldiers at the outpost. It is unlikely the player characters will be able to defeat all the soldiers at this point, eventually leading them to...

IMPRISONED!

Chances are, regardless of what the players started out doing, their characters will end up here. Under whatever circumstances, the Player Characters are thrown into the holding cells, and their weapons and armor are confiscated by the soldiers. The cells are in a long, narrow building with small but sturdy huts with bamboo bar doors that serve as cells. There are 5 cells in the room, and each cell can hold up to 2 people.

You may decide who goes in which cell through a random dice roll, or which characters are the most interesting stuck together, or if the party is small, you can isolate them each into a private cell. Whatever you decide to do, be sure to let the players know what cells they're in and if they have a companion. If the players inspect their surrounding areas, they'll find two Pikeman guards remain posted at the front of the prison door, and that each cell has a latrine pit in the back.

Jump ahead three days and explain to the players how long they've been in their cells, noting they are at full health and have been fed regularly the past few days, and any wounds were tended to.

At this point, it is midday of the third day, and the players will decide whether they wish to bid their time a bit longer, or if they want to try and break out. This is a good opportunity for the player characters to roleplay as they figure out their next step.

If the players attempt to break out: Breaking out won't be easy, but possible if the players are skilled and resourceful. If the players inspect the cell doors, they will find they are firmly secured with a heavy wood bar that takes two men or a minimum STR of 8 to attempt to open. The bar is impossible to leverage from the inside, and there are no locks to pick – the cell doors only open from the outside.

If a player insists on trying to pry open the bar, try to position this as "the bar doesn't budge," or make note that it took two soldiers to open the cell doors before – try to clue in and nudge players about the difficulty in forcing the doors.

Players may also get clever about trying to slip through the bars or trying to break the sides of the cells. If they go this route, the bars are 3 inches apart and the difficulty of wiggling between them will vary in difficulty depending on the size and skills of the player. As a general rule of thumb, require an **ACROBATICS TEST** at **Tough** difficulty or higher, depending on circumstance.

Any activity that is particularly suspicious will catch the attention of the guards as well, so you may wish to consider applying Sneak checks in addition to any other applicable checks for breakout attempts. In this instance, use a Faceoff test of the player's **SNEAK VS EACH GUARD'S OBSERVATION**.

If a player is able to break out of a cell without alerting the guards, they will still need to deal with the guards once they're free. Confrontation with the guards can occur in any number of ways – distraction and sneaking past, attempting to overcome the guards, whatnot – be ready to improvise and apply tests as appropriate. A player that has successfully freed themselves of their cell and stealthily dispatched or snuck past the guards can attempt to sneak around the fort to learn more. If this happens, refer to the map sections about what they will come across.

If the PCs are less stealthy in their breakout approach, and manage to get out of the holding cells, refer to the **FIGHT FREE** section on how to proceed.

Alternatively, you may get more ingenious players who will attempt to trick or persuade their way free. Be more improvisational in these situations and adjust any tests based on the guards' stats. If any PCs are able to convince the guards to release them, they will escort those PCs to the Captain's quarters. Depending on how convincing the players were, they may be kept on guard while waiting for Captain Xipil, or they may be trusted to be left alone while they wait. If left alone, allow the players some time to explore the quarters if they so wish.

Eventually, the captain appears, frazzled and barking orders to his guards (if they are present) to quell the fighting outside. From here, conversation with the captain will play out similar to if the PCs opted to wait in their prison cells.

If the players attempt wait it out: The players may instead opt to wait it out, at least a while longer.

KEY INFORMATION: While waiting, allow the players chances to observe their surroundings and listen in to learn more about their situation.

Passing an **EASY INSPECT** or **Average OBSERVATION** test will show that their two guards are talking quietly, and both look agitated. A listening **INSPECT** at **Average** difficulty further reveals their conversation: Over the past few days, several soldiers have called for the PC's death, while others follow the captain's orders to leave them unharmed. Several scuffles have occurred over this disagreement, which Captain Xipil has broken up. There is palpable tension and now the soldiers are debating whether or not the party will be executed that night.

Have any players who pass initial visual Inspects to make a second test at **Average** difficulty; if they pass, read or paraphrase the following:

Upon closer inspection, you notice the eyes of both soldiers are both an intense crimson, instead of white. It looks almost as if blood vessels have ruptured in their eyes.

The red eyes are a sign that the soldiers are being affected by the objects in Tumotl's box, though don't disclose that key detail to the players right now.

Should the players decide at this point to break out, follow the break out tract and any encounters within the fort map will be in a **Post** state.

Players who are more patient and choose to wait longer in their cells, or who were unsuccessful in breaking out earlier, will eventually notice shortly after nightfall that their guards have left. They can faintly hear yelling, though listening closer shows it sounds like fighting. Shortly after, the door bursts open:

The prison door opens with a loud BANG! You see Captain Xipil burst in, obviously frazzled as he pants heavily. Briefly you notice the bloody sword in his hand, before he turns and quickly slams the door shut.

Bracing his back against the door, the captain turns and looks at your group, gasping, “What the hell did you bring into my fort?!”

If asked to elaborate, Captain Xipil will explain that his men have become aggressive and are attacking each other – and they all started acting strange shortly after the PCs were brought into the prison. If the players ask about the red eyes, Xipil will confirm that yes – all the men that are attacking each other have deeply bloodshot eyes.

Much as if he were interrogated, the captain will explain the situation of the mercenaries and the mysterious noble that paid him for use of the fort. Refer back to the Key Information on page 246 for the details of the backstory. Unlike an interrogation, however, the captain is more forthcoming and will not fight or ask his soldiers for help.

He will let the PCs go on the caveat they leave as soon as possible, and take the box with them. He will show them a safe path to his office where players can retrieve their belongings and the box. Players may **PERSUADE** him further, and if they pass a **CHECK** at **Average** difficulty, the Captain will agree to help them through to the fort’s gates to avoid fighting. If the players fail to convince the captain to escort them, refer to the **FIGHT FREE** section after the PCs have visited the captain’s office.

FIGHT FREE

Chaos has broken out, and the PCs must now battle their way free to escape the fort. At this point, many soldiers are too busy killing each other to focus on the PCs, but they will attack if the PCs venture too close.

A good way to handle this efficiently is to roll a d10 to determine how difficult the PC’s escape is. If players are sneaking, you may opt to give them a small +1 bonus to the roll. Use the chart below for reference:

FIGHT FREE ENCOUNTERS

| Dice Roll | Total Encounters | Enemies per encounter |
|-----------|------------------|-----------------------|
| 1-3 | 3 | 2d4 |
| 4-6 | 2 | 1d6 |
| 7-9 | 1 | 1d4 |
| 10 | 0 | 0 |

Alternatively, you can incorporate **SNEAK** attempts or simply generate a few encounters with the soldiers on your own; do what works best for you and your style. Ideally it’s good to find a balance between challenge and not bogging the players down with too many random encounters.

If the players were not released by Captain Xipil: The PCs are pursued by 1d4 soldiers once they leave the fort. Allow players a chance to outrun the soldiers or hide in a nearby canyon, otherwise they will need to fight the soldiers.

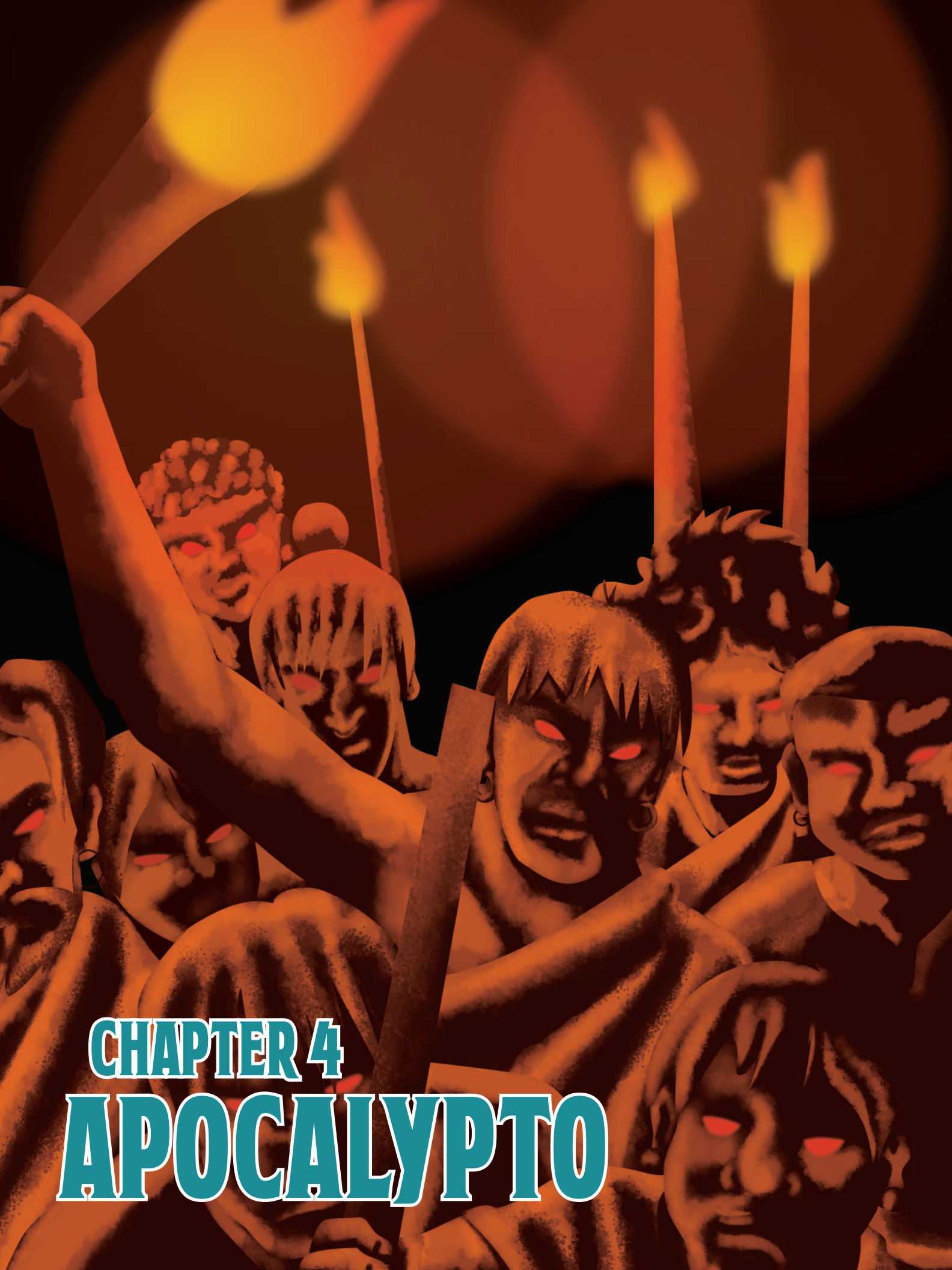
If Captain Xipil released the PCs, even if he didn’t escort them, they leave the fort without further incident.

should be more invested in the mystery and following it through to its end, whatever their personal motivations.

Winding down the second act is a good point to reward more XP to the players before they get into the thick of things in the third act. As before, assign XP based on combat, roleplaying and any particular extraordinary feats the players have accomplished over this act. In particular, if any players managed to sneak into the fort undetected without getting captured, grant them double XP or similar for completing a truly difficult feat. By the end of the act, the players should have earned somewhere around **3-6 XP** more, barring any bonuses.

CONCLUDING ACT II

At the end of the second Act, he player characters should have recovered the Box of Tumotl (or its contents) and learned that a noble in the city of Notanali hired mercenaries to recover the box. They should know these nobles are either Lord Tae’Bo or Lord Iyoga, or at least have images of each noble’s crest so they can learn the names once they reach the city. By now the players



CHAPTER 4 APOCALYPTO

This act is heavier on the investigation and roleplaying, delving further into the plot as the player characters discover the source behind recent events. During Act III's events the player characters will explore the city and learn the history between its two nobles. The final act is a race against time - if the players don't find answers soon, chaos will ensue and they'll meet a much tougher obstacle to overcome. By the end of this act, the Player Characters should discover the root of all the recent disturbances, where the Box of Tumotl ties in, and resolve the plot to conclude the campaign.

PROLOGUE

Act III opens with the Player Characters heading further west towards Notanali. Fast forward a few in-game days to when the party arrives at the city gates. Once at Notanali, the party will need to investigate and question locals to learn more information about the local lords and find answers about the *Box of Tumotl*.

INVESTIGATING

When the PCs arrive, they'll need to begin digging for clues. They can ask around the town about the nobles, but they should also be looking into finding more information about the Box, particularly if they've been unable to open it thus far. How much information the players are able to easily gather will depend on their reputation and social skills. See the Reputation and Notanali sections for more information.

Regardless of the where and how, eventually the players should lose possession of the Box, as well as learn that Tae'Bo is behind the mercenary searches.

REPUTATION

Because social interactions are a larger part of this act, you may want to implement reputation more strongly than prior events. In particular, Notanali is a small Quesachan port city, and residents are more likely to be wary of strangers from certain cultures, such as the Kalvres. Alternatively, they may be more welcoming to PCs from friendly cultures, such as the Yanter. Refer to the Reputation section of **CHAPTER 1: CHARACTER CREATION** in the **PLAYER GUIDE**. This doesn't just apply to social checks, but the overall tone an NPC takes to a PC at first impression. If you like, you can use the following chart as a guideline of how to color NPC's attitudes towards players:

REPUTATION REACTIONS

| Reputation | NPC Tone/Interaction |
|------------------------|---|
| Hostile or Distrustful | Getting information is like pulling teeth. You can learn the lords' names if you have the crests, but anything else requires a Social Check at Average difficulty. |
| Neutral | Without pressing for information, can learn some basic information such as where the lords live and where basic supplies/shelter are. Anything else requires a Social Check at Easy difficulty. |
| Friendly or Allied | Freely give basic information with some extra details – the Lords' names, homes, that they both hire mercenaries and recently the volume has increased. Details are for the most part freely given, but any Social Checks are Effortless. |

Additionally, if you want to bring in more-cause-and-effect to the game, you can have villagers recognize the PCs as the strangers who aided (or ruined) Woodview. Depending on their actions in Act I, this can be very helpful to the party's investigation, or quite detrimental.

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NOTANALI

Notanali is a small port city between the Inica Marsh and Daggerbone Mountains. Notanali has two major factions – the noble houses of Lords Iyoga and Tae’Bo. A modest settlement of roughly 1500 people. This does not count the recent slew of mercenaries hired by the nobles, which number an additional 150-200 people.

The remainder of the campaign takes place in Notanali, though this section focuses on the general city and key points; Lord Tae’Bo’s mansion is detailed in the **TAE’BO MANSION** section. When the players arrive, they find the city bustling with activity expected in a trade port:

You walk into the streets of Notanali. You note the bustle of activity typical of such settlements – merchants pending wares in the market square, farmers carting their harvest, fisherman hauling in today’s catch. Nothing seems amiss.

On the following page there is a map of the city, and on page 259 there is a map of Lord Tae’Bo’s mansion. Each map has numbered sections that corresponds with a description of the location. Be sure to reference the map as the players scour the city for answers, and arrange encounters appropriately. Just as in Act II, what is found in these locations are dependent on the player’s actions and different events.

These events are based on a behind-the-scenes timer. After the box is taken from the PCs, keep track of in-game time. If the PCs cannot learn that Lord Tae’Bo has the Box and infiltrate his mansion within 24 in-game hours, his plans will go into motion: Using a magic ritual as a focus, he will amplify the negative energy within the tablet to turn the citizens of Notanali aggressive and hostile. See more information about Tae’Bo’s plot and its effects in the **TAE’BO MANSION** section.

If they are able to infiltrate his mansion before the timer expires, they have an opportunity to stop the plot. This timer will affect the outcome of Act III and what obstacles the PCs face. These varying situations will be marked by **Pre** and **Post** for clarity. How the end of Act III plays out depends heavily on if the PCs are able to obtain answers in time after losing the box.

1. ENTRANCE

A few miles of fields and farmland precede the city, but Notanali has a clear border of simple mud walls surrounding the city proper. The main entrance connects to the trade route that heads east back to Woodview and Fort Tetic.

Pre: A few Quesachan soldiers patrol the streets casually, and greet the party with brief nods (or perhaps some suspicion if any PCs belong to a race the Quesachi distrust). Beyond that, the entrance into the city is uneventful.

Post: Chaos reigns the streets as Tumotl’s tablet turns the citizens hostile; the entrance is no exception, though the fighting is less dense here than in the marketplace or docks. Chances of an encounter with hostile citizens are **Low**. See **TWILIGHT’S TUMULT** section for more information on random encounters.

2. MARKETPLACE

The bustling hub of trade where supplies arrive and are available by way of roads leading into the city or the port’s docks. Several merchants have set up stalls here, and it provides a good location for PCs to investigate or purchase supplies.

Pre: Several stands are here with various sundry. Players can purchase Basic Items, Consumables, Crafting Kits, and Plants at Standard cost.

KEY INFORMATION: If PCs successfully question the merchants about the nobles, they will be able to identify Lord Iyoga and Tae’Bo’s crests, as well as indicate Iyoga lives in the north side of town, and Tae’Bo the south. They can also mention mercenaries have been more numerous lately, but they don’t know more details. If pressed, they will recommend the party ask around the Lost Fish Inn or Docks.

If players ask about the Box of Tumotl, none of the merchants know anything about it, but direct the PCs to inquire the Imperial Mages in their library.

Post: Fighting and chaos are particularly bad here; as the marketplace is often a busy sector. Fighting here is dense and chances of an encounter with hostile citizens are **High**. See **TWILIGHT’S TUMULT** section for more information on random encounters.

3. LOST FISH INN

A modest but well-kept inn, the PCs can come here for information or rest. The Lost Fish offers all standard Food and drink, but only has Common rooms for 8cp/night.

Pre: Many locals and a few travelers are eating or resting at the inn. Players can order food or ask around for more information about the box or the nobles. The Innkeeper is a middle-aged woman who welcomes newcomers briskly as she goes about her duties.



KEY INFORMATION: If PCs successfully question the innkeeper about the nobles, she will be able to identify Lord Iyoga and Tae’Bo’s crests, as well as indicate Iyoga lives in the north side of town, and Tae’Bo the south. If questioned further, she will mention Lord Tae’Bo has hired far more mercenaries in the past few weeks.

If players ask about the Box of Tumotl, the innkeeper doesn’t know anything about it, but will direct the PCs to inquire at the Imperial Mage Library.

Post: If the players venture into the inn during the chaos, they will find about a dozen people – the patrons and inn staff – in an intense brawl. While there are fewer people here than in other locations, the smaller space makes it more difficult to avoid combat. Chances of an encounter with hostile citizens are **Moderate**. See **Twilight’s Tumult** section for more information on random encounters.

4. IMPERIAL MAGE LIBRARY

The Quesachans pride themselves on their vast knowledge and mastery over magical studies. Most trade cities, large and small, have at least an outpost of

Imperial mages where they conduct studies in service to the Empire. Notanali is no different. Here half a dozen mages from the military study and offer magical services to the populace.

Pre: PCs can purchase potions here, as well as alchemical supplies. Additionally, they may have been directed here by the townsfolk to question about the Box. Upon entering the library, a clerk at the front desk will greet them.

A young, mousy looking man sits hunched over a desk as you enter. He pauses from his writing to look up at your group, quirkling a thin eyebrow.

“Yes? Something the Imperial Mages can assist you with?”

If the players ask the clerk about the Box, the clerk will point to the back of the library, recommending they speak with a woman named Cuicatl, the resident Energy magic expert.

Cuicatl is poring over books when the group arrives, but she is friendly even to Hostile or Distrusted races – her main concern is her studies and she has little time to worry about politics.

KEY INFORMATION: If the players ask Cuicatl about the Box of Tumotl, she will ask to see it. When given the Box or its contents, she will examine them carefully. She will mention a large concentration of negative energy; if the players mention the soldiers at Fort Tetic, she will nod and agree whatever it is, it is a dangerous artifact. Afterwards, she will ask to study the Box overnight to learn more. If the party refuses, she will use Persuade, insisting negative energy is her expertise and she wants to make sure the artifact is safely examined. Players must make a **FACEOFF TEST** of their **FOCUS** vs her 6 **PERSUASION**.

If the players agree to leave the Box with Cuicatl, or she convinces the party to leave the Box of Tumotl with her, she advises the party to check in tomorrow morning on her progress. In truth, after the party leaves, she turns over the Box to Lord Tae’Bo for a fee – the noble had hired her weeks ago to look out for the Box should it surface. After her payment, she leaves Notanali. After one hour in-game of the players turning over the Box, begin the background countdown timer.

If the players refuse to turn over the Box and resist Cuicatl’s persuasions, she will not press further and advise caution, as the artifact feels dangerous. Once the players leave the library, she will report to Lord Tae’Bo. During the night while the PCs rest, Lord Tae’Bo’s men will steal the Box. Begin the timer once the Box is stolen, about 3-4 hours before the PCs wake up to find the Box missing.

If the players return to find Cuicatl gone, they can **PERSUADE** the clerk at **Easy** difficulty. If convinced, the clerk will explain that Cuicatl left with the Box soon after the players visited her, and hasn’t returned since. If players press him, he will admit he’s seen Cuicatl speaking with Lord Tae’Bo recently, though he doesn’t know what about. He can give directions to Tae’Bo’s mansion if the PCs don’t already know where it is.

Post: During the chaos evoked by the ritual, the mage library is abandoned and in disarray. Chances of an encounter with hostile citizens are **Very Low**. See **TWILIGHT’S TUMULT** section for more information on random encounters. If the players wish to search the Mage Library, they will find a few odd plants, scrolls about spells and alchemy, and a Scroll Case.

5. CITY BARRACKS

As with the Imperial Mage library, the Quesachan Empire establishes its presence by maintaining a military force in its cities. A modest trade port, Notanali houses about 100 soldiers that patrol the streets and keep order and protect the town in the event of an attack. The barracks houses these soldiers.

Pre: The barracks are home to the city’s soldiers and include sleeping quarters and a kitchen/dining room. Visitors are welcome to visit and ask questions but any attempts to rummage through the soldiers’ belongings will result in the soldiers kicking the party out. Players can ask the soldiers about the Box or the nobles. The soldiers will point them in the direction of the Mage Library and mention that Lord Tae’Bo has hired a lot of mercenaries lately, perhaps even expressing concern.

Post: The city barracks is heavily populated with soldiers, and while less crowded than other areas of the city, is one of the most violent. Chances of an encounter with hostile citizens are Moderate, and a more difficult encounter than with ordinary citizens. See **TWILIGHT’S TUMULT** section for more information on random encounters. If players wish to search the barracks, they will find 1d10 Common Quesachan and/or General armor pieces, plus 1d10 Common Quesachan and/or General weapons. There is also chest locked at Average difficulty. If the players manage to open the chest, they’ll find a Lacquered Bamboo Breastplate.

6. DOCKS

As a port city, Notanali relies on sea trade and fishing. The docks are a lively part of the town, often full of fishermen and visiting merchants from the far reaches of the Empire or other countries.

Pre: Fishermen and merchants peruse the docks. Players can trade or purchase fish, or even small boats if they have the money. Any boats purchased will remain kept at a private dock here for the players to retrieve later.

Post: Chaos reigns in the streets as Tumotl’s tablet turns the citizens hostile; the docks are no exception. Fighting here is dense, and chances of an encounter with hostile citizens are **High**. See **TWILIGHT’S TUMULT** section for more information on random encounters.

7. LORD IYOGA’S MANSION

Lord Iyoga is the reigning power in Notanali. While a minor noble in the grand scale of the Empire, Iyoga is a competent and ambitious man who enjoys displaying

his wealth. His notable personal army of guards and mercenaries often assist the soldiers in patrolling the streets. Such a large force of military tends to keep the crime levels quite low. Respected but feared in equal measure less for his severity but more for his capacity for military action, Lord Iyoga spends much of his time in his mansion conducting business. His mansion reflects his wealth and aspirations – grand and decorative.

Pre: If the players approach the mansion, a pair of guards at the gates will stop them:

A pair of guards stand at the gates to the mansion. As you approach, they cross their spears to block the gate. Sternly glaring at you, the right guard orders in a deep commanding voice, “State your business.”

The guards will refuse entry to Iyoga’s mansion, though if the players pass a Faceoff Test of their Persuade vs the guard’s Focus, they will send word to fetch Lord Iyoga.

If Lord Iyoga is called: The noble will come outside, surrounded by five additional guards. He will stop just before the entrance, patiently waiting for the PCs to talk.

KEY INFORMATION: Lord Iyoga is polite, but evasive. If questioned about the Box, he will deny any familiarity with it, and brushes off his mercenary army as business as usual. If the PCs press, he recommends they talk to Lord Tae’Bo about his own mercenary army, or ask the Mages if they know anything about the Box.

Lord Iyoga will then dismiss the PCs and return to his mansion. The guards will not allow the players entrance or fetch Lord Iyoga a second time.

Post: The true goal of Tae’Bo’s plot is to assassinate Iyoga in the ensuing chaos. Prior to the ritual, a dozen of Tae’Bo’s mercenaries are dispatched, disguised as commoners, to the borders of Iyoga’s property. Once the chaos begins, the mercenaries will use the disorder to attack the gates. Eventually, they will break through and start fighting with Iyoga’s guards. The mercenaries’ immunity to the ritual gives them an edge, and it will take little time for them to dispatch the guards and go for Iyoga.

It takes about 1-2 in-game hours for the mercenaries to break through Iyoga’s gates and attack Iyoga himself. If the player characters don’t reach Iyoga in time before he is defeated in combat by the mercenaries, he will die in his courtyard.



LORD IYOGA

| HP | EP | AB | DB |
|--|----|----|-------|
| 14 | 17 | 2 | 3 (2) |
| Challenge: Pushover Difficulty: Easy-Average | | | |
| Armor: Cotton Cuirass (Partial) (-1 SIs/+1 Fire) Weapons: <i>Churika</i> (4 DR) Talents: Literacy (Native), Light Footed I, Swordsman, Dibs, Counter Equipment: 5gp | | | |

The preeminent power in Notanali, Lord Iyoga is an intelligent, calculating man. Logistically minded, he manages many of the city’s broader affairs and has aspiration of larger influence. Prior to his office, Iyoga spent some time in the Imperial military.

8. BLACKSMITH

The blacksmith keeps busy forging and servicing the weapons of the army and mercenaries. Though busy, he has time to sell extra weapons. He sells all General and Common Quesachan weapons. If questioned about the nobles or mercenaries, he will shrug and say, “I don’t pay attention to all that. I just make the weapons for people who need them.”

Pre: The blacksmith opens shop for those interested, but is otherwise too busy making weapons to converse much.

Post: Fighting at the smithy is less intense than in the marketplace or docks. Chances of an encounter with hostile citizens are Low, but plausible. See **TWILIGHT’S TUMULT** section for more information on random encounters.

9. TEMPLE AND MEDIC

As a remote city, Notanali worships a local pantheon not common in other parts of the empire. Within the temple are smaller shrines dedicated to the various local gods. Here the city’s doctors also reside, as Notanali’s priests are all practiced medics so they may tend to wounds both spiritual and physical.

Pre: The priests welcome travelers and will sell basic healing supplies or tend to any wounds for a small 5 cp donation. The priests can heal minor wounds, recovering 1d5 HP with healing poultices.

Post: Many terrified citizens seek shelter in the temple. As the ritual begins to affect more and more citizens, even the holy refuge proves unsafe. Chances of an encounter with hostile citizens are **High**, but most are farmers, children, laborers – physically weaker opponents. You may want to tweak random combatant results to be only or mostly Weak enemies even if the results call for Strong opponents. See **TWILIGHT’S TUMULT** section for more information on random encounters.

10. LORD TAE’BO’S MANSION

See the Tae’Bo Mansion section that follows.

TAE’BO MANSION

Lord Tae’Bo’s mansion is located in the southern section of the city. The only other noble in Notanali, Tae’Bo has been plotting to become the city’s new leader – quietly and behind the scenes, of course. The large influx of mercenaries come from him, and chances are the PCs will eventually be directed to his mansion. The mansion itself is austere and humble in comparison to Lord Iyoga’s manor. A map of the mansion’s interior can be found on the next page.

Pre: If the players approach the mansion, a pair of guards at the gates will stop them:

A pair of guards stand at the gates to the mansion. As you approach, they cross their spears to block the gate. Sternly glaring at you, the right guard orders in a deep commanding voice, “State your business.”

As with Iyoga, the guards will refuse entry to Tae’Bo’s mansion. However, players can use a Faceoff Test of their Persuade vs the guard’s Focus plus applicable bonuses (see Key Information below). If the players win, the guards will escort them to the waiting room inside the mansion. See the Waiting Room section to continue. If the players fail, how the guards react depends on what the players said during their persuasion.

KEY INFORMATION: How the players attempt to persuade the guards affects the outcome. If the players claim to be mercenaries, the guards will verify their identity. They will ask what band the players belong to. Regardless of a player’s persuasion skills, the guards will only truly believe the players are mercenaries if they have the ice sword crest from the mercenary leader and display it. If the players do not have the crest and insist

on being mercenaries, the guards will escort them to the waiting room. **However**, they will report to Tae’Bo that there are impostors in the waiting room. Tae’Bo will command the guards to detain the PCs. If the PCs are still in the waiting room when the guards return, they will be escorted to the “Guest” Rooms, which serve as temporary holding cells. The guards will confiscate the PC’s weapons and containers, as well as the Box of Tumotl if the players still have it.

If the players do not claim to be mercenaries and are convincing, the guards will let them inside but report to Lord Tae’Bo that there are people claiming to be whatever cover the PCs choose to use. The guards are uncertain the party are impostors, but are not confident they’re authentic either. Lord Tae’Bo will agree to see the party. The guards will then escort the PCs into Tae’Bo’s office. See **Area 5: Tae’Bo’s Office** on how to handle interactions with Tae’Bo.

Important Note: Prior to the Ritual, a single guard patrols the corridors throughout the mansion, regardless of whether the players are sneaking about or escorted. You can roll a d10 when the players first enter the mansion to determine where the guard starts patrolling. It takes about 15 in-game minutes for the guard to complete a full circle from Tae’Bo’s southeast office entrance to the southwest entrance.

GUARD PATROL

| Roll | Patrol Location |
|------|--------------------------------------|
| 1-2 | Area 4 - “Guest Rooms” |
| 3-4 | Areas 2/3 - Waiting Room/Guest Rooms |
| 5-6 | Area 1 - Entryway |
| 7-8 | Area 7 - Kitchens |
| 9-10 | Area 6 - Armory |

If they encounter the guard unescorted, the PCs will each need to do a Faceoff test of their Sneak vs the Guard’s Observation. If the players are in front of the guard’s field of vision, he gains a +1 to his Observation check. If the players are detected, the guard will attack.

Post: Once the ritual is underway, there are only the two front gate guards standing watch; the rest of Tae’Bo’s men are in the ritual chamber or out in the city



on the assassination assignment. The gate guards will attack the party once they get within Short distance of the gate, assuming them to be hostile citizens.

1. ENTRYWAY

Within the opening foyer of the mansion there is little in this area beyond a few paintings, plants, and decorative weapons on the wall. To the east is an open hallway leading to the Waiting Room and the Guest Rooms. To the west is a door that leads to the Kitchen.

Pre: Two guards patrol this area, and will escort the player characters once the exterior guards bring them into the mansion.

Post: This area is abandoned as Tae’Bo’s soldiers are either out in the streets fighting in the chaos, or with Tae’Bo in the **Ritual Chamber** at **Area 8**.

2. WAITING ROOM

A small, simple room to send guests before they are brought to see Tae’Bo or to a personal room. Inside here are a few decorative benches and a statue of a jaguar serves as a centerpiece of the room.

Pre: The Waiting Room is empty and unguarded. The only way in or out is the door to the south, which leads to **Area 3**.

Post: All of Tae’Bo’s men are either in the **Ritual Chamber** in **Area 8** or at Lord Iyoga’s mansion, leaving the **Waiting Room** empty.

Tae’Bo Guard

| HP | EP | AB | DB |
|----|----|----|-------|
| 16 | 22 | 4 | 4 (3) |

Challenge: Moderate
Difficulty: Tough, Average for Social Checks

Armor: Quesachan Gambeson (Full) (-1 Sl/+1 Fire)
Weapons: *Tepoztopilli* (4 DR), *Churika* (4 DR)
Talents: Light Footed I, Pikeman, Swordsman, Dibs, Constant Vigilance, Counter, Disarm, Power Attack

Tae’Bo guards are primarily trained to fight with a Tepoztopilli. They prefer to stand within Short distance and use their Tepoztopilli to keep enemies at bay. Tae’Bo’s guards carry a Churika as a secondary weapon and may attack in Touch distance if space or situation calls for a shorter melee weapon.

Use these stats for the **Patrol Guard**, but give -1 to the PC’s Sneak difficulties against him.

3. GUEST ROOMS

A series of six small rooms that serve as bedrooms for visiting guests. Each room is elaborately decorated with a fancy table, chair, and comfortable bed, and a unique wall mural depicting different scenes of Old Gods. If the players inspect the rooms, they will find a collection of jade animal figurines kept next to the beds. Each statue takes up 1 Inventory slot and is worth 10*sp*.

Pre: The rooms are empty beyond the furniture and figurines. To the north is the entrance to the Waiting Room in Area 2, and to the south, the hallway continues into the “Guest” rooms.

Post: All of Tae’Bo’s men are either in the Ritual Chamber in Area 8 or at Lord Iyoga’s mansion, leaving the Guest Rooms empty.

4. “GUEST” ROOMS

More Spartan in furnishing than the other guest rooms, these six rooms are used to house prisoners temporarily. Each room has a simple bed, desk and chair. If the players are imprisoned, they will be put in one of the rooms and locked inside.

The only room the guards will not lock the players in is the southeast room, as there is a hidden passage within the room.

KEY INFORMATION: The secret passage in the Southeast room reveals a spiral staircase that leads to the **Ritual Chamber** in **Area 8**. For the PCs to detect the hidden door, they must pass an **INSPECT CHECK** at **Tough** difficulty. The door is opened by triggering a switch hidden underneath the jade statue in this room.

Pre: If the PCs are captured or Tae’Bo orders his men to lock the party up, they will be put in one of the 5 open rooms here. Each room can hold 3 people. If the players wish to get out of the room, the door can be unlocked or broken open. For a lockpick test, a player must have the Lockpicking skill and pass a **THEFT CHECK** at **Average** difficulty. If the players wish to break open the door, they must pass a **STRENGTH TEST** at **Tough** difficulty. However, breaking open the door will alert the Entryway guards and the Patrol guard if he is nearby.

Post: All of Tae’Bo’s men are either in the **Ritual Chamber** in **Area 8** or at Lord Iyoga’s mansion, leaving the prison rooms empty.

5. TAE’BO’S OFFICE

The center of operations for Lord Tae’Bo, his office spares no expense. Highly decorative with statues and ceremonial arms and armor, at the center is Tae’Bo’s desk. Tae’Bo will often be here if he’s not in the **Ritual Chamber**.

Pre: The players will find Tae’Bo in his office. If escorted there by the guards, read the following to the party:

Sturdy and intricately carved, it feels almost a throne rather than a table. Behind it sits a small, stocky Quesachan man scribbling notes. Dressed in an elaborate cloak of the nobility, his mood feels far more somber than his bright clothes. He glances up at you as you enter, his face stern but otherwise impassive.

Tae’Bo will speak with the players and inquire about the player’s presence and business.

KEY INFORMATION: As the saying goes, you can’t bullshit a bullshitter, and Lord Tae’Bo will be very difficult to **PERSUADE** or **DECEIVE**. If convinced of any lie, he will give the players a chance to prove themselves by arranging a performance/show/whatever for later. In the meantime, the players can stay in one of the **Guest Rooms**, but will need to be escorted by the guards if they wish to go anywhere outside the room.

If the player characters snuck into Tae’Bo’s office, they must make a **SNEAK CHECK** at Average Difficulty to remain undetected. Because Tae’Bo is absorbed in his notes and work, players get a +2 **bonus** to their **SNEAK** while he is at his desk.

If Tae’Bo detects the players, he will yell for his guards. The Armory is connected to his office, so 6 guards will rush into the office immediately. If players are able to catch Tae’Bo unawares before he can yell for his guards, he will prove evasive and uncooperative and try to trick the players into bringing enough attention to themselves that the guards come in anyway.

KEY INFORMATION: Tae’Bo’s desk is covered in notes about the Box of Tumotl. If the players can access Tae’Bo’s desk without interference, they can look over the notes. If a player can **Read Quesachan**, read the following to them:

Rummaging through Tae’Bo’s desk, you notice that amongst the typical clerical recordings of taxes, many are hastily-scrawled letters about Tumotl, the

Old God of discord. A few notes mention a search for Tumotl’s box and Tae’Bo’s apparent frustration at the lack of results.

If players search Tae’Bo’s desk, within the drawers they will find Tae’Bo’s journal. Tae’Bo’s journal is written in a code; characters must be able to **read Quesachan** AND pass an INT check at Average difficulty. If a character cannot break the code, read the following:

You flip through the scroll book, but cannot make heads or tails of the message; the journal appears to be written in some form of code.

However, if a character is able to decode the journal, instead read this:

After some work, you are able to break the code. The journal appears to outline a plan to use a tablet cursed by Tumotl. Tae’Bo’s plan involves a ritual that will amplify the tablet’s negative energy to attract spirits to possess Notanali’s populace and turn them aggressive and hostile.

In the ensuing chaos, Lord Iyoga will be assassinated (either by his own guards or Tae’Bo’s mercenaries, who are ward from the tablet’s effects). At that point, Lord Tae’Bo will step in and “rescue” the city from the spirits by performing another ritual to deactivate the tablet’s effects.

As far as the public knows, Lord Tae’Bo used his influence with the gods to exorcise evil and rescue the city. As a hero and with Lord Iyoga dead, Lord Tae’Bo will be the new main power in the city.

If Tae’Bo is still alive/conscious when the players read his notes, regardless of whether or not they understand his journal, he will not be forthcoming and will try to escape to the **Ritual Chamber** if possible. Tae’Bo will distract, lie, and misdirect to gain an opportunity to escape. It is very tricky to get a straight answer from him. **SOCIAL CHECKS** to try and gain information are **Difficult**.

Post: All of Tae’Bo’s men are either in the **Ritual Chamber** in **Area 8** or at Lord Iyoga’s mansion, leaving Tae’Bo’s office empty. Players can still search his desk and drawers for the notes and letters.

6. ARMORY

The armory is where Tae’Bo keeps supplies for his guards and mercenaries. It may or may not be occupied depending on when the players come through the mansion. Regardless of occupation, if the PCs search the room they can find 1d10 Common Quesachan and/or General armor pieces, plus 1d5+1 Common Quesachan and/or General weapons.

Pre: The armory is occupied by 6 guards. To remain undetected, players must make a **FACEOFF TEST** of their **SNEAK** vs **OBSERVATION** for each of the guards. If detected, the guards will attack.

Post: All of Tae’Bo’s men are either in the **Ritual Chamber** in **Area 8** or at **LORD IYOGA’S MANSION**, leaving the Armory empty. Players can still loot the room for weapons and armor.

7. KITCHENS

Here, Tae’Bo’s kitchen staff typically prepares meals. The kitchens include a large firepit and pots for cooking, as well as cabinets and counters for storing and preparing food. If players search the room, they will find 2 Avocados, 2 Cocoa Leaves, a sack of Coffee Beans, and 1d5 Star Leaves.

If players pass an **INSPECT CHECK** at **Average** difficulty, they can also find a stack of 5 Weak Health Potions stored inside.

Pre: The kitchen is almost completely unoccupied. The only resident is a cook that is more focused on her work than the party:

There is a single cook in the kitchen, working about and looking very frazzled. She pays you no mind as you go through the kitchen.

The cook is accustomed to the strange mercenaries going through lately, and thinks little of the party going through.



LORD TAE’BO

| HP | EP | AB | DB |
|--|----|----|----|
| 10 | 17 | 2 | 1 |
| Challenge: Painless Difficulty: Easy, Difficult for Social Checks | | | |
| Weapons: <i>Knife</i> (3 DR) Talents: Literacy (Native), Simple Cipher Equipment: <i>5gp</i> , Scroll Case | | | |
| Lord Tae’Bo is a cunning and discreet individual. He knows how to best utilize his resources, including people. Ever wary to never show his full hand, he often talks his way out of trouble. For all his plotting and acumen, however, he is not much of a fighter. | | | |

TAE’BO MERCENARIES

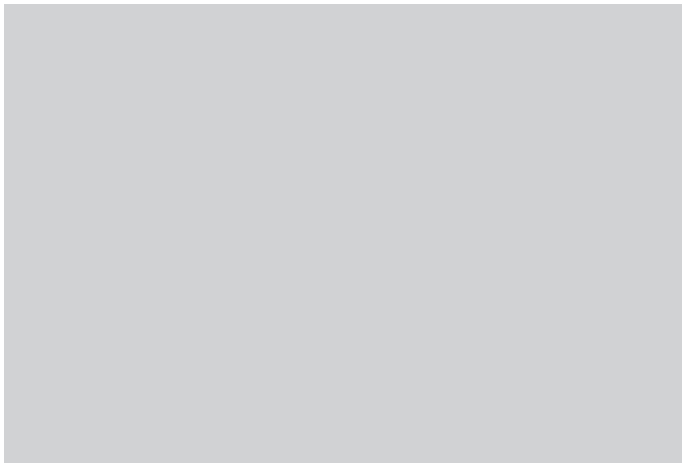
| HP | EP | AB | DB |
|--|----|----|-------|
| 16 | 22 | 4 | 3 (2) |
| Challenge: Moderate Difficulty: Tough, Average for Social Checks | | | |
| Armor: Fur Cuirass (Partial) (-2 Ice) Shield: Small Wood Weapons: <i>Hand Axe</i> (4 DR) Talents: Light Footed I, Swordsman, Cheap Shot, Dirty Move, Power Attack, Shield Bash | | | |
| While Tae’Bo’s guards protect his mansion proper, his mercenaries are the ones out on the streets during the chaos, or in the Ritual Chamber with the noble. The mercenaries come from various cultures, but most tend to fight with a Hand Axe and shield, keeping in Touch distance and chopping through foes. | | | |

So long as the players don’t rummage through the supplies, she will not be alarmed. If the players try to talk to her, she will mumble about distractions and tell them that she’s busy. If she detects the players trying to take supplies, she’ll yell at them to leave her kitchen alone and return to whatever task Tae’Bo put them up to. If the players comply, that is the end of it. If they continue to try and pilfer, she’ll alert the guards from **Area 6: the Armory**.

Post: All of Tae’Bo’s men are either in the **Ritual Chamber** in **Area 8** or at **LORD IYOGA’S MANSION**, and the cook is no longer on duty, leaving the Kitchens completely empty.

8. RITUAL CHAMBER

The Ritual Chamber can only be accessed by a secret passage found behind a hidden door in **Area 4**. A large, open area, it is a cavern connected to the mansion above, rather than a man-made room. Largely empty, the focal point of the room is the ritual stand at the northern end, opposite of the staircase. The ritual stand is a slightly



raised platform with a stone pedestal about waist-high at the center. There are intricate carvings of Old Gods and monsters about the pedestal’s sides, as well as small basins filled with blood to each side of the pedestal. Who and what else are here depends on circumstance.

Pre: If the players still have the Box of Tumotl, this area will be empty. Players can inspect the pedestal and note the Old God carvings. If one of your players is Quesachan, have them make an **EDUCATION CHECK** at **Easy** difficulty. If passed, they identify the center deity on the pedestal as Tumotl, an Old God of discord. If the player has Old Gods as their character’s religion, give them at +1 to the check.

Even if they fail the test, they’re able to determine the carvings are of Old Gods, but they don’t know which ones.

Post: Tae’Bo and a dozen of his personal guard will be at the far north end of the room, participating in the ritual.

You see Lord Tae’Bo standing on a platform, a contingent of guards circled behind him. Tae’Bo

stands behind a pedestal, with the tablet and necklace resting atop. He leads in a chant, the necklace glowing bright purple as the chat intensifies.

Tae’Bo and his men are wrapped up in the ritual, and it is relatively easy to catch them unawares, even up close. If the players act quickly, they can **AMBUSH** Tae’Bo and his men. If the player characters try to talk to Tae’Bo, his guards will attack while he continues his chant.

KEY INFORMATION: The players will be unaffected by Tae’Bo’s ritual. Any player who passes an **INT CHECK** at **Tough** difficulty will realize that the particular wording of the chant affects only the city’s denizens. If players do not realize they are immune to the ritual’s effects, you may wish to have them make **FOCUS CHECKS** at **Easy** to **Average** difficulty to avoid being distracted by the worry the ritual will affect their minds. Characters who fail the test get a -1 to any roll for the next round.

Twilight's Tumult

If all goes to hell and Lord Tae’Bo is able to recover the Box of Tumotl and begin his ritual, the city will delve into chaos as the citizens begin attacking each other. If the players are going through Notanali’s streets, they run the risk of encountering hostile commoners who will attack. Below are a few charts to help generate the chances of an encounter with hostile citizens, based on the possibility of an encounter outlined by the area’s Post section. Roll **1d10** to determine the outcome:

Very Low Chance

| Total Roll | Result |
|------------|------------------------|
| 1-8 | No enemies encountered |
| 9-10 | 1d5 Weak Citizens |

Moderate Chance

| Total Roll | Result |
|------------|--|
| 1-3 | No enemies encountered |
| 4-5 | 1d5 Weak Citizens |
| 6-7 | 1d5 Strong Citizens |
| 8-9 | 1d5+1 Weak Citizens, possible 1-2 Strong |
| 10 | 1d5+1 Weak Citizens, 1d5 Strong Citizens/City Guards |

High Chance

| Total Roll | Result |
|------------|---|
| 1-2 | No enemies encountered |
| 3-6 | 1d5+1 Weak Citizens |
| 7-8 | 1d5 Weak Citizens, 1d5 Strong Citizens or City Guards |
| 9-10 | 1d5+1 Weak Citizens, 1d5 Strong Citizens/City Guards |

Very High Chance

| Total Roll | Result |
|------------|---|
| 1 | No enemies encountered |
| 2-4 | 1d5+1 Weak Citizens |
| 5-6 | 1d5 Strong Citizens |
| 7-8 | 1d5 Weak Citizens, 1d5 Strong Citizens or City Guards |
| 9-10 | 1d5+1 Weak Citizens, 1d5 Strong Citizens/City Guards |

Weak Citizen

| HP | EP | AB | DB |
|---|----|----|----|
| 5 | 15 | 2 | 1 |
| Challenge: Painless Difficulty: Easy to Average | | | |
| Weapons: <i>Barehanded</i> (3 DR) Talents: No combat talents | | | |
| Weak Citizens are merchants, the young and old, scholars, and other less labor-focused folk. They are clumsy in their attacks and focus more on ferocity. | | | |

Strong Citizen

| HP | EP | AB | DB |
|--|----|----|----|
| 12 | 15 | 3 | 2 |
| Challenge: Pushover Difficulty: Easy to Average | | | |
| Weapons: <i>Work Tool</i> (3-4 DR) Talents: No combat talents | | | |
| Strong Citizens are fishermen, farmers, masons, and other folk from labor-intensive jobs. They are clumsy in their attacks and focus more on ferocity. | | | |

City Guard

| HP | EP | AB | DB |
|--|----|----|-------|
| 18 | 22 | 3 | 4 (3) |
| Challenge: Moderate Difficulty: Tough, Average for Social Checks | | | |
| Armor: Quesachan Gambeson (Full) (-1 SIs/+1 Fire) Shield: Small Wood Weapons: <i>Churika</i> (4 DR), <i>Knife</i> (3 DR) Talents: Light Footed I, Swordsman, Constant Vigilance, Counter, Disarm, Power Attack, Shield Bash | | | |
| The Notanali city guards are branches of the Quesachan military, professionally trained. When affected by the tablet, they fight more aggressively and less strategically. | | | |

Concluding Act III

At the end of the third Act, the player characters should have resolved and thwarted Tae’Bo’s plots, in one form or another. The fate of Notanali will depend on their actions, ranging in utter devastation to business as usual. By now you should be able to wrap up the story and fallout based on the party’s actions and success.

The city’s response to the Player Characters will depend on how catastrophic Lord Tae’Bo’s plot was. As with Woodview, reactions can range from overjoyed if the players managed to keep Iyoga alive and the city

unmolested, to morose or even angry if the Tae’Bo manages to assassinate Lord Iyoga before the Players put him down.

If Lord Iyoga is assassinated, you may even want to consider requiring the players to pass a Persuade or Deceive check by the remaining city guards to convince them that the chaos was caused by Lord Tae’Bo’s machinations. How difficult the check is may depend on the evidence (notes, diagrams, the Box itself, etc) that the players have acquired over the journey. If the players fail the social check, they may be imprisoned, banished, attacked, etc – this may be a good way to lay the groundwork for a new campaign.

If the city’s response is positive: Grant the PCs Notanali as a **Status** Connection at **Acquaintance** trust. If Iyoga is alive, you can label him as the primary Connection. The town rewards each PC 1d5+1 GP, one Enchanted item (See **CHAPTER 3: REWARDS** in the **GAME MASTER GUIDE** for more on Enchanted items), and a small discount with their merchants and inn. They may grant additional rewards if the PCs managed to stop the plot before it began.

If the city’s response is neutral: If Tae’Bo’s attack on the city begins but Iyoga is rescued, the city will be relieved his plot was stopped, but be overwhelmed by the damage caused in the attempt. They will grant the party 1d5+1 gp apiece for their trouble.

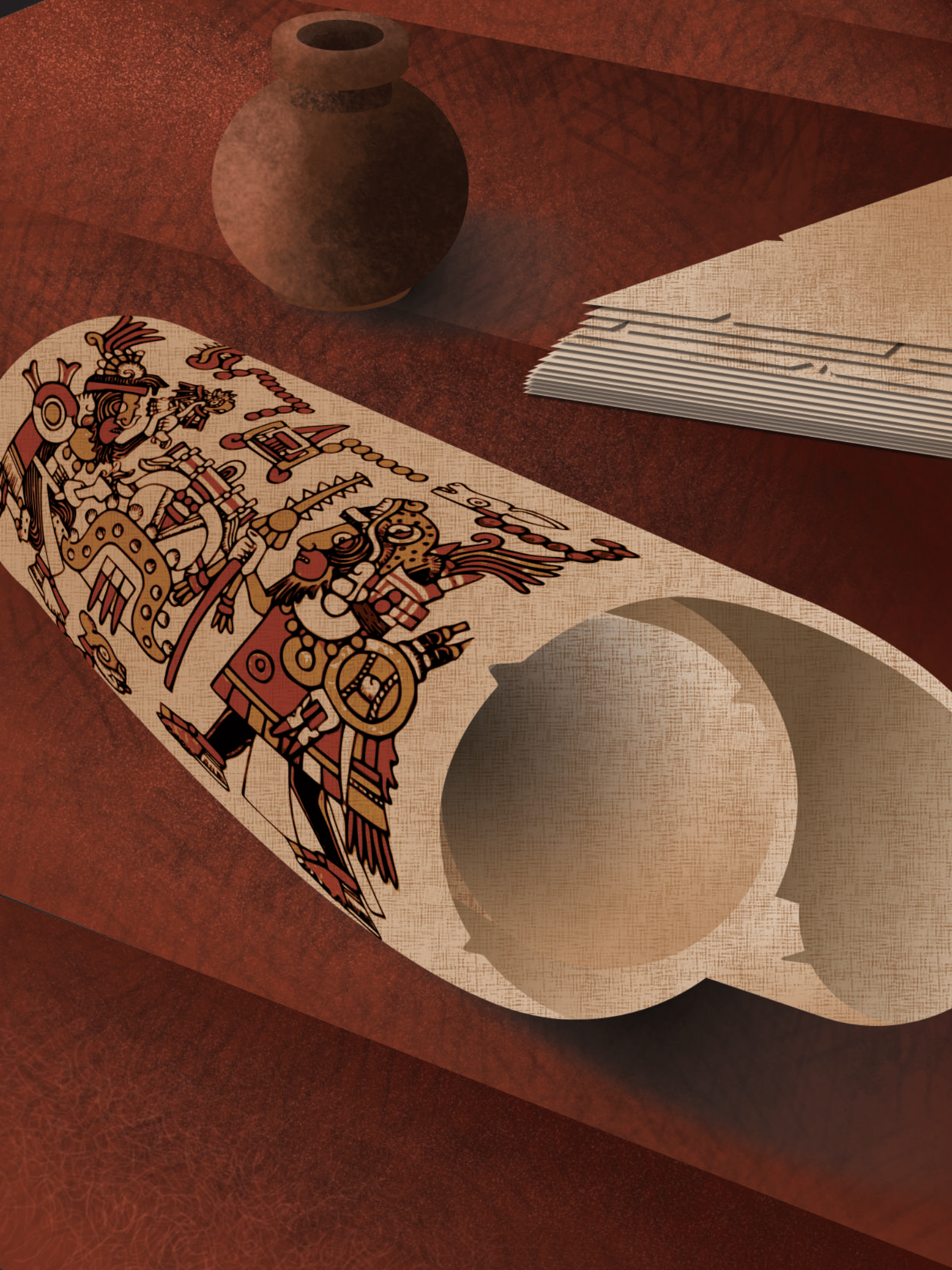
If the city’s response is negative: If Iyoga is assassinated or most of the city is destroyed before Tae’Bo is stopped, the city is angered by the incident and considers the party bad luck. Notanali will no longer let them stay at the inns; they will still trade but do not offer any rewards.

At the conclusion of *The Box of Tumotl*, players should walk away with more XP and possibly a few new goodies.

Depending on accomplishments, combat and roleplay, the players should have earned somewhere around **6-12 XP**. Consider bonus XP if the players are able to thwart the assassination plot before it happens.



SECTION V: APPENDIX



You've reached the end, congrats! Your journey with Waracle is only beginning, but we don't expect you to get everything perfect right out the gate. Here is the appendix, a collection of miscellaneous information that may help you in different ways. Specifically, this final chapter includes resources that can supplement your game, a glossary of RPG and mechanic terms used, a pronunciation guide for some civilizations and names, a quick reference for all character creation and encounter charts, and an index to help you find material faster in the future.

GAME RESOURCES

This book isn't your only resource for Waracle! There are plenty of additional goodies to be found both online and in print. We've listed a few of them in this section.

At WWW.WARACLERPG.COM/GAME-RESOURCES/ you'll find freebies such as character sheets and extra maps, as well as a more comprehensive list of outside resources, links to apps, and research materials.

GREAT GAME ACCESSORIES

These are resources and accessories made by other companies, and can be a great way of enhancing your tabletop experience.

Chessex Dice: Sold at most gaming stores; can be found at chessex.com, amazon.com and many online stores. Chessex also sells Battle Mats and other accessories.

Dice Shop: This site sells many custom and special dice sets at THEDICESHOPONLINE.COM.

Hero Forge: A site where you can create and purchase custom 3D printed figurines. Found at heroforge.com.

Meeple Source: The headquarters of Meeples, easy and flexible game pawns! Sold at MEEPLESOURCE.COM.

SOFTWARE/SERVICES

Cartographer's Guild: A forum created by and for map makers. Great for GMs that need a quick map for their adventures. Found at CARTOGRAPHERSGUILD.COM.

Dungeon Painter: This free online tool lets you quickly create and export maps to jpg, png, or pdf. Found at PYROMANCERS.COM/DUNGEON-PAINTER-ONLINE/

Fantasy Grounds: A popular virtual tabletop program, Fantasy Grounds is paid software with a versatile toolkit to create, manage and play tabletop games online. Also available on Steam for PC and Mac. You can download a demo at FANTASYGROUNDS.COM.

Realm Works: Another virtual tabletop program, Realm Works is a one-stop tool for managing tabletop RPGs online. Also offers cloud services for easily accessible files. PC only, found at WOLFLAIR.COM/REALMWORKS/

Roll20: A popular and free alternative to Fantasy Grounds and Realm Works, Roll20 is an online virtual tabletop. In addition to campaign management, Roll20 offers an online search for play groups and a marketplace to expand your toolbox. Join at ROLL20.NET.

RPTools: Another free virtual tabletop, RPTools offers plenty of flexibility and customization. Includes map, token, characert and dice tools as well as an online community with additional player-created tools and sources. Available for both PC and Mac at RPTOOLS.NET.

CREATIVE INSPIRATION

Ancient Origins: Archive of tech, myths, artifacts, and all things ancient, found at ANCIENT-ORIGINS.NET.

God Checker: An online guide to gods, demons and spirits from a variety of cultures at GODCHECKER.COM.

Nahuatl Dictionary: Great for Quesachan characters or cities, found at WHP.UOREGON.EDU/DICTIONARIES/NAHUATL/

Fantasy Name Generators: Need a character or NPC name? Head here! If looking to keep names lore accurate, use the follow cultures for Waracle civilizations: Aztect (Quesachi), Phoenician (Bizzem), Tamil (Dulisi), Assyrian (Kalvres and Dushum), Mongolian (Temekumus), Hindi (Trapper), Inuit (Yanter). Wisokwe use Mohican names not found on this site. Generators found at FANTASYNAMEGENERATORS.COM

GLOSSARY

Action: During a player's turn, they can take a Standard Action or a Delayed Action. Free actions do not count towards this limit.

Adventure: A series of encounters that tells a complete story. Sometimes called a scenario. An adventure may take a single session to complete, or several.

Attack Bonus (AB): A stat that measures the attacking ability a character has to break through an opponent's Defense.

Attack Roll: The roll made when a character wants to attack in combat. An attack roll uses a d10 die to determine final AB.

Attribute: A core physical or mental attribute of a character. They determine the effectiveness of a character's abilities.

There are six attributes: Strength (STR), Agility (AGL), Endurance (END), Intelligence (INT), Perception (PER) and Charm (CHA).

Campaign: A series of sessions that form an overall story guided by the Game Master. Has a beginning, climax, and end. Players and GMs may run several campaigns with the same characters, or only a few.

Civilization: The culture a character comes from. Civilization determines a character's general looks, racial modifiers, and starting bonus stats. Also known as Culture.

Connections: A stat that illustrates how many and what kinds of informational resources your character

starts out with.

Damage Rating (DR): The amount of damage a weapon does after a successful attack.

Damage Type: The type of damage a talent or spell inflicts. Can be a weapon type or an elemental type.

Defense Bonus (DB): A stat that measures how hard a character is to damage in combat. The higher the DB, the better.

Defense Roll: The roll made when a character is attacked and attempts to dodge it. A defense roll uses a d10 die to determine final DB.

Dice: Waracle uses two type of dice: a ten-sided die (d10), and a five-sided die (d5). The d5 can be simulated by rolling a d10 and dividing the result by 2.

Element: A controlling force of magic. Can be a type of damage. There are five elements: Fire, Water, Earth, Air and Energy.

Encounter: A situation where characters test their abilities. There are three kinds of encounters: combat, environment, and narrative.

Energy Points (EP): Points that are used to power spells and special attacks. EP is based on a character's core stats and profession.

Experience Points (XP): Points received by Player Characters as reward for completing encounters. They are used to improve skills and attributes, and to purchase new talents.

Flaw: A small negative personality trait a Player Character must take upon

creation to tweak their abilities.

Game Master (GM): The Game Master runs the game and acts as a referee.

Hit Points (HP): A number that represents a character's total health. Characters lose HP when damaged by attacks. NPCs that reach 0 HP die, while Player Characters who hit 0 HP die after the number of rounds equal to their total Endurance. Hit Points can be recovered by spells, potions, and resting.

Initiative: The system by which the order of combat is determined. Characters with higher total Agility go first, with ties being broken by dice rolls.

Level: A measure of a character's prowess in a skill.

Non-Player Character (NPC): Any character portrayed by the GM.

Party: A group of Player Characters working together.

Perk: A small positive personality trait a Player Character must take upon creation to tweak their abilities.

Player Character (PC): A character created and controlled by a single Waracle player.

Racial Modifier: A stat or talent that is applied to a civilization as a natural bonus or penalty.

Range: The distance from a character that their weapon can reach to attack.

Reputation: The default impression a character has with a particular group based

on their actions or background. This enhances or penalizes their social checks with that group. Reputation can be Allied, Friendly, Neutral, Distrusted, or Hostile.

Round: A single session of combat broken into turns for each PC and NPC involved.

Skill: An ability characters may possess that requires little or no specialized training. Often used in challenges.

Spell: A type of magical talent that mages use to attack, defend, or alter the environment in some way.

Standard Action: A move your character makes during their combat turn.

Talent: An area of specialized training or aptitude. Talents are the foundation of character abilities.

Turn: A 5-second increment of in-game time where a PC or NPC takes a Standard Action or prepares a Delayed Action.

Weapon Type (WT): The type of damage a weapon inflicts. There are three weapon types: slashing, bludgeoning, and piercing. Improv weapons can be any type, depending on what is being used.

PRONUNCIATION GUIDE

Many names of locations and people may be difficult for native English speakers to decipher. In particular, Quesachan terms may prove a challenge as they are based off of Nahuatl, language of the Aztecs, which carries many Spanish-based spellings. This section covers basic pronunciation of the game's nine civilizations, as well as Quesachan pronunciations.

Note: These pronunciation guides are based on American English pronunciation of letters. Also, Quesachan is not completely analogous to Nahuatl - it has additional words and influences for other cultures after centuries of a multicultural society. So please do not take this as a complete substitution for the Aztec language. You can find more information about the real Aztec language in the Resources section.

CIVILIZATIONS

Bizeem - Beh-zeem (short m as in mom)

Dulisi - Doo-lee-see

Dushum - Doo-shoe-m (short m as in mom)

Kalvres - Kal-vreez (ka like cat, e as in the letter E)

Quesachi - Kay-sah-chee

Temekumus - teh-meh-koo-moos

Trappers - Self-explanatory. However, the name they call themselves - *Kurachu* - is koo-rah-choo.

Wisokwe - Wehs-uh-kweh

Yanter - Yahn-tur (long a as in saw)

DEMONYMS

Demonyms are words to identify residents or natives of a particular place, such as Japanese from Japan. Here are the demonyms for the civilizations:

Bizeem - Bizeem

Dulisi - Dulisi

Dushum - Dushuma

Kalvres - Kalvren

Quesachi - Quesachan

Temekumus - Temekumusan

Trappers - Trapper

Wisokwe - Wisokwen

Yanter - Yanter

QUESACHAN LANGUAGE

This section will outline pronunciation of single letters or a syllable set - combine them to form full words, as you would when spelling any word in English... only with more consistency than English spelling!

VOWELS

a - Soft *a*, like ah or the a in *father*; aa is the same, but held longer.

e - Like the e in *set* or *met*; ee is the same, but held longer.

i - Like ee in *seek*; ii is the same, but held longer.

o - Like o in *no*; oo is the same, but held longer.

u - Long u, like in *flute*; uu is the same, but held longer.

DIPHTHONGS*

*A Diphthong is a sound made by combining two vowels.

au - Like ow in *chowder*.

ai - Like *aye* or *eye*.

CONSONANTS

c - Like *c* in English; said with hard c like *cold* when before a, o, u; said soft like *city* before e or i.

ch - Like *ch* in English, such as *chop*.

cu - Like the English *qu*, such as *queen* or *question*.

h - Like *h* in *home*.

hu/w - Like *w* in *way* or *wow*.

l - Like *l* in *little*.

m - Like *m* in *moon*.

n - Like *n* in *noon*.

p - Like *p* in *peach*.

qu/k - As the Spanish *qu* - In English, like *k* in *key*.

t - Like *t* in *talk*.

tl - Like *faintly*; try saying the “*tly*” without the *y*.

tz/s - Like *ts* such as *cats*, but the *t* is never silent at the start of a word, such as *tsar*.

x - Like *sh*, such as in *show*.

y - Like *y* in *yell*.

z - Like a hard *s*, or like *z* in *zoo*.

SAMPLE WORDS

Here are a few example Quesachan words for places and weapons found in the game using the pronunciation described above:

Macuahuitl - Mah-kwah-wee-tl

Iyoteno - Ee-yo-ten-oh

Tequachi - Teh-coo-ah-chee

Teoqui - Teh-oh-kwee

Teowaxi - Teh-oh-wah-she

Teomacho - Teh-oh-mah-cho

Tepoztopilli - Teh-poh-sto-pee-lee

STAT CHEAT SHEET

NPC/CREATURE CHEAT SHEET

| Name | | HP | EP | AB | DB |
|-----------|------------|-----------|----|----------------|----|
| Challenge | Difficulty | Resist | | Weak | |
| Armor | Weapons | | | Talents/Spells | |
| Head | Name | Name | | | |
| Resist | Type | Type | | | |
| Weak | Range | Range | | | |
| PR | DR | DR | | | |
| Body | Ammo | Ammo | | Special | |
| Resist | Shield | Equipment | | | |
| Weak | Type | | | | |
| PR | PR | | | | |

PC CHEAT SHEET

| Name | | HP | EP | AB | DB |
|--------|--------|-----|-------------|----------------|----|
| Armor | Weapon | STR | Skills | Talents/Spells | |
| Head | Name | AGL | | | |
| Resist | Type | END | | | |
| Weak | Range | INT | | | |
| PR | DR | PER | | | |
| Body | Ammo | CHA | Perks/Flaws | | |
| Resist | Shield | | | | |
| Weak | Type | | | | |
| PR | PR | | | Observation | |
| | | | | Inspect | |

SAMPLE CHARACTER SHEET

On the next few pages, you’ll find a complete character sheet set to get you going on playing *Waracle*. Back on the **GAME RESOURCES** on page 271, you can find a link to a digital character sheet that can be filled out digitally, as well as automatically calculate basic stats to save you time and number crunching!

You can copy and print the sample character sheet pages, or download a pdf copy of the sheet by scanning the following QR code with your phone or tablet:



| | | | | | |
|----------------|--|--------------|--------|--------------|------|
| PLAYER NAME | | CIVILIZATION | | SEX & GENDER | |
| HOMELAND | | RELIGION | | | |
| CHARACTER NAME | | HEIGHT | WEIGHT | HAIR | EYES |
| | | | | | AGE |

ATTRIBUTES

STR

STRENGTH

TOTAL

BASE

+

MOD

AGL

AGILITY

TOTAL

BASE

+

MOD

END

ENDURANCE

TOTAL

BASE

+

MOD

INT

INTELLECT

TOTAL

BASE

+

MOD

PER

PERCEPTION

TOTAL

BASE

+

MOD

CHA

CHARM

TOTAL

BASE

+

MOD

SKILLS

ACROBATICS*

TOTAL

AGL

+

LEVEL

+

MOD

BARTER

TOTAL

CHA

+

LEVEL

+

MOD

COOKING

TOTAL

INT

+

LEVEL

+

MOD

DECEIVE

TOTAL

CHA

+

LEVEL

+

MOD

EDUCATION

TOTAL

INT

+

LEVEL

+

MOD

ENTERTAIN

TOTAL

CHA

+

LEVEL

+

MOD

FITNESS

TOTAL

END

+

LEVEL

+

MOD

FOCUS

TOTAL

PER

+

LEVEL

+

MOD

INSPECT

TOTAL

PER

+

LEVEL

+

MOD

INTIMIDATION

TOTAL

STR

+

LEVEL

+

MOD

OBSERVATION

TOTAL

PER

+

LEVEL

+

MOD

PERSUASION

TOTAL

CHA

+

LEVEL

+

MOD

SAVVY

TOTAL

PER

+

LEVEL

+

MOD

SNEAK*

TOTAL

AGL

+

LEVEL

+

MOD

THEFT

TOTAL

AGL

+

LEVEL

+

MOD

*Skill Disadvantaged when in full armor

TALENTS & SPELLS

PERKS & FLAWS

COMBAT

HOLSTERED WEAPON

NAME

AMMO

☐BLG☐SLs☐PRC

TYPE

☐TOU☐SHO☐MED☐LONG☐FAR

RANGE

STR BONUS

DR

HOLSTERED WEAPON

NAME

AMMO

☐BLG☐SLs☐PRC

TYPE

☐TOU☐SHO☐MED☐LONG☐FAR

RANGE

STR BONUS

DR

HOLSTERED WEAPON

NAME

AMMO

☐BLG☐SLs☐PRC

TYPE

☐TOU☐SHO☐MED☐LONG☐FAR

RANGE

STR BONUS

DR

ARMOR

HEAD

PR

RESISTANCES

WEAKNESSES

BODY

PR

RESISTANCES

WEAKNESSES

SHIELD

☐HIDE☐WOOD☐METAL☐WICKER

TYPE

PR

STATUS EFFECTS

☐BLEEDING☐BLINDED☐BURNED☐CRIPPLED☐DEAFENED☐EXHAUSTED☐IMMOBILIZED☐GRAPPLED☐INCAPACITATED☐INBRRIATED☐NAUSEATED☐POISONED☐SOAKED☐STUNNED☐BLINDED☐TERRIFIED

COMBAT STATS

BASE AB

BASE DB

INITIATIVE

MOVEMENT

BASE AB

+

AGL

+

MOD

TOTAL AB

BASE DB

+

AGL

+

MOD

DB TOTAL

HIT POINTS (HP)

BASE

+

MOD

+

TOTAL

CURRENT

ENERGY POINTS (EP)

BASE

+

MOD

+

TOTAL

CURRENT

EQUIPMENT

ITEM

SLOTS

GP

SP

CP

XP

UNUSED

Item Capacity (STR x 10) + (Fitness x 2):

CONNECTIONS

NAME

TYPE

TRUST LEVEL

☐FAVOR☐CONTACT☐STATUS

☐ACQUAINTANCE☐ASSOCIATE☐COHORT☐FRIEND☐OATHBOUND

☐FAVOR☐CONTACT☐STATUS

☐ACQUAINTANCE☐ASSOCIATE☐COHORT☐FRIEND☐OATHBOUND

☐FAVOR☐CONTACT☐STATUS

☐ACQUAINTANCE☐ASSOCIATE☐COHORT☐FRIEND☐OATHBOUND

☐FAVOR☐CONTACT☐STATUS

☐ACQUAINTANCE☐ASSOCIATE☐COHORT☐FRIEND☐OATHBOUND

☐FAVOR☐CONTACT☐STATUS

☐ACQUAINTANCE☐ASSOCIATE☐COHORT☐FRIEND☐OATHBOUND

VEHICLES

TYPE

PASSENGERS

SLOTS

☐CART☐CHARIOT☐SLED☐CANOE☐BOAT☐SHIP

USED / TOTAL

USED / TOTAL

☐CART☐CHARIOT☐SLED☐CANOE☐BOAT☐SHIP

USED / TOTAL

USED / TOTAL

MOUNTS/ANIMALS

NAME

SLOTS

USED / TOTAL

USED / TOTAL

USED / TOTAL

CHARACTER SKETCH

REPUTATION

FACTION

DISPOSITION

☐HOSTILE☐DISTRUST☐NEUTRAL☐FRIENDLY☐ALLIED

☐HOSTILE☐DISTRUST☐NEUTRAL☐FRIENDLY☐ALLIED

☐HOSTILE☐DISTRUST☐NEUTRAL☐FRIENDLY☐ALLIED

☐HOSTILE☐DISTRUST☐NEUTRAL☐FRIENDLY☐ALLIED

☐HOSTILE☐DISTRUST☐NEUTRAL☐FRIENDLY☐ALLIED

☐HOSTILE☐DISTRUST☐NEUTRAL☐FRIENDLY☐ALLIED

☐HOSTILE☐DISTRUST☐NEUTRAL☐FRIENDLY☐ALLIED

☐HOSTILE☐DISTRUST☐NEUTRAL☐FRIENDLY☐ALLIED

LANGUAGES

CHARACTER BACKSTORY

CHARACTER APPEARANCE

QUICK REFERENCE

STARTING STAT POINTS

| Attributes | | Skills | | Talents | |
|------------|------|-----------|----------|---------|------|
| Budget | 5 XP | Budget | 10XP | Budget | 3 XP |
| Base | 4 | Base | Core | Tier I | 1 XP |
| Min Start | 3 | Cap | 1/2 Core | Tier II | 2 XP |
| Max Start | 7 | Max Level | 5 | | |

ATTRIBUTES

| Name | Abbr. | Name | Abbr. |
|-----------|-------|--------------|-------|
| Strength | STR | Intelligence | INT |
| Agility | AGL | Perception | PER |
| Endurance | END | Charm | CHA |

SKILLS

| Skill | Core Attribute | Skill | Core Attribute |
|------------|----------------|--------------|----------------|
| Acrobatics | AGL | Focus | PER |
| Barter | CHA | Inspect | PER |
| Cooking | INT | Intimidation | STR |
| Deceive | CHA | Observation | PER |
| Education | INT | Persuasion | CHA |
| Entertain | CHA | Savvy | PER |
| Fitness | END | Sneak | AGL |
| Theft | | AGL | |

BASE HP, EP, AB & DB

| Property | Calculation |
|----------|---------------------------|
| Base HP | 10 + END + Fitness Base |
| Base EP | 10 + AGL/STR + Focus Base |
| Base AB | 1 + Base Acrobatics |
| Base DB | 1 + Base Fitness |

MAGE EP & SPELL AB

| Property | Calculation |
|----------|-----------------------|
| Base EP | 10 + INT + Focus Base |
| Base AB | 1 + Base Focus |

REPUTATION

| Level | Allied | Friendly | Distrust | Hostile |
|--------|--------|----------|----------|---------|
| Effect | +3 | +1 | -1 | -3 |

CHARACTER CREATION

RACIAL BONUSES

| Civilization | Modifiers | Skill Adv | Free Talent |
|--------------|----------------|-------------|--------------------|
| Bizeem | +1 CHA, -1 STR | Barter | Appraisal |
| Dulisi | +1 CHA, -1 INT | Entertain | Quick Current |
| Dushum | +1 AGL, -1 CHA | Inspect | Low Light Vision |
| Kalvres | +1 STR, -1 PER | Intimidate | Constant Vigilance |
| Quesachi | +1 INT, -1 END | Education | Literacy (Native) |
| Temekumus | +1 AGL, -1 STR | Fitness | Camel Lord |
| Wisokwe | +1 STR, -1 CHA | Persuade | Bloodhound I |
| Trappers | +1 PER, -1 END | Sneak | Spiderlike |
| Yanter | +1 PER, -1 INT | Observation | Wastes Waif |

CONNECTIONS

| Connection Type | Cost |
|-----------------|------|
| Favor | 1 XP |
| Contact | 2 XP |
| Status | 3 XP |
| Trust Level | Cost |
| Acquaintance | 1 XP |
| Associate | 2 XP |
| Cohort | 3 XP |
| Friend | 4 XP |
| Oathbound | 5 XP |

ABILITY UPGRADE COSTS

| Attributes | | | | | |
|------------------|-------|-------|-------|-------|-------|
| Level | 1 | 2 | 3 | 4 | 5 |
| Cost | - | - | - | 5 XP | 10 XP |
| Level | 6 | 7 | 8 | 9 | 10 |
| Cost | 15 XP | 20 XP | 25 XP | 30 XP | 35 XP |
| Skills | | | | | |
| Level | 1 | 2 | 3 | 4 | 5 |
| Cost | 1 XP | 2 XP | 3 XP | 4 XP | 5 XP |
| Talents & Spells | | | | | |
| Tier | I | II | III | IV | V |
| Cost | 3 XP | 6 XP | 9 XP | 12 XP | 15 XP |

ENCOUNTERS

TEST TYPES

| | |
|-----------------|--|
| Skill Check | Skill Total vs Difficulty |
| Attribute Check | Attribute Total vs Difficulty |
| Faceoff Check | Skill vs Opposing Skill OR Attribute vs Opposing Attribute |
| Talent Check | INT + Highest Tier + 1d10 |

STANDARD TEST DIFFICULTIES

| Difficulty Level | Attribute Test Value | Skill Test Value |
|------------------|----------------------|------------------|
| Effortless | 5 | 5 |
| Easy | 8 | 7 |
| Average | 10 | 13 |
| Tough | 15 | 19 |
| Difficult | 18 | 25 |
| Implausible | 20 | 30 |

COMBAT

DETERMINE INITIATIVE

| |
|---|
| Highest AGL (including NPCs) Roll 1d10 for tiebreakers |
|---|

COMBAT ACTIONS

| | |
|----------|--|
| Standard | Attack, Castspell, Defend, Get Up, Move, Use Item, Use Skill |
| Delayed | Extended Move, Complex Action |
| Free | Draw Weapon, Drink Potion, Partial Move |

HEALING HP & RESTORING EP

| Item | Heal/Restore |
|-----------------|--------------|
| Weak Potion | 25% HP/EP |
| Standard Potion | 50% HP/EP |
| Strong Potion | 75% HP/EP |
| Star Leaf | 1d5 HP |
| Cocoa Leaf | 1d5 EP |

DYING

| | | | |
|--------------|-----|---------------|----------------------------------|
| Rounds/Death | END | Instant Death | Remaining Damage ≥ total HPx2 |
|--------------|-----|---------------|----------------------------------|

COMBAT

SHIELDS

| Shield | PR | AB Pen. | Restriction | Cost |
|----------------|----|---------|-------------|------|
| Hide (Light) | 1 | - | - | 10sp |
| Wood (Light) | 1 | - | - | 14sp |
| Metal (Heavy) | 2 | -2 | Min 5 STR | 1gp |
| Wicker (Heavy) | 2 | -1 | - | 8sp |

DAMAGE TYPES

| | |
|--------------|---|
| Nonelemental | Bludgeoning, Piercing, Slashing |
| Elemental | Fire, Ice, Electric, Energy (Negative/Positive) |

ATTACK & DEFENSE

| | |
|--------------|---|
| Total AB | Base AB + AGL |
| Total DB | Base DB + AGL |
| Attack Roll | Total AB + 1d10 |
| Defense Roll | Total DB + PR + 1d10 |
| DR | Determined by weapon |
| PR | Body armor or relevant limb/head armor for Targeted Attacks. Arm & Leg PR only applies to Full Body armor |
| Damage | DR +/- Resistance or Weakness |

WEAPON RANGES

| Range | Touch | Short | Medium | Long | Far |
|-------|-------|-------|--------|--------|---------|
| Feet | 5 | 6-15 | 16-75 | 76-150 | 151-500 |

IMPROV WEAPONS

| Object Size | Breaks after | DR |
|-------------|--------------|-----|
| Small | 1-2 rounds | 3 |
| Medium | 3-5 rounds | 3-5 |
| Large | 6-8 rounds | 6-7 |

JUMPING

| | |
|------------------------|-----------------------------------|
| Long Jump Distance | STR + 10 ft (10 ft running start) |
| High Jump Distance | STR ft (10 ft running start) |
| Standing Jump Distance | Half Long/High, rounded down |

GRAPPLING

| | |
|---------------|------------------------|
| Make Grapple | Declare & Attack Roll |
| Break Grapple | Faceoff Test (STR/AGL) |

COMBAT

MOVEMENT SPEED

| AGL | Movement Speed | AGL | Movement Speed |
|-----|------------------|-----|-------------------|
| 1 | 10 feet per turn | 6 | 60 feet per turn |
| 2 | 20 feet per turn | 7 | 70 feet per turn |
| 3 | 30 feet per turn | 8 | 80 feet per turn |
| 4 | 40 feet per turn | 9 | 90 feet per turn |
| 5 | 50 feet per turn | 10 | 100 feet per turn |

MOUNT MOVEMENT SPEEDS

| AGL | Movement Speed | AGL | Movement Speed |
|-----|-------------------|-----|-------------------|
| 1 | 30 feet per turn | 6 | 180 feet per turn |
| 2 | 60 feet per turn | 7 | 210 feet per turn |
| 3 | 90 feet per turn | 8 | 240 feet per turn |
| 4 | 120 feet per turn | 9 | 270 feet per turn |
| 5 | 150 feet per turn | 10 | 300 feet per turn |

RESTRICTED MOVEMENT

| Restriction | Effect |
|---------------------|--------------------------|
| Rough Terrain | Move at 3/4 MS |
| Negligent Immersion | (< Knee Deep) No penalty |
| Partial Immersion | (Waist Deep) 3/4 MS |
| Total Immersion | (> Waist Deep) 1/2 MS |

FLYING & GLIDING MOVEMENT SPEED

| AGL Score | Flying Speed | Gliding Speed |
|-----------|-------------------|-------------------|
| 1 | 25 feet per turn | 12 feet per turn |
| 2 | 50 feet per turn | 24 feet per turn |
| 3 | 75 feet per turn | 36 feet per turn |
| 4 | 100 feet per turn | 48 feet per turn |
| 5 | 125 feet per turn | 60 feet per turn |
| 6 | 150 feet per turn | 72 feet per turn |
| 7 | 175 feet per turn | 84 feet per turn |
| 8 | 200 feet per turn | 96 feet per turn |
| 9 | 225 feet per turn | 108 feet per turn |
| 10 | 250 feet per turn | 120 feet per turn |

FALL DAMAGE

| Creature Size | Damage |
|---------------|---------------------------------|
| Small | 1 Blg per 10 feet past 10 feet |
| Medium | 2 Blg per 10 feet past 10 feet |
| Large | 4 Blg per 10 feet past 10 feet |
| Huge | 6 Blg per 10 feet past 10 feet |
| Titan | 10 Blg per 10 feet past 10 feet |

MAP GRID DISTANCE

| Distance | In-Game Feet | # of Hexes Away |
|----------|--------------|-----------------|
| Touch | 5 or less | 1 |
| Short | 6 - 15 | 2 - 3 |
| Medium | 16 - 75 | 4 - 15 |
| Long | 76 - 150 | 16 - 30 |
| Far | 151 - 300 | 31 - 60 |

CREATURE SIZES

| Size | Height | Hex Size | Reach | AB/DB | Sneak |
|--------|---------|----------|--------|-------|-------|
| Small | ≥4ft | 1/2 | Touch | +1 | +2 |
| Medium | 4-8ft | 1 | Touch | - | - |
| Large | 8-16ft | 2-3 | Short | -1 | -1 |
| Huge | 16-32ft | 4-5 | Medium | -2 | -2 |
| Titan | 32-64ft | 6-8+ | Medium | -3 | -3 |

VISUAL RESTRICTIONS

| | |
|----------------|------------------------|
| Partial Light | -2 to all visual rolls |
| Total Darkness | -4 to all visual rolls |

SPECIAL COMBAT

| Situation | Effect |
|---------------|--|
| Ambush | Ambushers get Initiative & Advantage 1st round |
| Behind Cover | +2-3 DB while in cover |
| Higher Ground | +1-2 AB (melee only) |

CHALLENGE SCORE TWEAKS

| Challenge | Initiative | XP Range |
|------------|------------|----------|
| Painless | 3 | 0-1 XP |
| Pushover | 4 | 2-4 XP |
| Moderate | 5 | 5-10 XP |
| Demanding | 6 | 11-20 XP |
| Formidable | 7 | 21-40 XP |
| Unyielding | 8 | 41-80 XP |

COMBAT

STATUS EFFECTS

| Status | Effect |
|---------------|--|
| Bleeding | Lose -1 HP per round until healed or for the duration of the talent/weapon |
| Blinded | Disadvantage for all combat rolls, get a -2 to AB & DB, automatically fail any ability check that requires vision. |
| Burning | Lose -2 HP per round until extinguished. Can be extinguished by water or rolling on the ground (Standard Action). Burns cause -1 END until healed. |
| Crippled | -1 AGL, half moment speed, and Disadvantage to attack and defense rolls |
| Deafened | Automatically fail any ability check that requires hearing for the duration. |
| Exhausted | -1 to all rolls, and movement speed is halved. Exhausted lasts until you Rest. |
| Immobilized | Cannot move for the duration. Can make attacks at Disadvantage. |
| Incapacitated | Cannot make defensive saves, ability checks. Enemies have Advantage. |
| Inebriated | -1 to all attributes except +1 STR, more confident in social checks and conversation. Lasts 1d5 hours. |
| Grappled | Held by another creature or character and can’t move and have Disadvantage to all combat rolls until broken out of the grapple. |
| Knocked Down | Prone, cannot attack, Disadvantage to defense rolls. Can only crawl at half movement speed. Standard Action to get up. |
| Nauseated | -1 to AB, Acrobatics, Fitness for duration. |
| Poisoned | Suffer poison’s described effects. If none is specified, instead have Disadvantage to AB and DB for 1d5 rounds. |
| Soaked | Removes Burning, takes +1d5 additional damage from electricity until dry. |
| Stunned | Paralyzed, frozen, or otherwise stuck. Can’t take any action for 1d5 rounds, must make a Fitness check to break. |
| Terrified | Lasts while the source is within sight. Can’t take any action for the first 1d5 rounds and have Disadvantage to Fitness and Focus checks while the source of fear is within sight. |

MAGIC

TEMPORARY ENCHANTMENT DURATION (ROUNDS)

| Tier | I | II | III | IV |
|------|-----|--------|------|--------|
| Cost | 1d5 | 1d5 +1 | 1d10 | 1d10+2 |

ALCHEMY CATEGORIES

| Category | Use | Daily Craft Limit |
|----------|-------------------|-------------------|
| Grenade | As Ranged weapons | 5 per day |
| Potion | Ingested | 5 per day |
| Reagent | Varies | None |

SOULSTONE CHARGES & BLAST ZONES

| Stone Size | Charge* | Blast Zone (51%-100% Charge) | Blast Zone (1%-50% Charge) |
|-----------------|----------|------------------------------|----------------------------|
| Tiny (1.5” dia) | 5 Years | Touch | Touch |
| Small (3” dia) | 10 Years | Short | Touch |
| Medium (6”dia) | 15 Years | Medium | Short |
| Large (9” dia) | 20 Years | Long | Medium |
| Huge (12” dia) | 25 Years | Far | Long |

SOULSTONE EP BOOST

| Size | EP Boost for Mages |
|-------|--------------------|
| Tiny | +5 EP |
| Small | +10 EP |

NEGATIVE EMOTIONS & POSITIVE OPPOSITION

| Emotion | Opposition | Emotion | Opposition |
|-----------|--------------|---------|-------------|
| Agony | Contentment | Hubris | Humility |
| Depravity | Virtue | Hunger | Fulfillment |
| Despair | Hope | Illness | Wellness |
| Envy | Satisfaction | Rage | Serenity |
| Fear | Bravery | Sorrow | Joy |

CURRENCY

CURRENCY EXCHANGE RATE

| Coin Type | Value (cp) | Value (sp) | Value (gp) |
|-------------------------|------------|------------|------------|
| Copper (cp) | 1cp | 1/10sp | 1/1000gp |
| Silver (sp) | 10cp | 1sp | 1/10gp |
| Gold (gp) | 1000cp | 100sp | 1gp |
| 10cp = 1sp, 100sp = 1gp | | | |

ITEMS, MOUNTS & VEHICLES

CIVILIZATION MOUNTS

| Civilization | Mount Animal | Cost | Slots |
|--------------|-----------------|-------|-------|
| Bizeem | hippocamp | 15gp | 30 |
| Dulisi | none | - | - |
| Dushum | Mushussu dragon | 100gp | 80 |
| Kalvres | donkey | 75sp | 75 |
| Quesachi | maned wolves | 2gp | 40 |
| Temekumus | camels | 1gp | 200 |
| Wisokwe | horses | 1gp | 100 |
| Trappers | none | - | - |
| Yanter | nanook | 4gp | 115 |

VEHICLES

| Vehicle | Cost | Slots | Passengers |
|------------|--------------|----------|------------|
| Boat | 100gp | 400-500 | 50-100 |
| Cart | 55sp-2gp | 150-300 | 2-6 |
| Chariot | 20gp | - | 2 |
| Reed Canoe | 3gp | 30 | 2 |
| Sled | 5gp | 50 | 2 |
| Ship | 1000-10000gp | 500-2000 | 200-500 |

CONSUMABLES

| Consumable Type | Cost | Stackable? |
|-----------------------|-----------|------------|
| Alchemical Potion | 5sp-20sp | Yes |
| Buff (Attack) Potion | 10sp | Yes |
| Buff (Damage) Potion | 16sp | Yes |
| Buff (Defense) Potion | 6sp | Yes |
| Energy Boost Potion | 2sp | Yes |
| Standard Potion | 4sp | Yes |
| Strong Potion | 10sp | Yes |
| Tier I Grenade | 4sp | Yes |
| Tier II Grenade | 8sp | Yes |
| Tier III Grenade | 12sp | Yes |
| Tier IV Grenade | 16sp | Yes |
| Poisons | 15sp-4gp+ | Yes |
| Revive Potion | 25sp-75sp | Yes |
| Weak Potion | 2sp | Yes |

BASIC ITEMS

| Item | Cost | Stackable? |
|----------------------|----------|------------|
| Basic Jewelry | 5cp-15sp | Yes |
| Bottle (Ceramic) | 2cp | Yes |
| Camping Supplies | 10sp | No |
| Climbing Equipment | 8sp | No |
| Scribe Kit (Papyrus) | 3sp | Yes |
| Torch | 2cp | No |
| Waterskin | 5cp | No |

RARE ITEMS

| Item | Cost | Stackable? |
|---------------------|-----------|------------|
| Bottle (Glass) | 70sp | Yes |
| Fine Jewelry | 30sp-25gp | Yes |
| Glowstone | 30sp | Yes |
| Lantern | 16sp | No |
| Lockbox | 80sp | No |
| Scribe Kit (Tablet) | 2sp | No |
| Soulstone | 15gp | Yes |
| Spyglass | 80sp | No |
| Yurt | 1gp-3gp | No |

TOOLS AND AMMO

| Item | Cost | Stackable? |
|--------------------|--------------------|------------|
| Arrows (25) | 5cp | Yes |
| Bullets (25) | 2cp | Yes |
| Carving Tools | 2-6sp (Small-Med) | No |
| Darts (25) | 4cp | Yes |
| Farming Tools | 8cp | No |
| Fishing Net | 5sp | No |
| Hatchet | 2sp | No |
| Lock Picks | 10sp | No |
| Mason Tools | 6sp | No |
| Mining Tools | 4sp | No |
| Musical Instrument | 5-50sp (Small-Med) | No |
| Painting Set | 2sp | No |
| Sewing Kit | 5cp | No |
| Smithing Tools | 20sp | No |
| Shovel | 8cp | No |

ITEMS, MOUNTS & VEHICLES

PLANTS AND HERBS

| Plant | Cost | Stackable? |
|-------------------|------|------------|
| Aloe | 1cp | Yes |
| Avocado | 3cp | Yes |
| Cocoa Leaves | 2cp | Yes |
| Coffee Bean | 3cp | Yes |
| Datura | 2sp | Yes |
| Ghost Pepper | 2sp | Yes |
| Hemlock | 3cp | Yes |
| Henbane | 3cp | Yes |
| Hogweed | 4cp | Yes |
| Maguey | 1cp | Yes |
| Mandrake | 6cp | Yes |
| Nightshade | 3cp | Yes |
| Oleander | 2gp | Yes |
| Poinsetta Flower | 9cp | Yes |
| Poison Ivy | 2cp | Yes |
| Reishi | 3cp | Yes |
| Sage | 3cp | Yes |
| Star Leaf | 3cp | Yes |
| Suicide Tree Leaf | 15gp | Yes |
| Valley Lily | 2sp | Yes |
| Wolfsbane | 2sp | Yes |

FOOD AND LODGING

| Food or Service | Cost | Stackable? |
|--------------------------|---------------|------------|
| Pint of Beer | 1cp | Yes |
| Bottle of Cheap Wine | 2cp | Yes |
| Pint of Aged Beer | 3cp | Yes |
| Bottle of Fine Wine | 2sp | Yes |
| Large Meal at an Inn | 3cp | No |
| Small Meal at food stand | 2cp | No |
| Common Room at an inn | 4cp-6cp/night | No |
| Private Room at an inn | 2sp-6sp/night | No |

CRAFTING KITS

| Kit | Cost | Stackable? |
|----------------------|----------|------------|
| Attribute Poison Kit | 40sp | Yes |
| Damage Poison Kit | 15sp | Yes |
| Energy Boost Kit | 10sp | Yes |
| Grenade Kit | 8sp-20sp | Yes |
| Revive Potion Kit | 6sp-14sp | Yes |
| Special Poison Kit | 4gp | Yes |
| Standard Potion Kit | 20sp | Yes |
| Status Poison Kit | 20sp | Yes |
| Strong Potion Kit | 50sp | Yes |
| Trap Kit | 6sp-16sp | Yes |
| Weak Potion Kit | 10sp | Yes |

CIVILIZATION REPUTATION DEFAULTS

| Civilization | Allied | Friendly | Distrust | Hostile |
|--------------|---------|------------------------------|--|-----------------|
| Bizeem | - | Quesachi, Temekumus, Wisokwe | Dulisi, Kalvres, Trappers | - |
| Dulisi | - | Trappers | - | - |
| Dushum | Kalvres | - | Dulisi, Quesachi | Trappers |
| Kalvres | Dushum | Bizeem, Wisokwe | Dulisi, Quesachi | Trappers |
| Quesachi | - | Bizeem, Yanter | Dulisi, Dushum, Kalvres, Trappers | Temekumus |
| Temekumus | - | Bizeem | Trappers | Quesachi |
| Trappers | - | Dulisi | Bizeem, Quesachi, Temekumus, Wisokwe, Yanter | Dushum, Kalvres |
| Wisokwe | - | Bizeem | Kalvres, Trappers | Yanter |
| Yanter | - | Quesachi | Trappers | Wisokwe |

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