WARACLE

ANCIENT ADVENTURES

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SPECIAL THANKS

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.

In particular, I'd like to give shout-out to Mike's ever-persistent bellowing in the background of our Skype calls, and Zookie's special brand of snark and sass. You have entertained us over the years, and no project is truly its best without the joviality of a great team.

The following people are as integral to the world of *Waracle* as the Quesachan Empire: Sarah "Zookie" Brass, Emily Wynn, Kris Smith, Kara Hasselhoff, and my ever patient husband, Andrew Jones. I saved the best for last. Thank you for putting up with me all these years, sweetie. You are my master purveyor of toast. <3

Briana Higgins, Lead Designer

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

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Welcome to Waracle

WARACLE

CHARACTER SHEET
Generic sheet for any build. Version 1.0

Attributes

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

Name

Player

Race

Homeland

Sex

Gender

Religion

Height

Weight

Profession

Combat

Base DB	Base AB	Weapon

○ AGL
○ STR

○ Bludgeon
○ Slashing
○ Pierce
○ Improv

○ Touch
○ Short
○ Medium
○ Long
○ Far

Bonus   DR

...skill will penalized by armor: -1 Leather/Hide, -2 Wood, -3 Metal

U.S.A.   GRAPHITE PEN

CHAPTER 1
INTRO TO PLAYING

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), a six-sided die (d6) and a four-sided die (d4).

» 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.

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**. The sheet is five pages long, but only the first two are absolutely required for play. 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 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 Breakdown

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, Maesunja, Quesachi, Suakchee, Trapper, 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 2: The World of Waracle** 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!

Image Placeholder
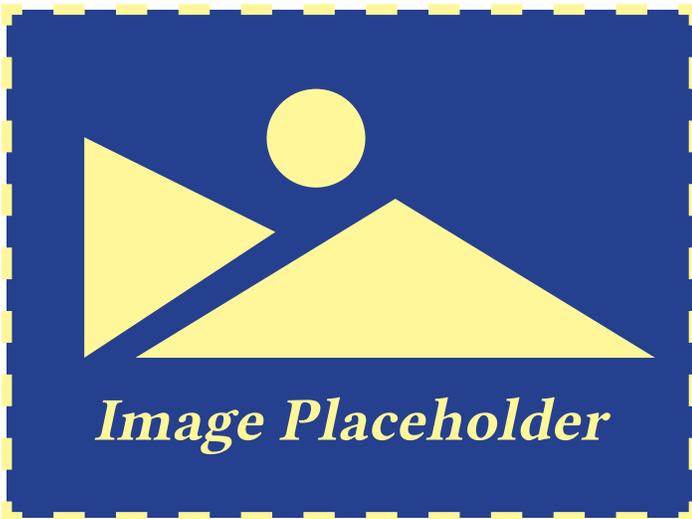
Regardless of background, your character has six attributes that define the core aspects of their physical and mental capabilities. These are represented on a numerical scale ranging from 1 to 10, with 4 being average and 10 being near godlike. You also have 15 skills, representing different general 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 30 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

As mentioned earlier, you will need dice to play. *Waracle* uses three different kinds of dice: a ten-sided die, a six-sided die, and a four-sided die. The most important die is the ten-sided die, which is used in the majority of tests, attack rolls, and other circumstances. Six and four-sided dice are used mostly in special circumstances. Throughout the book, you'll see many references to dice rolls, often written in shorthand form.

d10, d6, d4 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 4d6 indicates four rolls

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

d6 die: A cube, the most common type of die in gaming. The result is shown on the top of the die.
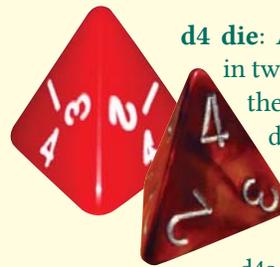
d4 die: A pyramid, the this die comes in two common varieties: one where the result is on the bottom of the die, the other where the result is on top. Bottom reading die have the same result along the base, while top reading d4s depict the result along the peak.

of a six-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, d6 or d4.

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 Suakchee 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!

> The playbook isn't your only resource for enjoying *Waracle*! On the official website, **www.waraclerpg.com,** you can find extra goodies such as extra character sheets, free maps, and an online community to share stories and content with other players! 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.

TEKUACHI

BONEYARD
SEA

TEOKUI

KIHUA
SEA

IYOTENO

ACINOZATL
OCEAN

KOLTA
SEA

AZUCENTLANI
OCEAN

TEOWAXI

CHAPTER 2
THE WORLD OF WARACLE

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 Suakchee, 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 Maesunja in the north, it has many lands outside the desert - lands largely unexplored in the *Waracle* base game.

While these continents are vast and varied, much of the world remains unknown and unexplored. 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 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.

NORTHERN WASTES

BONEYARD SEA

MISTWOOD

NORTHERN WASTES

ASPFANG MOUNTAINS

WILD LANDS

THUNDERLANDS

GREEN SEA

DEADGRASS PLAINS

KIHUA SEA

NEXTLI PLAINS

QUETZASCOATL MOUNTAINS

DARK PRAIRIE

DAGGER BAY

KHOPESH COAST

 XATATL FIELDS

FAYMARSH

REDWATER RAINFOREST

TEHUALT MARSH

CUAYOLLI JUNGLE

IMIC MARSH

ACHIOLI JUNGLE

ACINOZATL OCEAN

COATONTLI SWAMP

MATLALIN PLAINS

SERPENT ISLES

KOLTA SEA

AZUCENTLANI OCEAN

GOLDEDGE EXPANSE

LIGHTBURN DESERT

CEPHALO ISLES

DUSTWOOD

GLASSEDGE EXPANSE

FROSTDIRT STEPPES

N
W   E
S

CLEARLAND

CONTESTED TERRITORY   TERRITORY BORDER

0   688   1376   2064   2752
MILES

BONEYARD
SEA

YANTER

SUAKCHEE

DUSHUM

BIZEEM

KIHUA
SEA

QUESACHI

KALVRES

HASBU

TRAPPERS

QUESACHI

ACINOZATL
OCEAN

KOLTA
SEA

AZUCENTLANI
OCEAN

MAESUNTA

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 hardiest creatures survive the Northern Wastes.

Icegate: The Icegate is a stretch of forest that divides the Suakchee 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 Suakchee, though even they sometimes prefer to take the coastal route and avoid the forest all together.

The southern end near the Suakchee 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 Suakchee 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 Suakchee. 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 Suakchee.

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 Suakchee 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 Suakchee 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.

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 Zaibastsu. Within Zaibastsu 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.

DRAKESPINE 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.

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 ravanous 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 for what seems like forever, only broken up by the occasional rock formation or oasis. 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 Maesunja 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 Maesunja 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.

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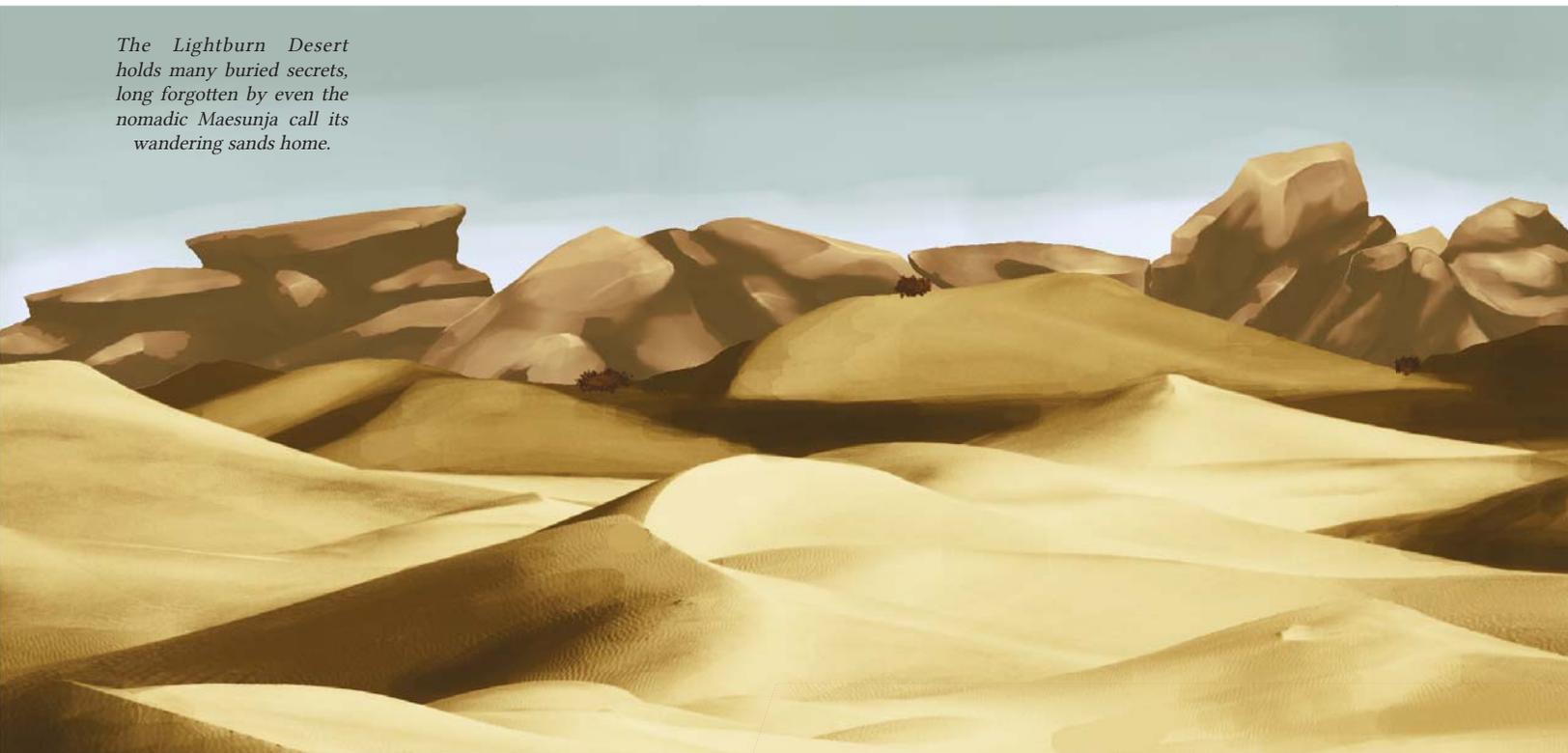
CALENDAR

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 most professions. Each day is named after a god from the Four Winds religion, save for the Midweek, which is named for the first Quesachan Emperor.

Day	Number	Namesake	Work Day
Chitona	1	North God	Work
Lixtona	2	East God	Work
Montetona	3	First Emperor	Rest Day
Quitona	4	West God	Work
Tatona	5	South God	Work

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:

The largest, right circle measures months – each represented by a symbol of the god it's named after. The

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

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 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
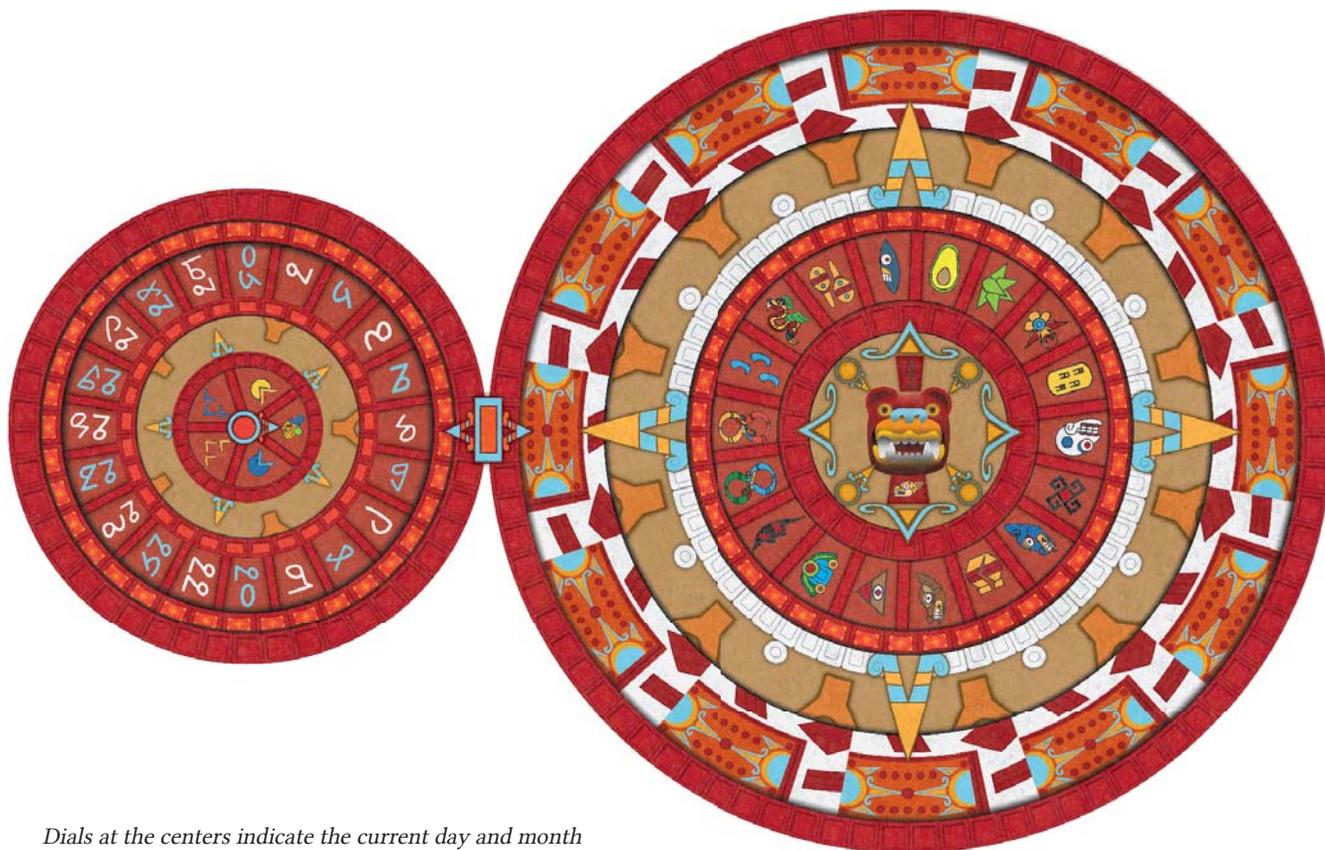
Dials at the centers indicate the current day and month

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 **10:15** 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 Montetona 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 in Atlantan
89:5 Maize	-11 GU	Zuma 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*.

- » **Kalvaren**: The native language of the Kalvres and Dushum. It is a common trade language.

- » **Maesunjan**: The native language of the Maesunja.

- » **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 Cheeri 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 Suakchee 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.

- » **Soleil**: The native language of Suakchee in the west.

- » **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 Kalvaren cuneiform.

Amatentl is a syllabary - a writing system where each symbol represents a syllabic sound, rather than a single letter. Amatentl uses 84 characters and is often written on papyrus with ink brushes. 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

	A	E	I	O	U
	A	E	I	O	U
CH	CHA	CHE	CHI	CHO	
TL	TLA	TLE	TLI	TLO	
TZ	TZA	TZE	TZI	TZO	TZU
QU	QUA	QUE	QUI	QUO	
H	HA	HE	HI	HO	HU
J	JA	JE	JI	JO	
C (K)	KA	KE	KI	KO	KU
L	LA	LE	LI	LO	
M	MA	ME	MI	MO	
N	NA	NE	NI	NO	
P	PA	PE	PI	PO	
R	RA	RE	RI	RO	
S	SA	SE	SI	SO	
T	TA	TE	TI	TO	TU
W	WA	WE	WI	WO	
X	XA	XE	XI	XO	XU
Y	YA	YE	YI	YO	YU
Z	ZA	ZE	ZI	ZO	ZU

(Standalone syllable glyphs shown in the leftmost column: A, TL, H, N, Z)

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 Kalvaren for trade instead, their cuneiform writing is kept for records, if any written records are kept. Kalvaren 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 – Atlantan, Laukotan, Zakachitan, and Kuahtlatan - were the largest and strongest, and fought constantly for territory. Then, in -11 GU, Zuma the Unifier led Atlantan 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 Kalvaren 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 534 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. They became the wandering Dulisi. Others stayed and fought fiercely, 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 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 Kalvaren Empire was nothing more than a collection of constantly warring city-states, the Drakespine 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 570 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 Suakchee, 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. Suakchee 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 Suakchee 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 Maesunja. 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

Maesunja camped near the Kolta Sea, by the Amberforge Mountains. Coffee was harvested from these mountains, making its way through to Maesunja bands. Eventually, a trade port was formed to export coffee and other goods. Few Maesunja 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 478, when golems rocked the scene. A complex concoction of alchemic 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 or wood 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 into Teoqui.

Even with terrifying clay monstrosities lumbering across the battlefield, the wars for 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 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 Suakchee 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.
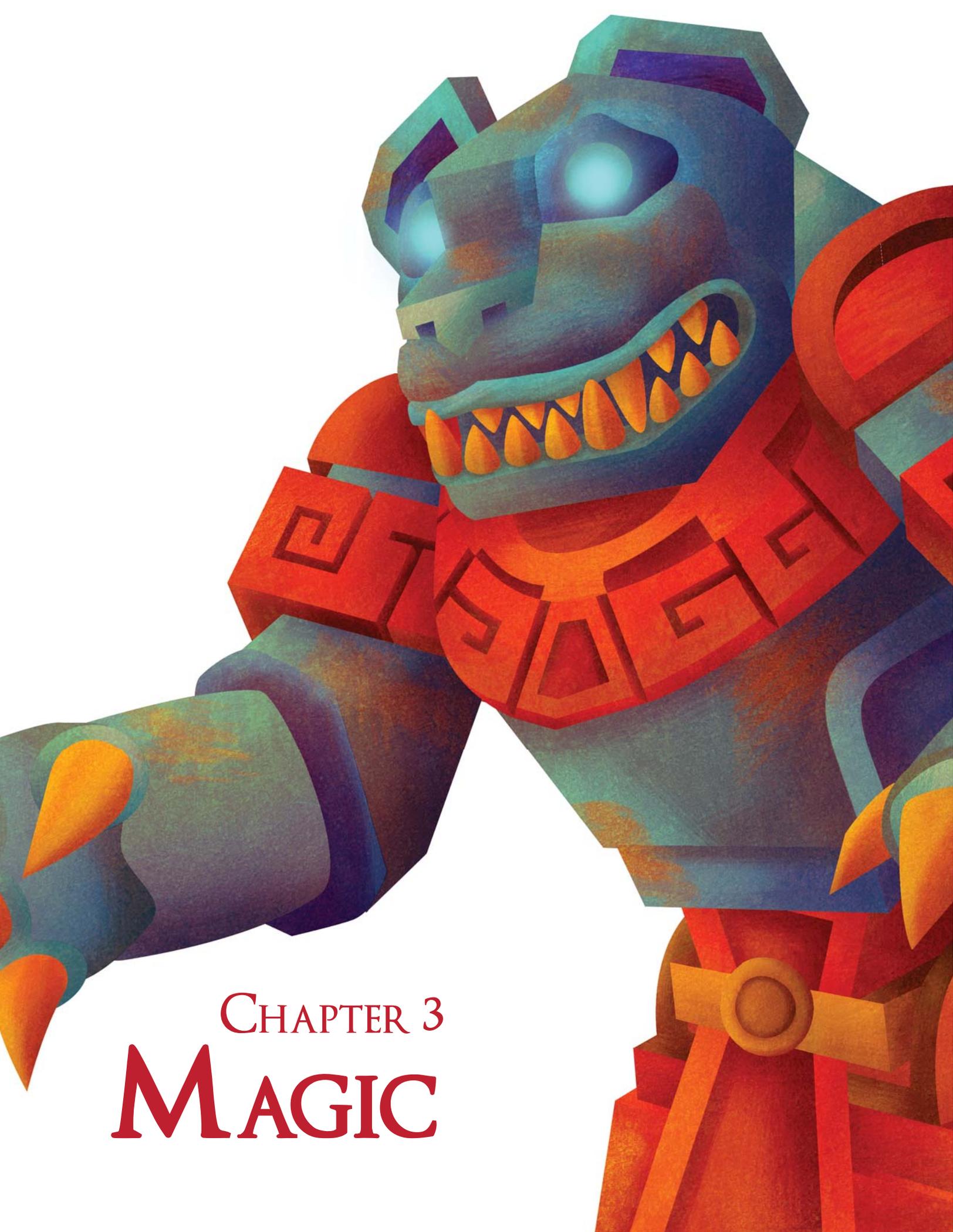
CHAPTER 3
MAGIC

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 or not 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 150 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, however, 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 131.

Stone Size	Charge Life*	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

Charge time is based on the power usage of utility golems.

Writing and Runes

When a wise person 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. And so they have a very drastic effect on the environment and any creatures nearby, but also a random one. Some explode, some don't, but all have changed and contaminated the areas they were neglected in, and never for the better.

Blight Marsh is one such afflicted place, and possibly the most infamous one. There, at the edge of Trapper territory, a large container of Kalvaren 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
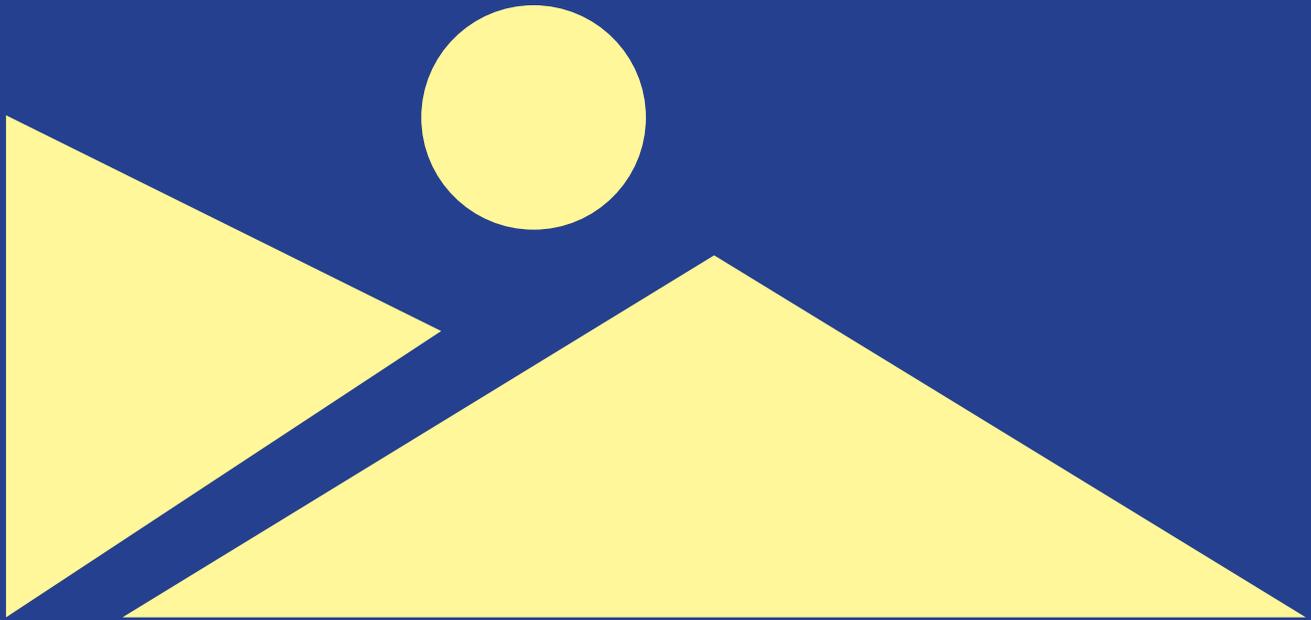
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bite of many radiation creatures can be infectious. Whether exposed through bite or a freshly infected area, characters and NPCs irradiated will experience the following, each effect stacking:

- » **Stage 1:** (Begins Immediately) Exhausted status
- » **Stage 2:** (Begins 1d6 hours after onset of Stage 1, 1d4 hours if the exposure was great) -1 END and +1 STR
- » **Stage 3:** (Begins 1d6 days after onset of Stage 2, 1d4 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 Suakchee 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. An example chart is below:

Negative Emotion	Positive Opposition
Agony	Contentment
Depravity	Virtue
Despair	Hope
Envy	Satisfaction
Fear	Bravery
Hubris	Humility
Hunger	Fulfillment
Illness	Wellness
Rage	Serenity
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 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. Maesunjan 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 Suakchee 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.

Drugs & 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 Suakchee, 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 Suakchee 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.

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: Civilizations**). More information on how to use spells can be found in **Chapter 4: Encounters and Challenges**.

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Section II:
Player Guide
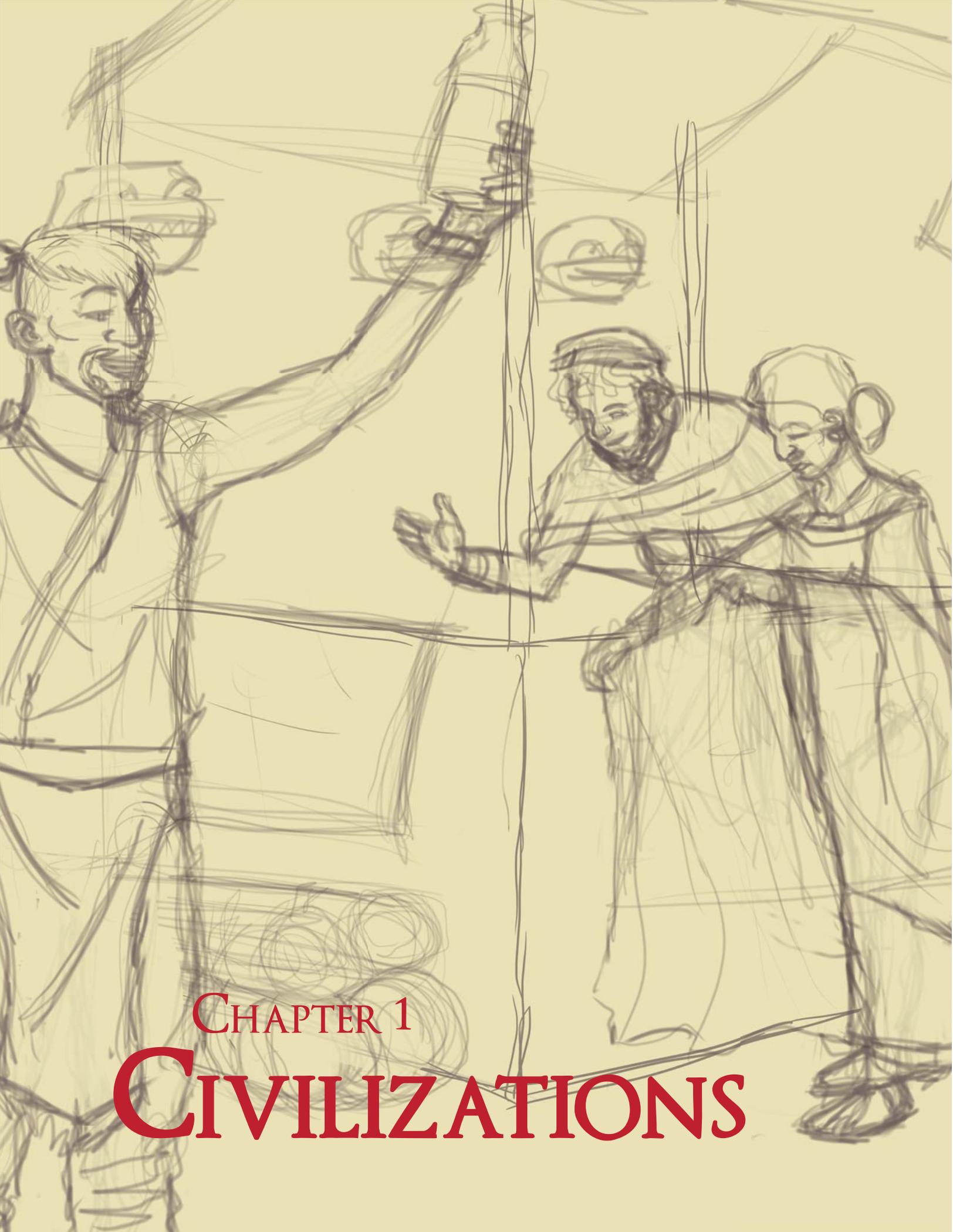
CHAPTER 1
CIVILIZATIONS

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 **Chapter 2: The World of Waracle** for more details.

Racial Modifiers: Every civilization has an attribute bonus and penalty and a skill bonus. These modifiers are added before the player distributes their attributes and skill levels on creation.

Racial Abilities: Talents that every character from the civilization gets, regardless of profession or wealth. Mages and alchemists also get an additional spell or alchemical talent, defined in Alchemy and Magic.

Favored Professions: Professions most common within the civilization. Characters who pick a profession favored by their civilization get a +2 instead of a +1 to their selected profession skill bonus. See **Chapter 2: Character Creation**.

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 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. Additional languages can be learned later on for 5 XP apiece. The exception are Special languages - these can only be learned under particular circumstances, which are outlined on each civilization page.

Wealth: Any penalties or bonuses on Wealth levels for the civilization.

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 and Magic: An overview of how magic and alchemy functions within a civilization's society, and any bonuses to magic it might have.

Equipment: Weapons, armor, Common Items and Dwellings 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.

Dwelling: Typical dwellings and what constitutes basic, good, fine and epic dwelling for the civilization.

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, +2 Barter

Racial Abilities: Appraisal

Favored Professions: Mercantile, Artistic, Martial

Unique Talents: Ride Native Mount (Hippocamp)

Languages: Umer (Native), Quesachan (Trade)

Wealth: Can have any Wealth level at base cost.

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 Kalvaren 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.

Bizeem male merchant

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
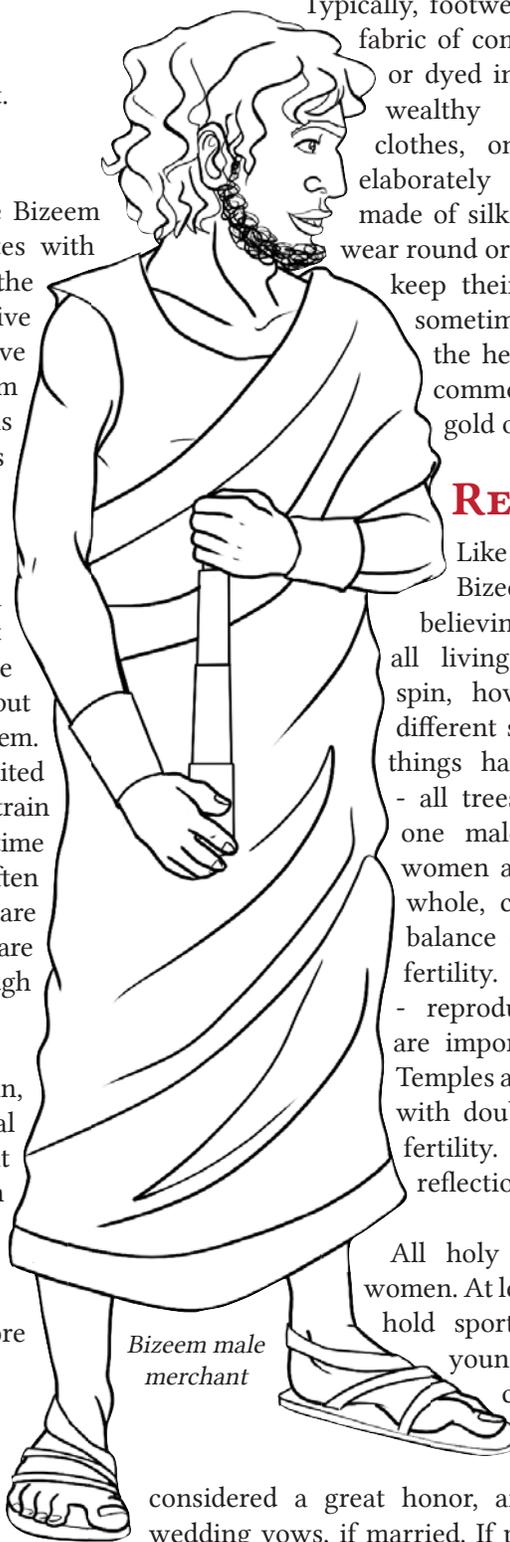
from these rituals, it is seen as an omen of good fortune. Children born of these unions are born to serve the temple. Most girls become future priestesses, while boys and more physically-adept girls become temple guards. The temple guards are castrated or have hysterectomies to sacrifice their fertility, 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 AND 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.

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. Bizeem mages tend to be focused on Water magic and get a -2 EP cost for Water spells, while alchemists get Antifire I or Concoct Potion I.

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 armor is made from Cloth, Leather or Studded
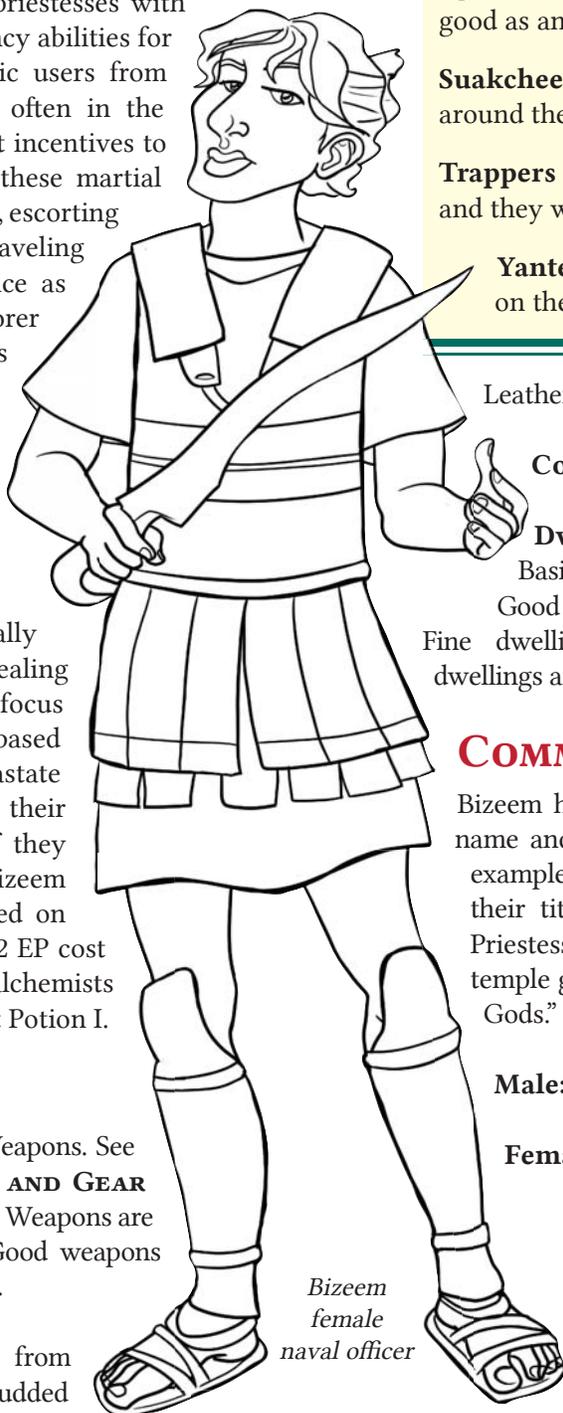
Bizeem female naval officer

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.

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

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

Suakchee - Excellent trade partners, if a bit rough around the edges.

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

Yanter - They trade at our ports, but beware them on the open seas.

Leather. They use Wood or Metal shields.

Common Items: Tablet, Fishing Net, Rope

Dwelling: Bizeem homes are generally limestone. Basic dwellings are about 225 sq ft single rooms. Good dwellings are about 450 sq ft with 1-2 rooms. Fine dwellings are about 700 sq ft with 3-5 rooms. Epic dwellings are 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 or Granddaughter of the Gods."

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, +2 Entertain

Racial Abilities: Quick Current

Favored Professions: Artistic, Mystic, Frontier

Unique Talents: Quick Current

Languages: Namela (Native), Cheeri Cant (Native), Quesachan (Trade)

Wealth: Any Wealth level above Wealthy costs 2 extra points to buy. However, all Dulisi get a reed canoe for free.

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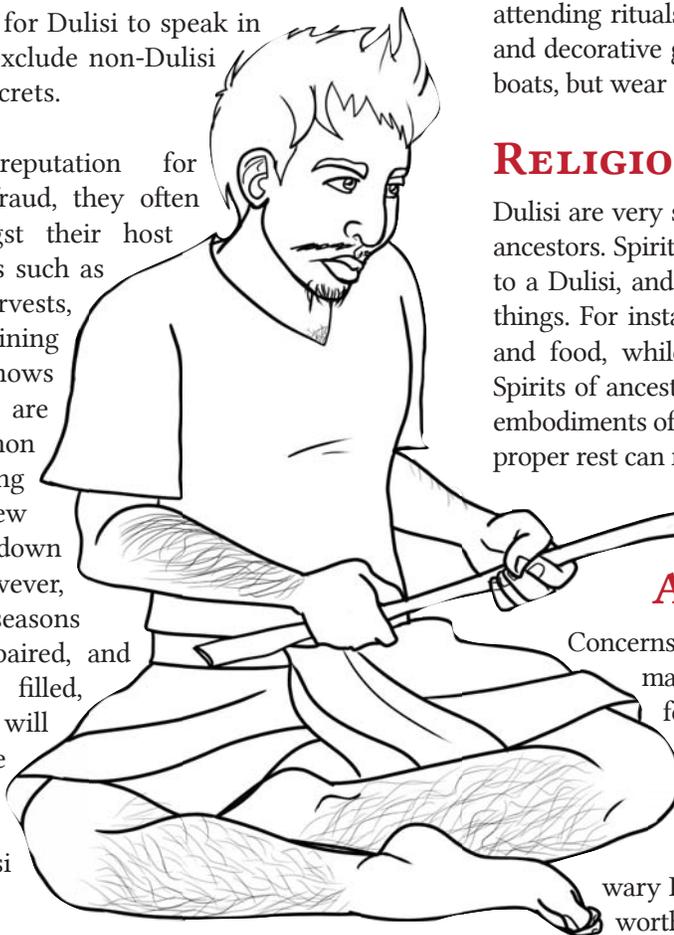
The Dulisi take this in stride. Life is a journey worth celebrating – a jaunty tune to be sung. Festivals, music, dance and art are highly prized and cultivated. Bards and storytellers often come from river nomad groups. Many Dulisi traveling outside of their groups are eldest sons or daughters, traveling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

Dulisi woman playing a phorminx
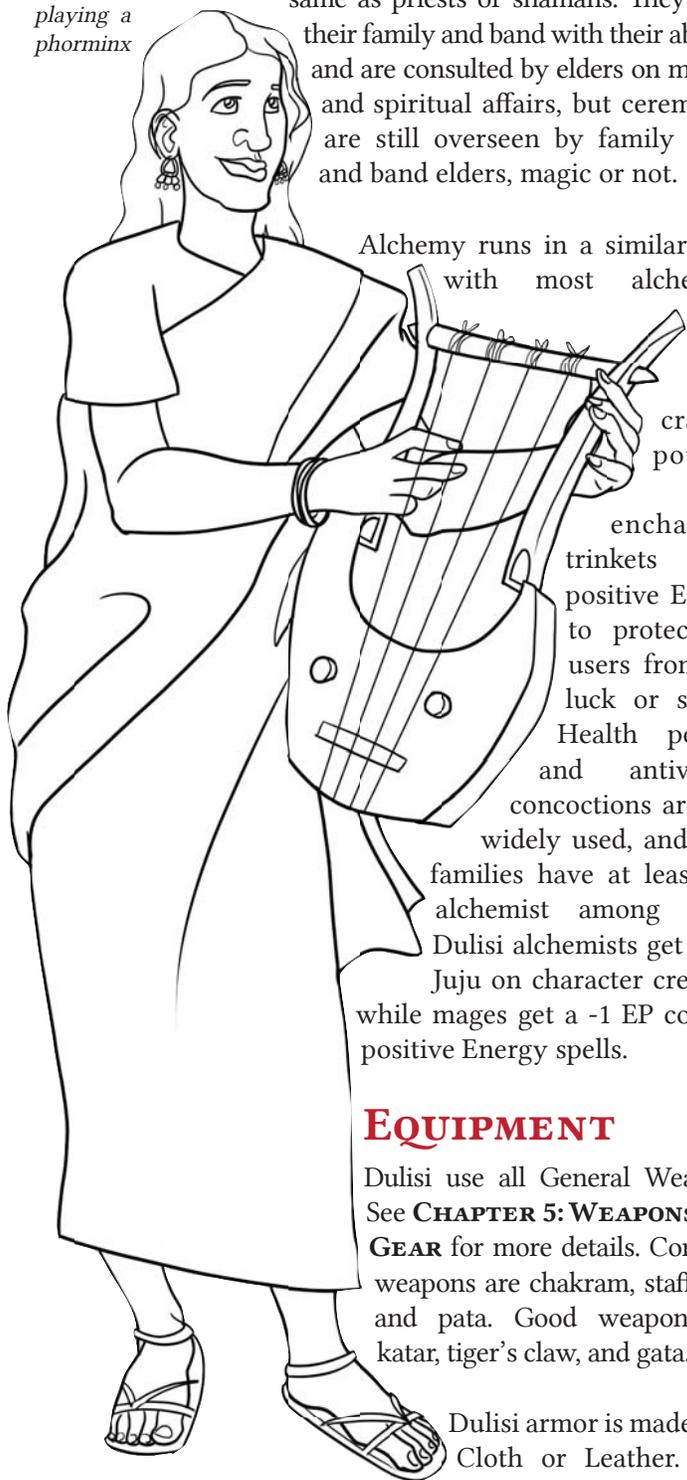
the spirits and ancestors, but are not the same as priests or shamans. They serve their family and band with their abilities and are consulted by elders on magical and spiritual affairs, but ceremonies are still overseen by family heads and band elders, magic or not.

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 get Good Juju on character creation, while mages get a -1 EP cost for positive Energy spells.

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.

Dulisi armor is made from Cloth or Leather. They use Wicker shields.

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

Dwelling: Dulisi all live in house boats, so dwelling quaility instead determines how large the boat is - and whether the Dulisi owns the houseboat that others share with them, or resides in someone else's houseboat. Basic dwelling is a small single room houseboat. Good dwelling is a large houseboat 2-3 rooms. Fine

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.

Maesunja - Wonderful coffee and a sense of family. Still outsiders, but not bad.

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

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

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

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

dwellings are owning a small houseboat. Epic dwellings are owning a large houseboat.

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. Dulisi do not have surnames or clan names.

Male: Badetade, Beeja, Chamman, Singri, Tingne

Female: Aane, Bosodike, Cracku, Mollu, Tullu

Opposite page:
Dulisi man fishing

DUSHUM

Home Region: Drakespine Mountains

Racial Modifiers: +1 AGL, -1 CHA, +2 Inspect

Racial Abilities: Low Light Vision

Favored Professions: Mystic, Martial, Labor

Unique Talents: Ride Native Mount (Dragon)

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

Wealth: Can have any Wealth level at base cost.

CULTURE

A reclusive and territorial society, Dushum keep hidden in the Drakespine 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 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 upper castes and merchants 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.

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 tunicas. 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 tunicas, often with straw or moss woven sandals. The higher in rank, the more colorful, layered, finely woven and elaborate the tunicas 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 Kalvaren roots, but from the gods. The Dushum, like the Kalvres, worship the Kalvaren 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

Opposite page: Dushuma male priest
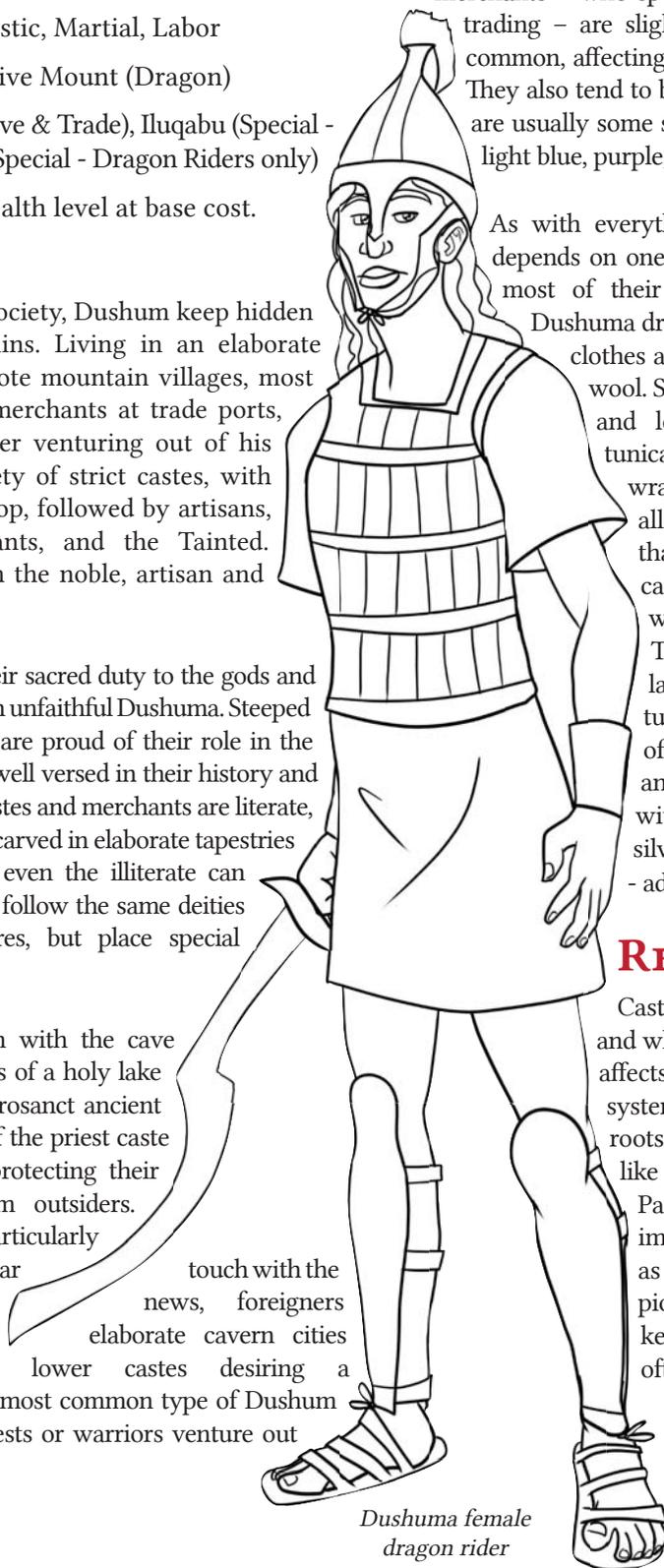
Dushuma female dragon rider

a previous life, lower ones, a punishment. 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 AND 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 augment their spiritual abilities using Energy, soldiers train in martial magic like Fire, and laborers often focus on the Earth element to help mine, harvest, and build. Adventurers are often merchants, scouting dragon riders, or exiles.

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 and alchemists get Cement.

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.
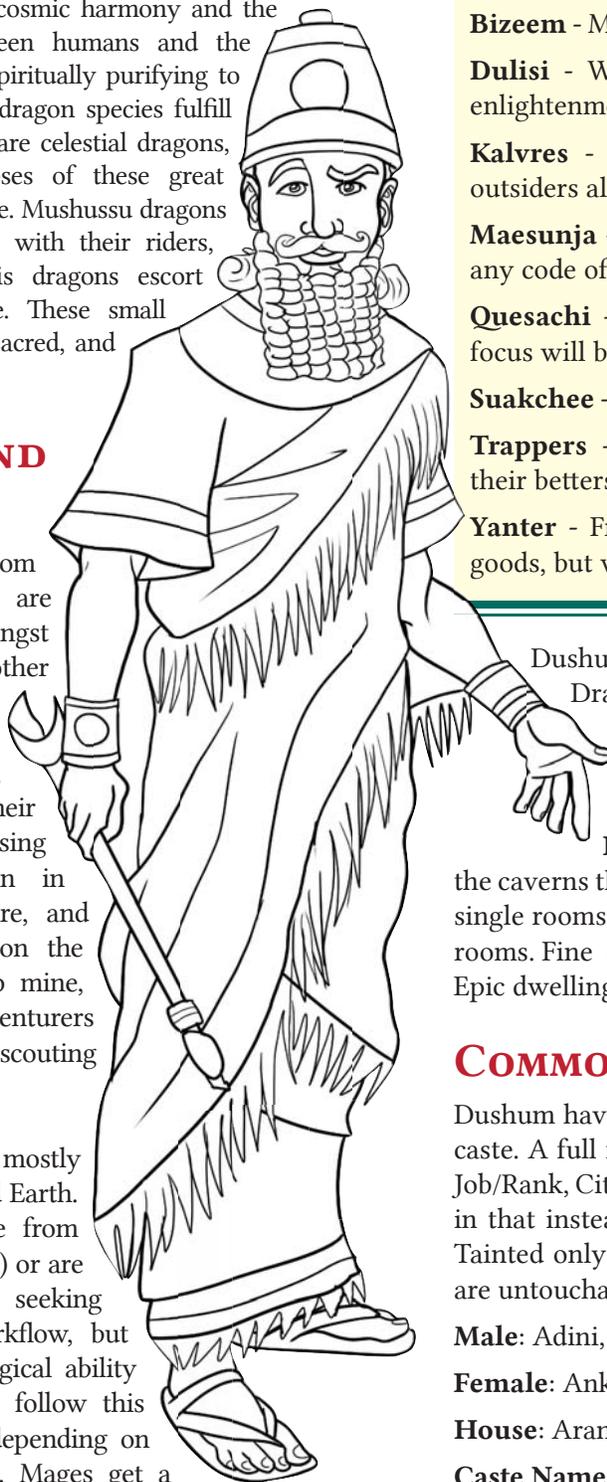
Dushuma armor is made from Metal, Wood or Dragon Scale. They use Metal shields.

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

Dwelling: Dushuma homes are carved into the caverns they live in. Basic dwellings are about 225 sq ft single rooms. Good dwellings are about 450 sq ft with 1-2 rooms. Fine dwellings are about 700 sq ft with 3-5 rooms. Epic dwellings are 1000+ sq ft with 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, as they are untouchable and unimportant.

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), Warsu (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, +2 Intimidate

Racial Abilities: Constant Vigilance

Favored Professions: Martial, Mystic, Labor

Unique Talents: Riding (Chariots)

Languages: Kalvaren (Native & Trade)

Wealth: Can have any Wealth level at base cost.

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 Kalvaren 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, Kalvaren 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 ocher 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 tunicas. 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 tunicas, often with straw or moss woven sandals. The higher in rank, the more colorful, layered, finely woven and elaborate the tunicas 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 Kalvaren 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.

Kalvres female merchant

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.

ALCHEMY AND 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 empower their prayers or healing abilities, while warrior mages fight and use their spells to devastate enemies on the battlefield. Artisans refine their crafts, and so on. Alchemists follow a similar pattern.

With their biggest competitor being the Quesachi, many Kalvaren alchemists study different ways to defeat the dreaded golems and copy the power 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**.

Kalvaren alchemy is mostly focused on Earth to devastate enemies on the battlefield, while mages often use Energy for healing and attacks. Mage and alchemist players must pick a specialty depending on their character's caste. Mages get a -1 EP cost to Energy spells depending on specialization and alchemists get Terrarium I.

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.

Kalvaren

armor is made from Wood or Metal. They use Wicker and Metal shields.

Common Items: Mining Tools

Dwelling: Kalvres homes are generally made of mud or sandstone and all are at least 3 stories tall, each story with a single room. Basic dwellings are about 150 sq feet per floor. Good dwellings are about 350 sq ft per floor. Fine dwellings are about 600 sq ft per floor with 2-3 rooms per floor. Epic dwellings are 1000+ sq ft with 4 or more rooms per floor.

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 untouchable and unimportant.

Male: Dadanum, Enusat, Hunzuu, Kuri, Vripaa

Female: Amata, Gemeti, Kullaa, Ubalnu, Zakiti

House: Abnu, Birtu, Ezzu, Nur, Suntinnu

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 Kalvaren cities, so city names are always one of these; those born in the countryside are identified by the city whose jurisdiction they fall under.

Kalvres male warrior
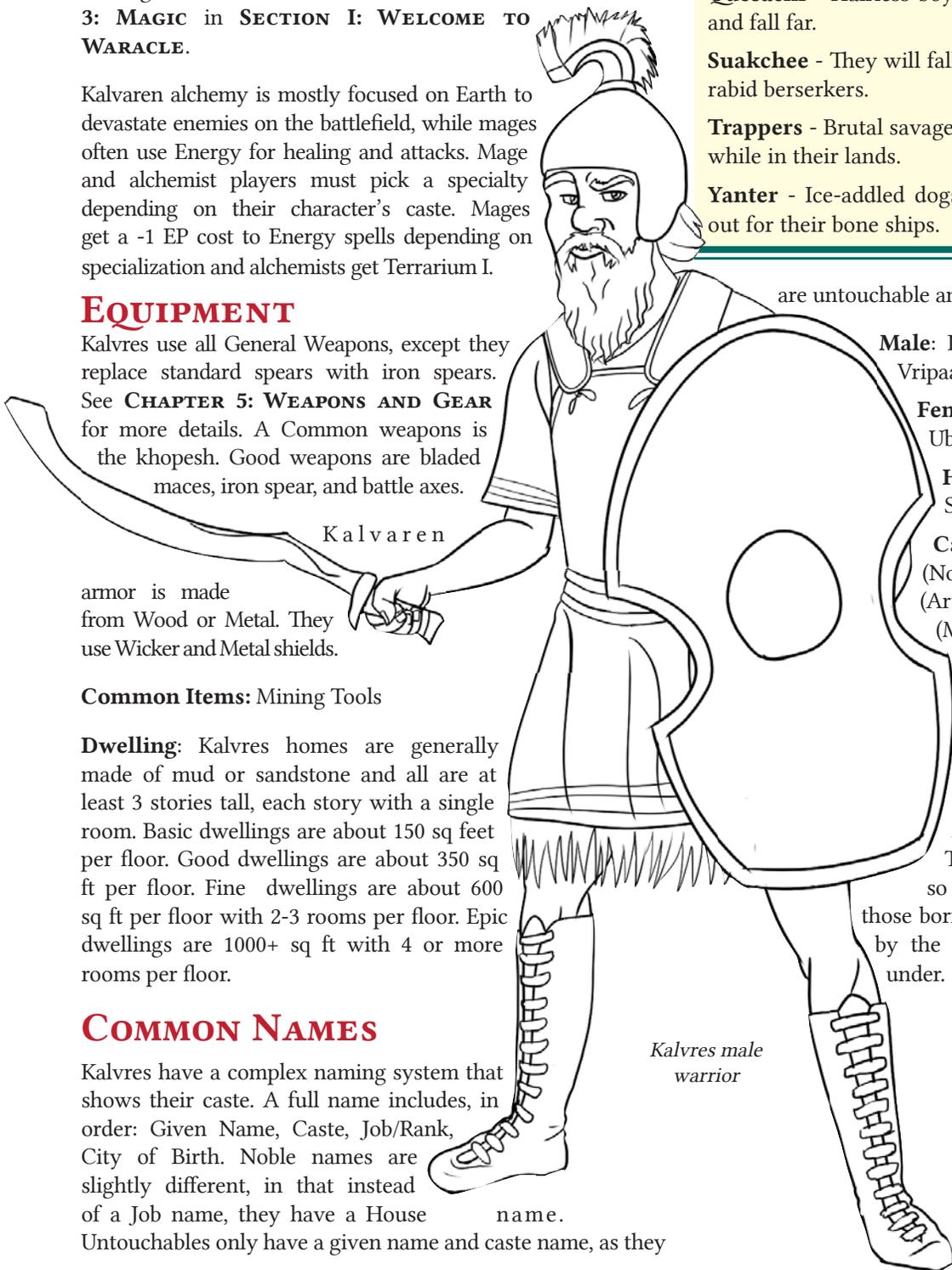
MAESUNJA

Home Region: Lightburn Desert

Racial Modifiers: +1 AGL, -1 STR, +2 Fitness

Racial Abilities: Camel Lord

Favored Professions: Frontier, Artistic, Mercantile

Unique Talents: Camel Lord

Languages: Maesunjan (Native), Kalvaren (Trade), Quesachan (Trade)

Wealth: Any Wealth level above Wealthy costs 2 extra points to buy.

CULTURE

Nomadic masters of the desert, the Maesunja 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, Maesunja often break into small skirmishes with other bands, but are organized enough to keep unwanted outsiders at bay.

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 their hosts by offering small tokens or sweets for children.

Camels are the primary means of transport, 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 Maesunjan's daily diet. Wealth is measured in camels and livestock – often

sheep, goats, or yaks. Adventurer Maesunja are usually young warriors seeking to prove themselves, merchants, or outcasts.

APPEARANCE

Maesunja 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 Maesunja have noses like their faces - narrow and long, often aquiline. Others have wider, almost flairing 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.

The heat of the desert beats down on all within, so the Maesunja dress in lighter linens and 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 Maesunjan 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 Maesunja perform small prayers or rituals before special tasks, or when seeking aid.
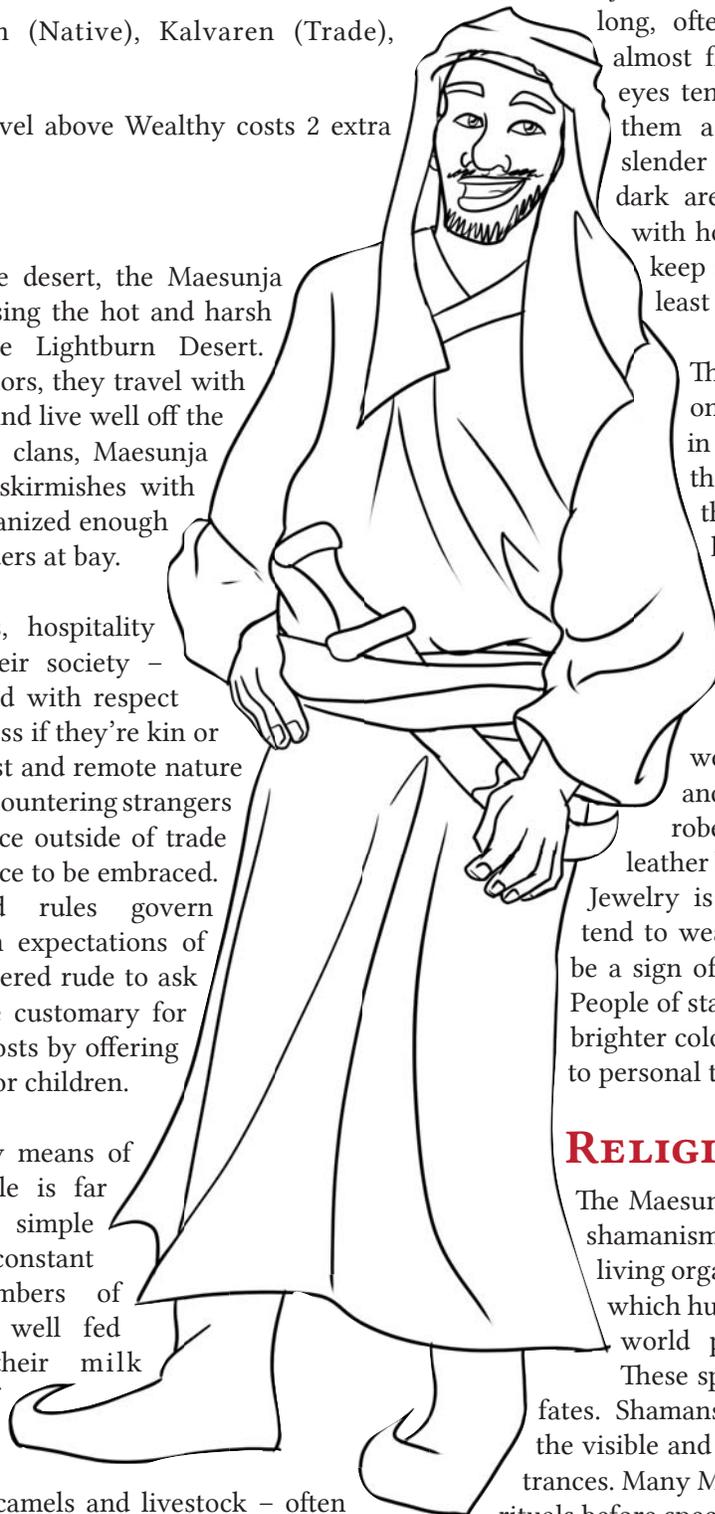
Shamans are either black, white, or green in title. White shamans can communicate with the benevolent tengri spirits, the black with the malevolent tendri, and the green shamans contact the natigai - earth mothers. Any shaman can communicate with ancestral spirits. Communication is done through imbibing special potions and going into trances. Shaman hierarchy is often determined by social status or apparent affinity with one group of spirits.

ALCHEMY AND MAGIC

To the Maesunja, magic is a sign of a connection to the spirit world. It cannot be separated from their religion. Any Maesunja 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.

Alchemists are usually 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 connection, but a far more tenuous one. world

Maesunja mages get a first tier Energy spell or a first tier Earth spell, depending on their focus. Alchemists get Soothing Mud.

EQUIPMENT

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

Maesunjan armor is made from Leather or Silk. They use Wicker shields.

Common Items: Quiver, Coffee Beans

Maesunja woman aiming a recurve bow

Dwelling: Maesunja 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

Maesunja 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.

Male: Batkhuyag, Ganbataar, Ganzorig, Munkhjargal, Toddkhuslen

Female: Altantsetseg, Enkhtuya, Odgerel, Odtsetseg, Solongo

Clan: Baavgay, Khar, Nartai, Jamaa, Jas

Opposite page: Maesunja male merchant

QUESACHI

Home Region: Quesachan Empire

Racial Modifiers: +1 INT, -1 END, +2 Education

Racial Abilities: Reading (Native)

Favored Professions: Martial, Academic, Civil Service

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

Languages: Quesachan (Native & Trade)

Wealth: Can have any Wealth level at base cost.

CULTURE

By far 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 a 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 jade 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. Body hair is considered unseemly, and so shaving, plucking, or waxing body hair is common. Aside from light musaches 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.

Quesachi female mage

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.
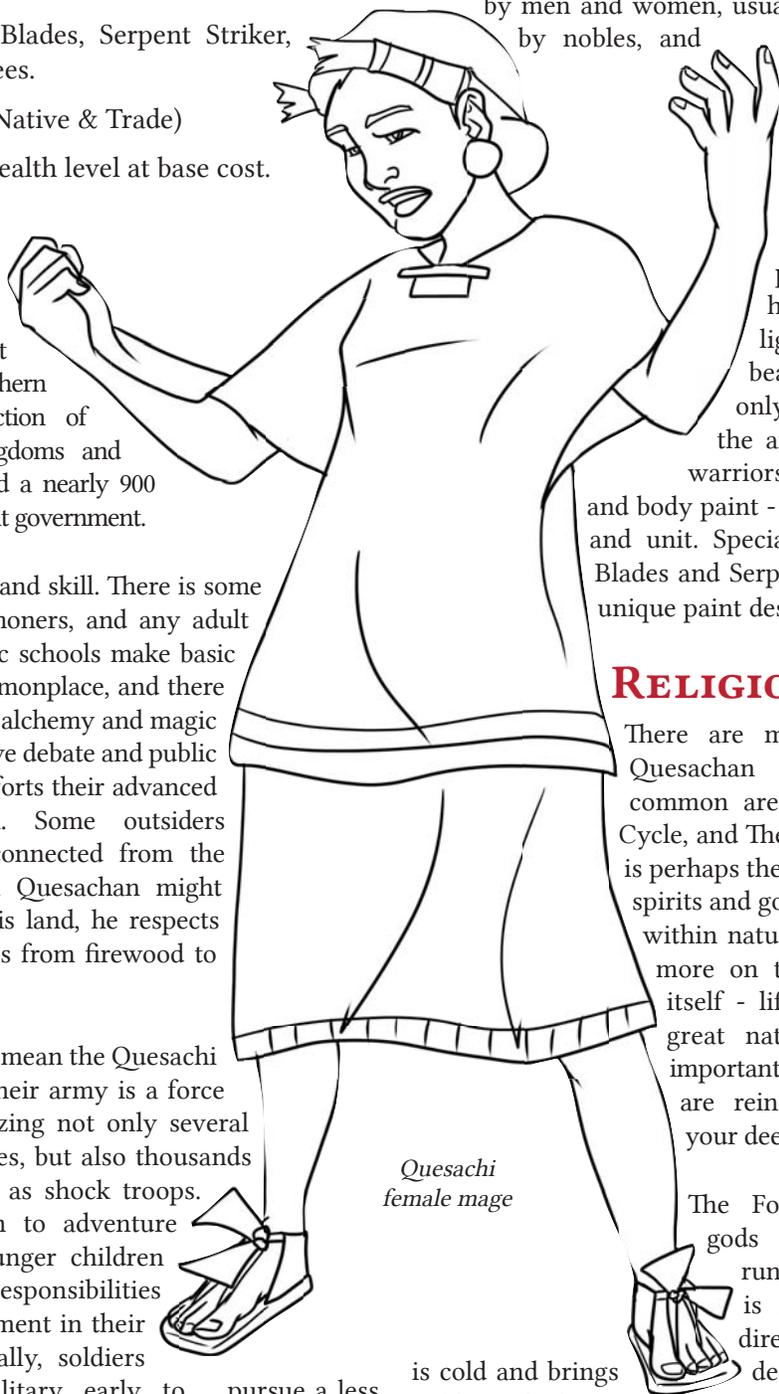
ALCHEMY AND MAGIC

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 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.

Quesachi male mercenary

Some alchemists focus instead on priests. Regardless magic in the Empire most alchemists can with little effort.

medicine as doctors or of the specialization, most comes from alchemy, and stumble into employment

Because the Quesachi study a wide variety of magic and alchemy, they have no culture-wide specialization. However, their greater general knowledge grants Quesachi mages and

alchemists +5 EP because they're better disciplined at energy management.

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 Wood or Lacquered Bamboo. They use Wood shields.

Common Items: Avocado, Maguey, Weak & Standard Potions

Dwelling: Quesachi homes are generally adobe brick with straw roofs. Basic dwellings are about 250 sq ft single rooms. Good dwellings are about 500 sq ft with 1-2 rooms. Fine dwellings are about 750 sq ft with 3-5 rooms. Epic dwellings are 1000+ sq ft with 10 or more 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: Acuauhtli, Chimalli, Coyotl, Nopaltzin, Xiuhcoatl

SUAKCHEE

Home Region: Sky Plains, Ice Gate

Racial Modifiers: +1 STR, -1 CHA, +2 Persuade

Racial Abilities: Bloodhound I

Favored Professions: Frontier, Civil Service, Artistic

Unique Talents: Berserker talent tree

Languages: Nyakwai' (Native) in East, Soleil (Native) in West - pick **one**; Quesachan (Trade)

Wealth: Any Wealth level above Minor Nobility costs 2 extra points to buy.

CULTURE

The Suakchee 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. Suakchee nations share common languages and religions, and this is more a general overview of those common features. They are broken up into nations, and within nations are tribes and villages. Families trace their lines through matrilineal clans, which span across nations and tribes. Overall, Suakchee value consensus and planning for the long term.

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

While they can be conquerors and expansionists, the Suakchee appreciate a good debate as much as they do a battle. Though not as mercantile as the Bizeem, Suakchee make great negotiators. Family and the good of all, including future generations, comes first before the concerns of an individual. Suakchee 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 Suakchee travel in their youth to learn more about the world around
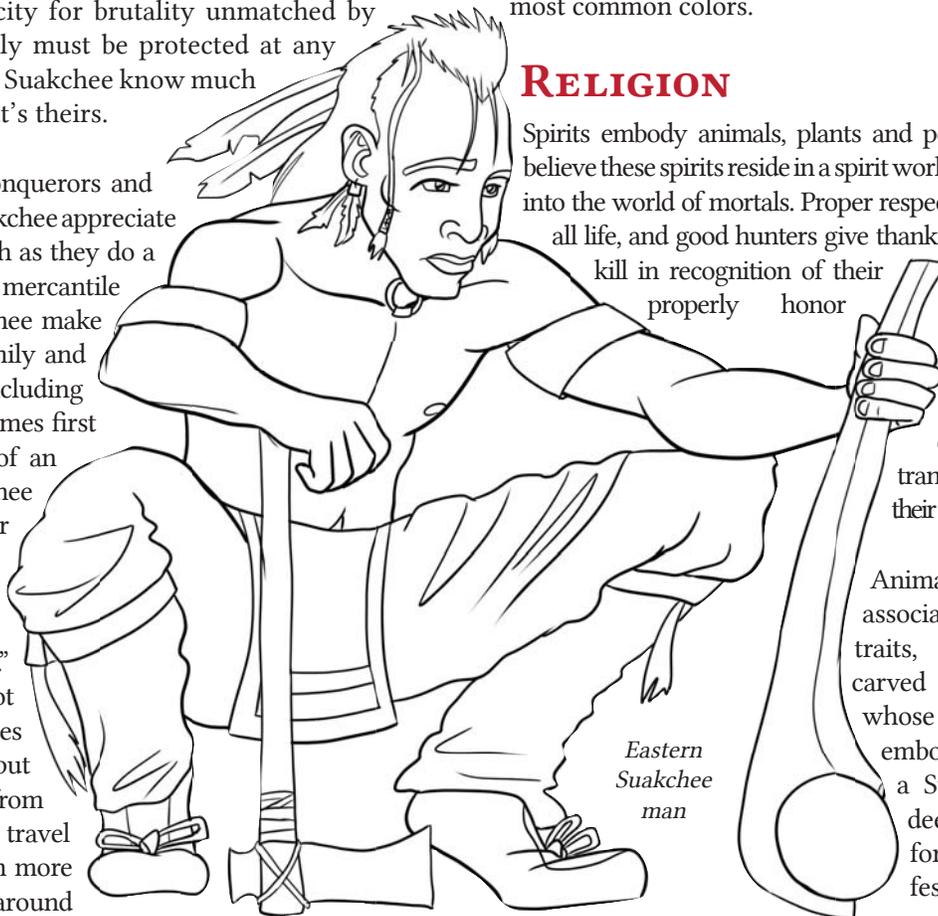
them, so that they may guide their own people more wisely one day.

APPEARANCE

Suakchee 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 Suakchee have medium noses, often with a hooked bridge and long rectangular faces and broad mouths. Like the Quesachi, Suakchee 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 Suakchen 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 Suakchee 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 wish to embody. For instance, a Suakchee wearing a deer fetish might wish for swiftness. Most festivals celebrate

Eastern Suakchee man

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 AND MAGIC

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

Suakchee berserkers are world renowned and feared. Ferocious fighters, berserkers embody the viciousness and tenacity of boars, and are sometimes referred to as Boarserkers. These rage warriors are not special units or forces, but simply any Suakchee 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 Suakchee 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 Suakchee know basic herbology, if not basic potion brewing. Suakchee mages get Air Tunnel and alchemists Bewitching Brew.

Western Suakchee woman
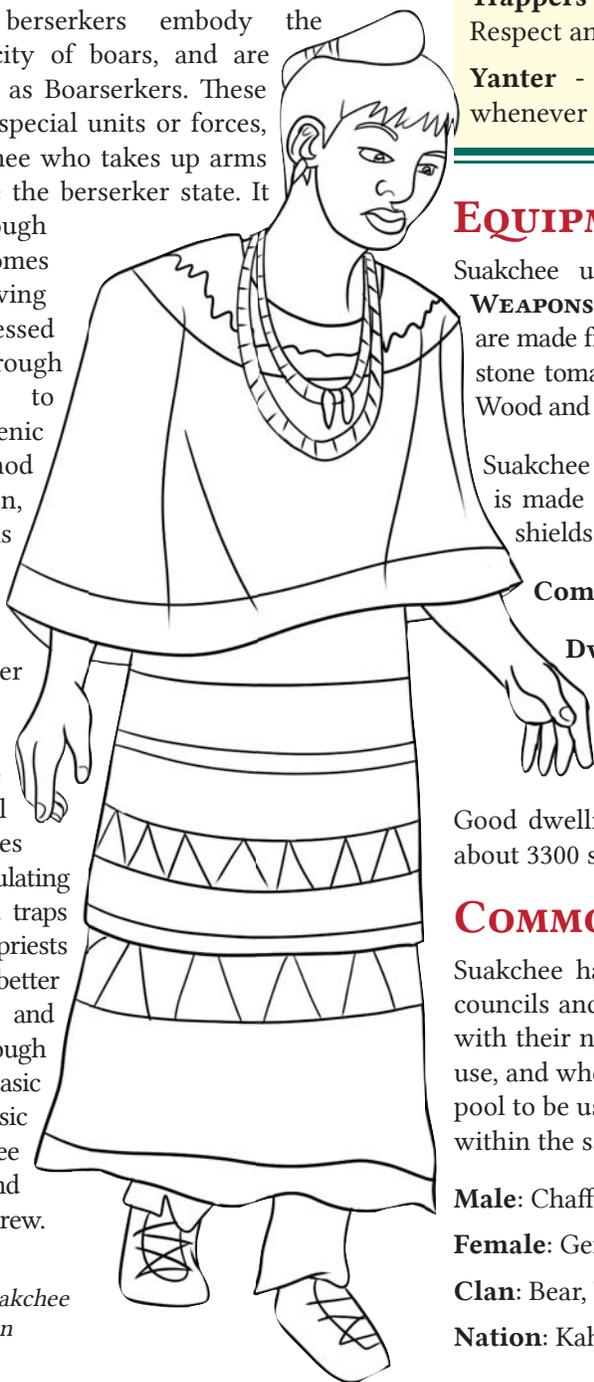
EQUIPMENT

Suakchee 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.

Suakchee 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: Suakchee 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. Basic dwellings are about 450 sq ft. Good dwellings are about 2700 sq ft. Fine dwellings are about 3300 sq ft. Epic dwellings are 6000 sq ft.

COMMON NAMES

Suakchee 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

TRAPPERS

Home Region: Redwater Rainforest

Racial Modifiers: +1 PER, -1 END, +2 Sneak

Racial Abilities: Spiderlike

Favored Professions: Lawless, Academic, Frontier

Unique Talents: Spiderlike

Languages: Namela (Native), Trapper Sign (Native), Kalvaren (Trade), Quesachan (Trade)

Wealth: Any Wealth level above Everyman costs 2 extra points to buy.

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.

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.

Trapper woman swinging bola
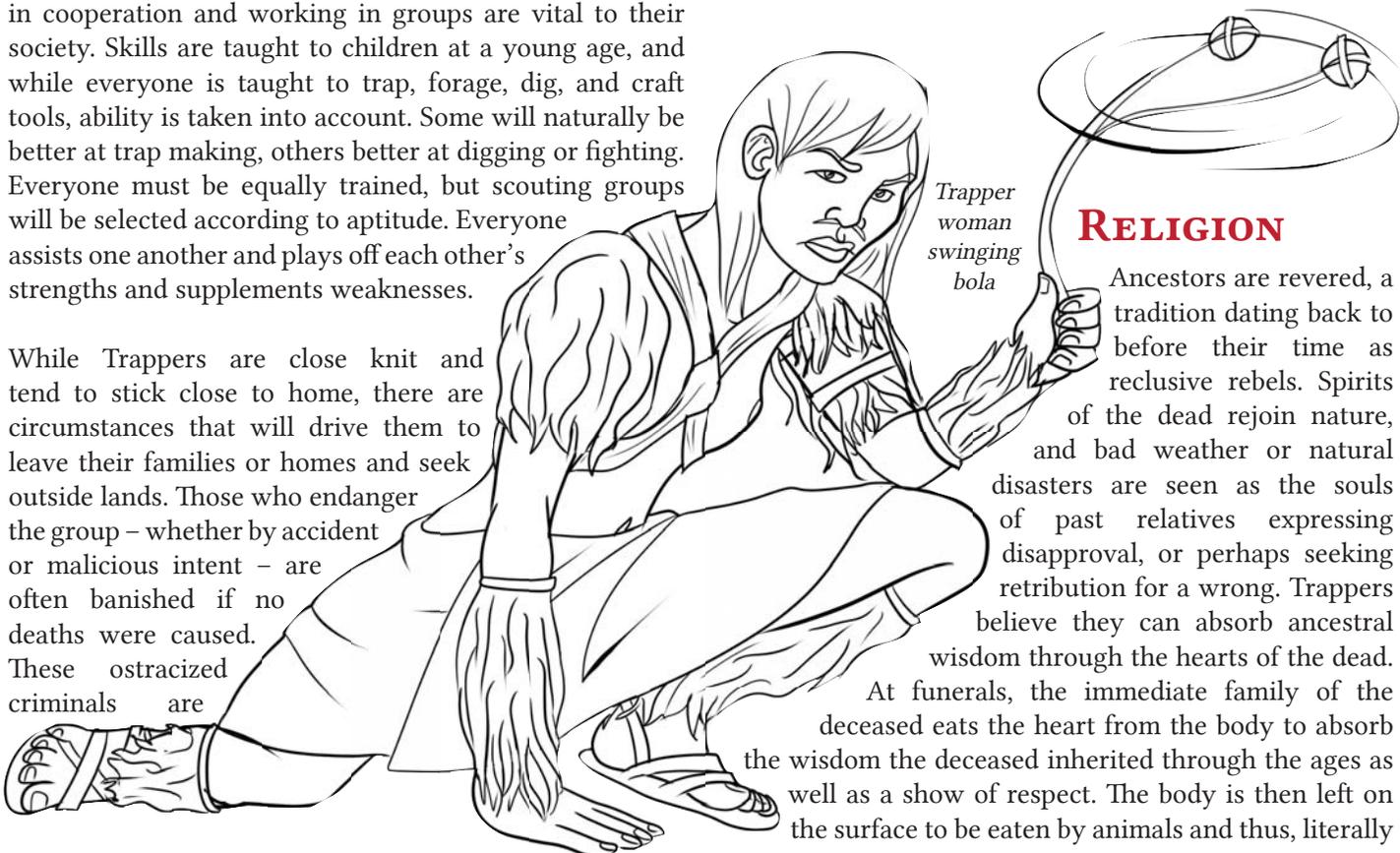
RELIGION

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 AND 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.

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. Trapper mages get a first tier Earth magic spell or a first tier Water spell and alchemists 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.

Maesunja - Outsiders. Do not trust.

Quesachi - Outsiders. Do not trust.

Suakchee - 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
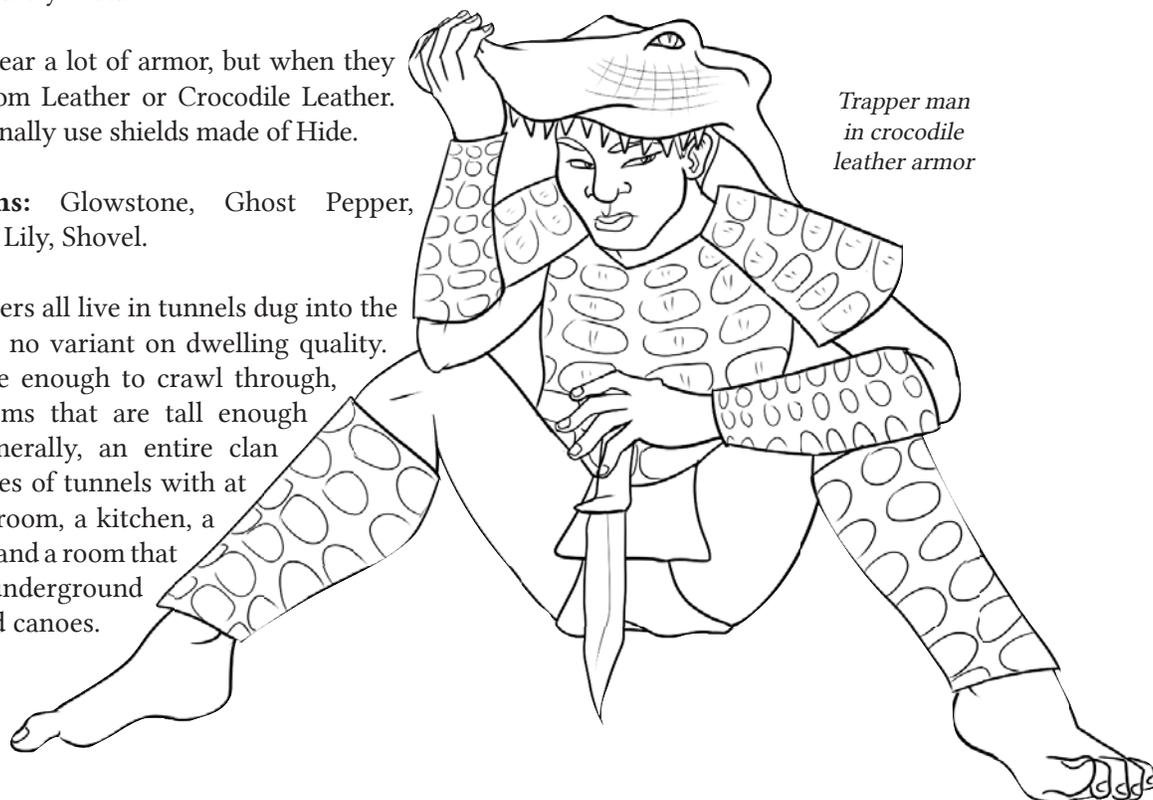
Trapper man in crocodile leather armor

YANTER

Home Regions: Northern Wastes, Ice Gate

Racial Modifiers: +1 PER, -1 INT, +2 Observation

Racial Abilities: Wastes Waif

Favored Professions: Frontier, Lawless, Mystic

Unique Talents: Wastes Waif

Languages: Qaner (Native), Quesachan (Trade)

Wealth: Any Wealth level above Everyman costs 2 extra points to buy.

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.

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. While naturally on the paler side, most Yanter are tanned from their extended time out in the sun and limited shade.

Even in 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 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.

Yanter man spear fishing

Opposite page: Yanter woman gathering food

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 spirit 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 and 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. But instead of commanding clay-men to move around, Yanter carve these symbols into their beloved ships and weapons to keep them durable, or into the ground to conjure a much needed campfire. 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 get Snowball and alchemists Waterproof or Concoct Potion I.

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

Dwelling: Yanter do not have different tiers of dwelling quality. They 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

CHAPTER 2
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 **www.**Waracle**rpg.com** or Goats Gruff Games **www.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 a Profession.** This is not a class. Rather, it is a summary of your character's skill set and tendencies. A profession helps determine your starting Attack Bonus (AB), Defense (DB), Energy Points (EP) and resources.

4. S**elect Attributes.** These represent your character's core physical and mental abilities.

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. **Select Skills.** Skills are abilities your character can do without specialized training, such as Deceiving other characters or Sneaking about.

7. **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.

8. **Pick Talents or Spells.** Talents are what special abilities your character has trained or acquired, and are the primary marker of progress.

9. **Resources and Equipment.** Determine what materials, connections, and gear your character starts out with. Not everyone begins 5 gold and a rusty sword, or a reliable source of rumors.

10. **Choose Perks.** Perks are optional tidbits that allow a little bit of extra personalization to your character that may affect gameplay.

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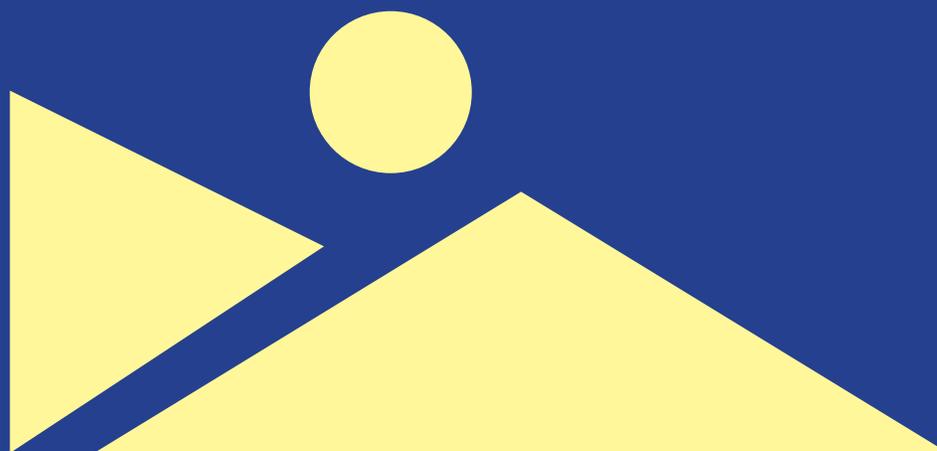
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CONCEPT

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

Race		Avg Height	Height Mod	Avg Weight	Weight Mod
Bizeem	Man	5'4"	+/- 1d6 in	135 lbs	(+/-) x (1d6) lbs
	Woman	4'10"	+/- 1d4 in	125 lbs	(+/-) x (1d4) lbs
Dulisi	Man	5'4"	+/- 1d6 in	125 lbs	(+/-) x (1d6) lbs
	Woman	4'10"	+/- 1d4 in	115 lbs	(+/-) x (1d4) lbs
Dushum	Man	5'3"	+/- 1d6 in	135 lbs	(+/-) x (2d6) lbs
	Woman	4'9"	+/- 1d4 in	125 lbs	(+/-) x (2d4) lbs
Kalvres	Man	5'5"	+/- 1d6 in	140 lbs	(+/-) x (2d6) lbs
	Woman	4'11"	+/- 1d4 in	130 lbs	(+/-) x (2d4) lbs
Maesunja	Man	5'6"	+/- 1d6 in	130 lbs	(+/-) x (1d6) lbs
	Woman	5'0"	+/- 1d4 in	120 lbs	(+/-) x (1d4) lbs
Quesachi	Man	5'4"	+/- 1d6 in	140 lbs	(+/-) x (2d6) lbs
	Woman	4'10"	+/- 1d4 in	130 lbs	(+/-) x (2d4) lbs
Suakchee	Man	5'5"	+/- 1d6 in	145 lbs	(+/-) x (2d6) lbs
	Woman	4'11"	+/- 1d4 in	135 lbs	(+/-) x (2d4) lbs
Trappers	Man	5'2"	+/- 1d6 in	120 lbs	(+/-) x (1d6) lbs
	Woman	4'8"	+/- 1d4 in	110 lbs	(+/-) x (1d4) lbs
Yanter	Man	5'10"	+/- 1d6 in	155 lbs	(+/-) x (2d6) lbs
	Woman	5'4"	+/- 1d4 in	145 lbs	(+/-) x (2d4) lbs

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 1: 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 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.

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 1: Civilizations** and **Chapter 3: Talents & Spells**. However, 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 chart below to help determine character height and weight. You don't have to use the Height Mod or Weight Mod if you don't want to; it is there to add an element of randomness to players who have trouble deciding an exact amount, or prefer leaving some details to chance. If you elect to use the modifiers, whether it's an addition or subtraction is up to you.

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 1: Civilizations** and determines that a Kalvres character is most interesting to her. Because Kalvaren 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 Kalvaren.

PROFESSION

If you have ever played any RPG, you are probably familiar with the concept of classes. However, *Waracle* is a skill-based system and uses no classes. Professions are not to be confused with classes. Rather than a strict concept of what your skill sets and capabilities are, professions are a guideline to express what sorts of skills and jobs your character has done up to this point. Basically, what knowledge and skills do they have starting out on their adventures? There are 9 professions to choose from:

» **Academic** represents alchemists, scholars, scribes and the like.

» **Artistic** represents sculptors, actors, or other artisans and creatives.

» **Civil Service** represents judges, town criers and public servants.

» **Frontier** represents scouts, hunters and those who live in the wild.

» **Labor** represents masons, farmers, fishermen and the like.

» **Lawless** represents thieves, pirates and other roguish types.

» **Martial** represents military careers such as soldiers or mercenaries.

» **Mercantile** represents merchants, innkeepers and other career salesmen.

» **Mystic** represents mages and anyone able to cast magic spells.

These are all examples and guidelines - not hard and fast rules. If you are uncertain what profession your character's concept fits best in, talk to your GM. They are the ones running your game and are the final deciders in how to classify professions and other gray areas. There is one exception to this: Characters who wish to have the ability to cast any kind of spell **must** pick Mystic. You cannot be a spellcaster at all if you are not a Mystic at character creation.

Alchemists are not necessarily Mystics, but rather anyone who focuses on alchemy and magical concoctions; unless they are also mages, alchemists cannot conjure magic out of thin air. Anyone can learn alchemy if given the time, but Academics focus on its learning the most and therefore have the best setup for a starting alchemist. Mages can opt to learn alchemy as well, but it is not a requirement.

Each profession has a pair of attributes associated with it. While you are not required to emphasize these abilities, it is recommended some focus be put into them, as those attributes are most strongly influential within that profession type. You can learn more about Attributes in the next section.

A final note on professions: You may not change your profession, even if your character's job and skills change or broaden over time. Your profession is simply your starting point that determines the baseline for your other character abilities and what your character's general skill set is at the start of the story. It is perfectly fine to have a Mystic who learns how to fight with swords, or a Martial character take up scholarly pursuits.

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 requires in order to use them. Attributes are on a scale of 1 to 10, with 1 being poor, and 10 being near godlike; 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
- » **Maesunja** get +1 AGL, -1 STR
- » **Quesachi** get +1 INT, -1 END
- » **Suakchee** get +1 STR, -1 CHA
- » **Trappers** get +1 PER, -1 END
- » **Yanter** get +1 PER, -1 INT

As mentioned in the Professions section, each profession has a pair of attributes it focuses on and tends to benefit the most from, at least when starting out:

- » **Academic** focuses on INT and PER.
- » **Artistic** focuses on INT and CHA.
- » **Civil Service** emphasizes INT and PER.
- » **Frontier** focuses on PER and AGL.
- » **Labor** focuses on END and STR.
- » **Lawless** focuses on AGL and PER.
- » **Martial** emphasizes STR and END.
- » **Mercantile** focuses on CHA and INT
- » **Mystic** should focus on PER and INT.

Assigning Attributes

Players are granted **5 Build Points** upon character creation to distribute among their attributes. Every attribute starts at 4. Players may then distribute the 5 Build Points 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 1: Civilizations** for more information on attribute modifiers based on civilization.

After character creation, players must spend XP to increase an attribute. The cost of the attribute depends on its level:

Level	1	2	3	4	5
Cost	0 XP	0 XP	0 XP	2 XP	4 XP
Level	6	7	8	9	10
Cost	6 XP	8 XP	10 XP	12 XP	14 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 14 XP. Attributes are the most expensive stat to upgrade, as they are the keystone to most mechanics and represent a significant increase in ability.

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 profession. 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 depend on your

profession. Please refer to **Chapter 1: Civilizations** to see what civilizations prefer what professions. The following chart illustrates AB and DB depending on profession, without any racial modifiers.

	Academic	Artistic	Civil Service
Base AB	1	1	1
Base DB	1	1	1
	Frontier	**Labor**	**Lawless**
Base AB	3	2	2
Base DB	2	2	3
	Martial	**Mercantile**	**Mystic**
Base AB	3	1	1
Base DB	2	1	1

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 combining your base AB with your AGL or STR, depending upon the type of weapon used. Detailed weapon information can be found in the **Chapter 5: Weapons and Gear**. Your total DB is determined by combining your **base DB + AGL**. Some talents or spells can also improve AB and DB.

Skills

Skills are basic abilities practically anyone can do without formalized training. At creation, players get **10 Build Points** to spend on skills, though you can't purchase more than 5 levels in any single skill during creation. 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.

» **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.

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

Each skill is determined by its **Core Attribute** + **Level** + **Modifiers**. For example, if you have a character with 5 STR and you put 4 levels into Intimidate, your total Intimidate score is 9. Alternatively, if you have no levels in Sneak but your AGL is 5, your total Sneak is 5. See the chart on the previous page for skills and their Core Attributes.

As your character gains XP, they may choose to spend it on skills at the cost of 1 XP per skill level. However, you cannot raise a skill level higher than 30. This does not include modifiers.

RACIAL SKILL MODIFIERS

Each civilization has a small bonus to a particular skill, regardless of Profession. You must take the modifier of your character's civilization and apply them while assigning skills.

- » **Bizeem** get +2 Barter
- » **Dulisi** get +2 Entertain
- » **Dushum** get +2 Inspect
- » **Kalvres** get +2 Intimidate
- » **Maesunja** get +2 Fitness
- » **Quesachi** get +2 Education
- » **Suakchee** get +2 Persuade
- » **Trappers** get +2 Sneak
- » **Yanter** get +2 Observation

At creation, your character gets a small +1 skill bonus in a specific area depending on their profession. Each profession has two possible skill bonuses; pick **one** bonus. If your character picks a Profession Favored by their Civilization, this bonus is instead a +2. See **CHAPTER 1: CIVILIZATIONS** for details on favored professions.

- » **Academic** gets an Education or Inspect bonus.
- » **Artistic** gets an Entertain or Observation bonus.
- » **Civil Service** gets a Persuasion or Savvy bonus.
- » **Frontier** gets an Observation or Sneak bonus.
- » **Labor** gets an Acrobatics or Fitness bonus.
- » **Lawless** gets a Sneak or Theft bonus.
- » **Martial** gets a Fitness or Intimidation bonus.
- » **Mercantile** gets a Barter or Persuasion bonus.
- » **Mystic** gets an Education or Focus bonus.

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 Build Points. Because she wants her Kalvaren 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 profession. As her Kalvres is former military, Martial makes the most sense. The Martial profession uses STR and END as its primary attributes, which will help Aliana in the later stages of character creation. She now has 10 Build Points to spend on skills. Aliana decides to spend her Build Points in Acrobatics, Fitness, Focus, and Persuasion. Distributing the points and adding the Core Attributes, her skills are 5 Acrobatics, 10 Fitness, 5 Focus, and 8 Persuasion. Because Kalvres get +2 to Intimidation, she adds the modifier for a total of 9 Intimidation. She decides to use Fitness as her bonus skill, bringing its score up to 12. All her other skills use their Core Attribute score for now.

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.

Base EP and HP, like AB and DB, are modified depending on your profession, but have a few more extra steps. Starting EP is determined by your **PROFESSION** + **END** + CORE ATTRIBUTE. Your Core Attribute depends on your profession. See chart below for reference:

	Academic	Artistic	Civil Service
Attribute	INT	INT	INT
EP Bonus	8	2	2
	Frontier	**Labor**	**Lawless**
Attribute	AGL	STR	AGL
EP Bonus	7	4	6
	Martial	**Mercantile**	**Mystic**
Attribute	STR	INT	INT
EP Bonus	5	1	10

For instance, if your character has the Mystic profession, 4 END and 7 INT, their starting EP would be 21. After creation, your EP can be increased by spending XP. Extra EP is cheap - it costs only 1 XP to bring your EP up by 1, regardless of where it currently stands. EP can also be increased by leveling up its Core Attribute. This is more costly, but remember that attributes modify several stats, not just EP.

Hit Points are determined by (**END x 2**) + **PROFESSION**. See chart below for HP modifiers by profession:

	Academic	Artistic	Civil Service
HP Bonus	2	2	1
	Frontier	**Labor**	**Lawless**
HP Bonus	4	3	3
	Martial	**Mercantile**	**Mystic**
HP Bonus	5	1	1

After creation, your HP can be increased by spending XP. Extra HP is not cheap - it costs 3 XP to bring your total HP up by 1, regardless of where it currently stands.

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 Build Points** to purchase talents or spells. Each talent costs a number of Build Points equal to their tier. For instance, a Tier I talent costs 1 Build Point, while a Tier II talent costs 2 Build Points. Additionally, at creation players can pick a single free Tier I talent depending on their profession:

» **Academic** pick a free talent from the Alchemy or Literacy trees. If picking Alchemy, you must choose an alchemical talent based on your civilization. See **Chapter 1: Civilizations** for details on different cultural Alchemy talents.

» **Artistic** pick a free talent from the Ceramics, Instruments, Painting, or Theatrics branches of the Craftsmanship tree.

» **Civil Service** pick a free talent from the Oration or Literacy trees.

» **Frontier** pick a free talent from the Scouting or Hunting trees.

» **Labor** pick a free talent from the Mason, Smithing, Tailoring or Woodworking branches of the Craftsmanship tree.

» **Lawless** pick a free talent from the Mercantile or Stealth trees.

» **Martial** pick a free talent from the Man at Arms tree.

» **Mercantile** pick a free talent from the Mercantile or Oration trees.

» **Mystic** picks a spell, rather than a standard talent. The free Tier I spell depends on your civilization. See **Chapter 1: Civilizations** for details on different cultural spell focuses.

Additionally, each civilization gets a single talent automatically for belonging to that culture.

» **Bizeem** get *Appraisal*

» **Dulisi** get *Quick Current*

» **Dushum** get *Low Light Vision*

Colonel Ocelotl Acuauhtli 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.

- » **Kalvres** get *Constant Vigilance*
- » **Maesunja** get *Camel Lord*
- » **Quesachi** get *Reading (Native)*
- » **Suakchee** get *Bloodhound I*
- » **Trappers** get *Spiderlike*
- » **Yanter** get *Wastes Waif*

Please refer to **Chapter 1: Civilizations** for more information on racial based talents and **Chapter 3: Talents & Spells** for more details on Talents and cost.

If you have an idea for a unique talent not in this book, ask your GM! Custom talents are totally fine so long as they as your GM approves its abilities, cost, and stats.

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. Note that Reading and Writing are two separate skills. 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 Attack and Defense Bonuses. Because her Kalvres' profession is Martial, Base AB is 3 and her Base DB is 2.

Next, she must calculate her EP and HP. A Martial profession has an EP bonus of 5 and uses STR as its Core Attribute. Thus, the Kalvaren warrior's EP would be 5 + 5 END + 7 STR for a total of 17 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 Build Points 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 are given **8 Build Points** to spend on Wealth and Connections. Wealth determines your starting equipment, armor, weapons, dwelling,

	Poverty	Working	Everyman	Wealthy	Minor Nobility	Major Nobility	Royalty
Cost	0 Build Points	2 Build Points	4 Build Points	6 Build Points	8 Build Points	10 Build Points	12 Build Points
Clothing	1 set of Common clothing	2 sets of Common clothing	3 sets of Common clothing	2 sets of Common clothing, 2 sets of Fancy clothes	4 sets of fancy clothes	Any except Legendary, Epic, Artifact clothing	Anything
Weapons	1 General weapon	2 General or Common weapons	2 General or Common weapons	2 General or Common weapons, 1 Good weapon	2 Good weapons 1 Common weapon	Any except Legendary, Epic, Artifact weapons	Anything
Armor	1 piece of General armor	2 pieces of General armor	2 pieces of General armor, 1 piece of Common Armor	2 pieces of General or Common armor, 1 piece of Good Armor	2 pieces of General or Common armor, 2 pieces of Good Armor	Any except Legendary, Epic, Artifact armor	Anything
Dwelling	No dwelling	Basic dwelling	Good dwelling	Fine dwelling	Fine dwelling	1 Fine dwelling, 1 Epic dwelling	At least 1 Epic dwelling, can have any number of others
Money	1d6 cp	1d6 sp	2d6 sp	3d10 gp	8d10 gp	10d10 gp	Anything

Poverty	Working	Everyman	Wealthy

	Poverty	Working	Everyman	Wealthy
Resources	None	1 Set of Tools/Ammo 1d4 Basic Items/Tools 1 Container	1 Set of Tools/Ammo 1d6 Basic Items/Tools 2 Containers • 1d4 x 10 GP worth of goods*	1 Native Mount 1 Vehicle • 1d10 Basic Items 1d4 Rare items • 3 Containers 1d6 x 100 GP worth of goods*

Minor Nobility	Major Nobility	Royalty

	Minor Nobility	Major Nobility	Royalty
Resources	2 Native Mounts 2 Vehicles • 2d10 Basic Items/Tools 1d6 Rare Items • 2d4 Containers 1d10 x 500 GP goods*	1 Native Mount • 1 Foreign Mount 2 Vehicles • Any Basic Item/Tool 1d10 Rare Items • 1d6 Containers 2d10 x 1000 GP goods*	Any Mount • Any Vehicle Any Basic item/Tool • Any Rare item 2d6 Containers • 5d10 x 1000 GP goods* 1 Legendary, Epic, Artifact, etc.

You do not need to specify each good you own; this is just a baseline of what kind of materials and possessions your character likely has access to that doesn't follow under particular equipment in the book; things such as furniture in their house, art, food, etc.

resources and how much money you begin the game with. There are 7 levels of Wealth, outlined on the table on page 60.

Note that the names of wealth levels are just a name to describe their value; for instance, picking "Minor Nobility" wealth doesn't automatically make you nobility. However, you can choose to create your character as a noble, commoner, or whatever else – perhaps you are a wealthy merchant, or a penniless noble who fell on hard times. Wealth only determines your resources at start – 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 wealth allows, however, unless your GM permits it. Also, you may decide not to take a resource if you don't want it or it doesn't suit your character. Resources are simply what's available to you at creation due to your wealth background.

Dwellings are the home(s) your character owns and lives in when they're not traveling. Dwellings can be Basic, Good, Fine, or Epic. What that entails depends on your character's Civilization. See **Chapter 1: Civilizations** for more information on dwelling qualities. If you have in mind something different for your character's home depending on special circumstances, talk it over with your GM. There is some wiggle room to have a more unique home – within reason, given your Wealth.

Goods are items your character owns such as furniture, other outfits, etc. They do not need to be specified and are generally kept in the dwelling. Only the value of the items should be noted for context in case specific items need to be retrieved.

You may have noticed Major Nobility and Royalty cost more Build Points than the 8 that players are allocated on creation. This is because the Player's Guide assumes creation is of a starting character, who is less likely to be a powerful figure in most regions. However, if your GM is doing a broader scale campaign, they may decide to focus on more influential and powerful characters.

Please see **Chapter 4: Encounters and Challenges** for more details on what constitutes good armor, fancy clothes, etc. Before you pick a Wealth status, however, note that there are bonuses and restrictions to Wealth depending on your character's background and civilization. See **Chapter 1: Civilizations** for more information.

After you have determined your Wealth level, 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:

> » **Favor** is a person who owes your character assistance. Can only be used once and costs 1 Build Point to have.

> » **Contact** is a regular connection your character has. Can be used indefinitely. Costs 2 Build Points to have.

> » **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 3 Build Points.

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 Build Point.
> » **Associate** costs 2 Build Points.
> » **Cohort** costs 3 Build Points.
> » **Friend** costs 4 Build Points.
> » **Oathbound** costs 5 Build Points.

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

Wealth and 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 wealth and connections as careful consideration as their attributes and skills.

EXAMPLE

Aliana needs to figure out her character's Wealth and Connections. She decides to spend 4 of her Build Points to give her character Everyman Wealth. This lets her have a Common and Good Kalvaren weapon. Reading the **CHAPTER 5: WEAPONS AND GEAR**, Aliana picks khopesh and a bladed mace. She gets Standard armor, which for a Kalvaren means Wood scale mail and Metal demi-greaves. Her character's Dwelling is Good by Kalvaren standards, making it a 3-story sandstone building about 350 sq feet per floor. Finally, she rolls 2d6 and gets a total of 10, which means her character start with 10 sp in cash.

Aliana uses the last 4 of her Build Points to give her Kalvres a Status contact – the Kalvaren Military – at Acquaintance Trust level; her character was a low-ranking officer with connections, but little familiarity.

PERKS

Perks are little details to add a bit more uniqueness to your character. What they do varies from perk to perk, but they often add small modifications to stats or scenarios your character might find themselves in, along with a tradeoff penalty. Perks are either Minor or Major. Players may pick up to 2 Minor perks, or they can pick a single Major perk. Perks are completely optional, but can **only** be selected at character creation. Below are some standard perks, but if you have an idea for a unique perk, we encourage you to talk about it with your GM and determine its cost and tradeoffs!

BABY FACE *Minor Perk*

Your character has childlike features. You get a +2 to all Barter and Persuasion checks, but a -2 to Intimidate.

ELEMENTARY *Minor Perk*

Your character gets +2 to all Inspect and Observation checks, but -2 to Persuasion.

ETERNAL REWARD *Major Perk*

You start with 1 Legendary or Artifact item, but your character will always be hunted for it.

EYE OF THE CAT *Minor Perk*

You gain the abilities of Low Light Vision, but you suffer a -2 when fighting in bright light.

GIVING 110% *Minor Perk*

You get +2 Acrobatics, Fitness and Focus, but -2 to Education and Savvy.

GOTTA PET 'EM ALL *Major Perk*

Animals will not attack without provocation - this includes mounts. However, you get a -5 to all Social Checks.

GOTTA GO FAST *Minor Perk*

You get +10 feet to movement speed and +1 to Initiative rolls. However, you always suffer a -2 AB.

I KNOW A GUY *Major Perk*

You get one free Contact of Associate trust level, but your character is wanted for a minor crime.

I'D HIT THAT *Minor Perk*

You gain a +2 AB to enemies of the opposite gender. This only applies to humans and humanoid creatures with a discernible gender.

LADY LUCK *Major Perk*

Once per day, you get a +5 to any roll you make. However, the very next roll you make of the same type suffers a -5 penalty.

OVER 9000 *Minor Perk*

You get +10 to your total EP but -1 to your total HP.

PENNILESS PRINCE *Major Perk*

You get +1 to Wealth level, but gain none of the resources.

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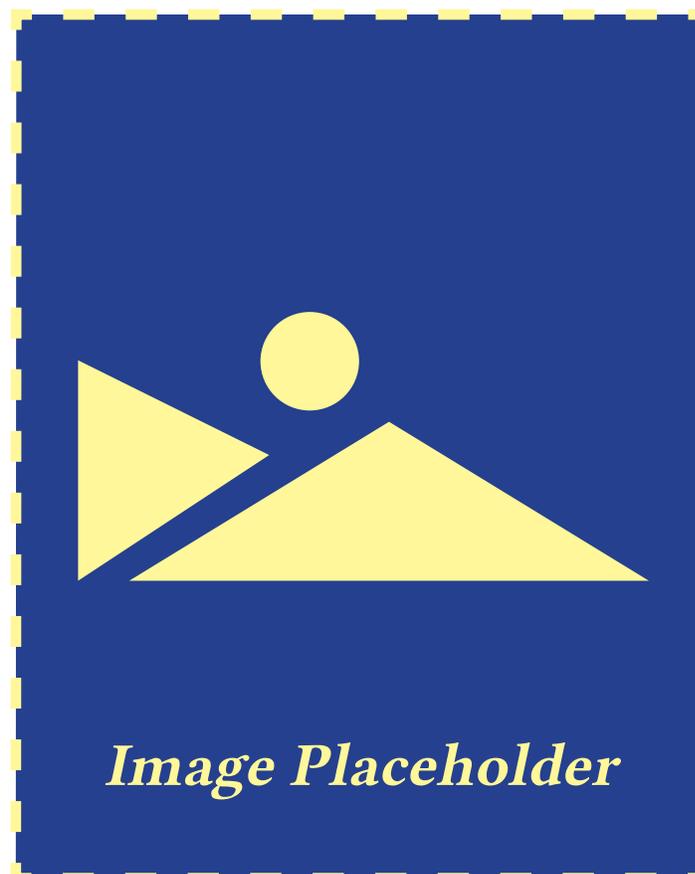
SKIN DEEP *Minor Perk*

Your character is physically attractive to others. +2 to Persuade and Deceive when flirting. However, you suffer a -2 to Focus. Can't be used with The Inside Counts.

STONEWALL *Minor Perk*

You get +5 Fitness but -5 to Acrobatics.

THE INSIDE COUNTS *Minor Perk*

Your character fell off the ugly tree and hit every branch on the way down. You get -2 to Deceive and Persuasion when flirting, but gain +2 Focus. Can't be used with Skin Deep.

EXAMPLE

Aliana looks through the perks and decides to give her Kalvres the perk Over 9000. Her EP is now 27, but her HP is reduced to 9.

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** status grants +3 to all social encounters.
- » **Friendly** status grants +1 to all social encounters.
- » **Neutral** status has no bonus or penalty to social encounters.
- » **Distrust** status causes -1 to all social encounters.
- » **Hostile** status causes -3 to all social encounters.

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.

- » **Bizeem** are Friendly to Quesachi, Maesunja and Suakchee; they Distrust Dulisi, Kalvres, and Trappers. All others are Neutral.
- » **Dulisi** are Friendly to Trappers; they Distrust Bizeem, Dushum, Kalvres, and Quesachi. All others are Neutral.

- » **Dushum** are Allied with Kalvres; they Distrust Dulisi and Quesachi, and are Hostile towards Trappers. All others are Neutral.
- » **Kalvres** are Allied with Dushum; they Distrust Bizeem, Dulisi, Quesachi and Suakchee, and are Hostile towards Trappers. All others are Neutral.
- » **Maesunja** are Friendly to Bizeem; they Distrust Trappers, and are Hostile towards Quesachi. All others are Neutral.
- » **Quesachi** are Friendly to Bizeem and Yanter; they Distrust Dulisi, Dushum, Kalvres and Trappers, and are Hostile towards Maesunja. All others are Neutral.
- » **Suakchee** are Friendly to Bizeem; they Distrust Kalvres and Trappers, and are Hostile towards Yanter. All others are Neutral.
- » **Trappers** are Friendly to Dulisi, and Distrust all others but the Kalvres and Dushum, whom they are Hostile towards.
- » **Yanter** are Friendly to Quesachi; they Distrust Trappers, and are Hostile towards Suakchee . All others are Neutral.

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

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 1: 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 Kalvaren 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.

Now leader of the great Quesachan military, Ocelotl Acuauhtli wears the colorful and elaborate quetzalcoatl armor of the Grand General.

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!
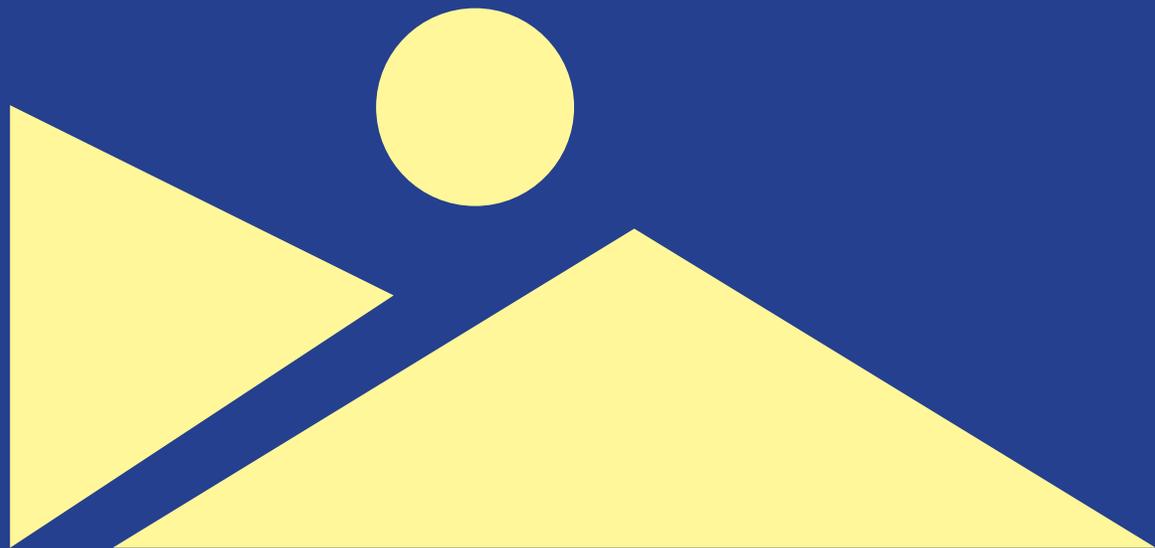
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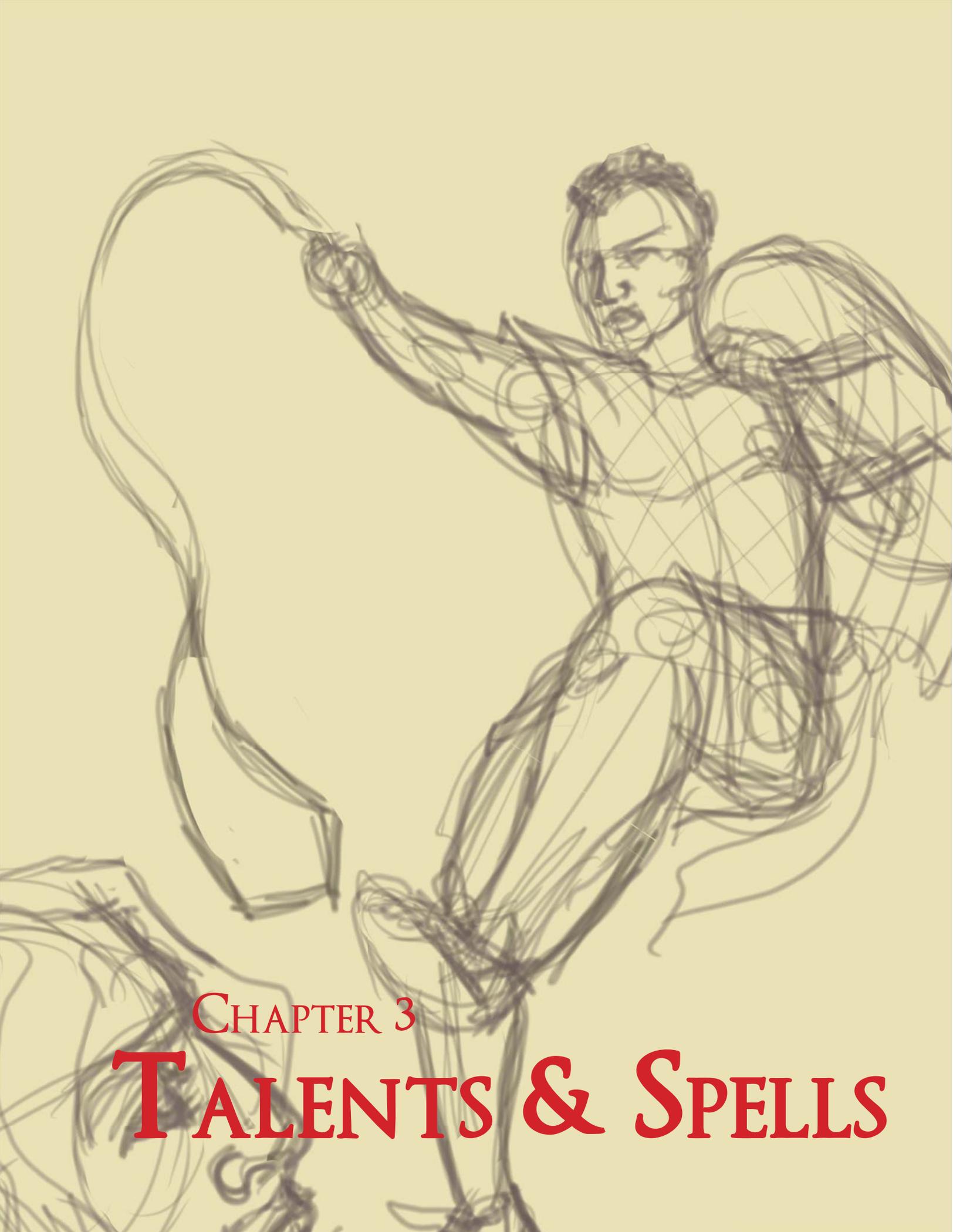
CHAPTER 3
TALENTS & SPELLS

Unlike most 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 and profession, as well as some Build Points to purchase an additional talent or two. See **Chapter 2: 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:

Tier	I	II	III	IV	V
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:

Talent Tree Table of Contents

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 or IV

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.

Arcane Spells

Arcane spells are a special form of talent that requires a character have the Mystic profession 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 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:

Tier	I	II	III	IV
Cost	1d4	1d6	2d4	1d10

Not all spells are 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 slashes through your foe, causing 1d4 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 1d6 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 slashes through your foe, causing 1d6 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 {Stun/Immobilize} the target for 1d4 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 1d4 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 1d6 Bludgeoning damage.

Hover

Tier: I

Requirement: None

Type: Activated

EP Cost: 3 EP

Enchantable: No

Description: You float one foot off the ground for 1d4 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 1d4 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 1d4 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 1d4 rounds. In addition, all enemies must make a Focus test at Average difficulty or be Stunned for 1d4 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 1d4 damage +1 for each slot. If launching a weapon, you instead inflict 1d4 + 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 1d4 damage +1 for each slot. If launching a weapon, you instead inflict 1d4 + the weapon's DR. Each additional slot fired beyond the first costs an additional 1 EP.

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 1d4 damage +1 for each slot. If launching a weapon, you instead inflict 1d4 + 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 increment.

Tornado

Tier: II

Requirement: Whoosh!

Type: Activated

EP Cost: 4 EP

Enchantable: No

Range: Short

Description: You conjure a small tornado which inflicts 1d4 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 1d6 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 2d4 damage, or up to 3 foes in front of you for 1d4 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 1d4 rounds. 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 Normal 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 2d4 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 1d6 rounds. Rock Fist can break through Rock Barrier.

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 2d6 Bludgeoning damage to any foes within range. Enemies hit must make an Acrobatics test at Tough difficulty or be 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 1d4 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 1d6 piercing damage. The target must make an Acrobatics test at Average difficulty or be Crippled for 1d4 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 1d4 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 1d4 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 1d4 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 1d4 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 2d4 razor sharp leaves from your hand at your foe. 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 1d4 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 1d4 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 1d4 rounds. When used as an enchantment, enemies struck with the weapon must make a Focus test at Easy difficulty or be Stunned for 1d4 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 1d6 rounds. When used as an enchantment, enemies struck with the weapon must make a Focus test at Average difficulty or be Stunned for 1d6 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 1d4 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 1d6 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 1d4 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 1d6 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 1d4 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 1d6 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 1d4 targets, dealing 2d4 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 Afflicted 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 Afflicted 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 of the difference between their current and maximum HP.

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 2d4 damage and heals you for the same amount. When enchanted, a weapon with Blood Drain has a 25% chance to heal the wielder by HP equivalent to the damage they dealt. This counts as a Delayed action. This damage ignores PR.

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 1d6 rounds as their body destroys itself from the inside. This counts as a Delayed action. This damage ignores PR.

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.

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 20% 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 1d6 rounds. The whip inflicts 1d4 Fire damage, uses your AGL AB and can hit a single target.

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 1d4 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 1d6 Fire damage. It has 25 HP, 8 AB, and 10 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 1d4 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 1d6 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 Afflicted. The dagger lasts 2d4 rounds before dissipating. If used as an enchantment, it coats the weapon in flame and deals +2 Fire damage.

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 1d4 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 1d4 Fire damage with a 10% chance to be Afflicted.

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 2d4 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 1d4 rounds. Missile weapons or weapons with Short reach can breach the wall of fire, but anyone who touches the wall suffers 1d4 Fire damage. When enchanted, it coats the object in 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 10 by 10 foot area within range. Everyone within the area must make an Acrobatics test at Average difficulty or take 2d4 Fire damage with a 10% chance to be Afflicted. 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 1d6 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 1d6 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 2d4 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.

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 1d4 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. Splash extinguishes any fire on the targets.

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 1d6 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 1d4 Ice damage. Alternatively, you can create up to 1d6 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 1d4 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 1d4 Ice damage with a 10% chance to be Stunned for 1d4 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 1d6 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 2d4 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 2d4 rounds before melting.

Ice Wall
Tier: II

Requirement: Snowball

Type: Activated

EP Cost: EP

Enchantable: Yes (Armor, Clothing)

Range: Short

Description: You create an ice wall up to 10 feet long and 10 feet high that lasts 1d4 rounds. 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. 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 1d6 rounds. The whip inflicts 1d4 Slashing damage, uses your AGL AB 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.

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 1d4 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.

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 Cloth, Leather and Hide armors. The **Heavy Branch** applies to wood and metal armors.

Armorless Branch

Cat's Grace I
Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: When wearing no torso 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 torso 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 X costs 1 EP.

Deft Dance
Tier: III

Requirement: Finesse

Type: Activated

EP Cost: 5 EP

Description: When you are being attacked, you may use Deft Dance to use your Acrobatics level as your DB. Deft Dance must be declared during the attack role, 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.

Light Branch

Light Footed I
Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: You gain a permanent +1 DB when wearing Cloth, Hide or Leather armor.

Light Footed II

Tier: II

Requirement: Light Footed I

Type: Sustained

EP Cost: Sustained

Description: You gain a permanent +2 DB when wearing Cloth, Hide or Leather armor.

Avoidance

Tier: II

Requirement: Light Footed I

Type: Activated

EP Cost: 1 EP

Description: When you are being attacked, you may use Avoidance to add +2 to your DB. Avoidance must be declared during the attack role, and must be declared every time you wish to attempt to dodge an enemy's attack.

Evade

Tier: III

Requirement: Avoidance

Type: Activated

EP Cost: 4 EP

Description: When you are being attacked, you may use Evade to make a second Defense Roll. Evade must be declared during the attack role, 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: 2 EP

Description: When you are being attacked, you may use Springy Step to add +2 to your Defense reroll. Springy Step must be declared during the attack role, and must be declared every time you wish to attempt to dodge an enemy's attack.

HEAVY BRANCH

Thick Skinned I

Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: You gain a permanent +1 DB when wearing Metal or Wood armor.

Thick Skinned II

Tier: II

Requirement: Thick Skinned I

Type: Sustained

EP Cost: Sustained

Description: You gain a permanent +2 DB when wearing Metal or Wood 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 role. 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 your opponent's legs. 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 1d6 extra damage instead of 1d4.

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 1d6 extra damage instead of the usual 1d4.

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 Afflicted status.

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 1d4 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 1d4 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 Acrobatics) 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.

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 1d6 bludgeoning damage instead of 1d4.

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 2d4 bludgeoning damage instead of 1d4.

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 Acrobatics). On a successful push kick, the target moves from Short 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 Acrobatics). 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.

IMPROVISATIONAL 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 bite a nearby target, using a standard attack roll and dealing 1d4 piercing damage.

Cheap Shot

Tier: I

Requirement: None

Type: Activated

EP Cost: 2 EP

Range: Touch

Description: You kick a nearby humanoid target in the groin, treated as a Targeted Attack on the legs. Upon a successful attack, you deal 1 bludgeoning damage and have a 75% chance to Stun the target for 1d4 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 1d4 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 poke a nearby target in the eyes, treated as a Targeted Attack on the head. Upon a successful attack, you deal 1d4 bludgeoning damage and have a 25% chance to Blind the target for 1d4 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 standard attack. Upon a successful attack, you deal 1d4 bludgeoning damage and the target is Crippled 1d4 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 1d6 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 1d4 bludgeoning damage, and the target suffers a -5 Focus for 1d4 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: You land critical hits on a 9 or 10 attack roll 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 while on a 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. 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. 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 1d6 extra damage instead of the usual 1d4 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 1d6 extra damage instead of the usual 1d4.

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 2d6 extra damage instead of the usual 1d4.

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 Afflicted status.

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 1d4 additional attacks, with each consecutive attack suffering -1 AB.

Ranged

Archery is the art of using bows in combat. The archery tree improves your character's ability to use ranged weapons in combat.

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

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

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: 3 EP

Description: You make a Targeted Attack against a single enemy. If the shot hits, deal 2d4 extra damage instead of the usual 1d4. 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: Criticals with bows deal 1d6 damage instead of 1d4.

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: Maesunja

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.

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.

Poison Arrows
Tier: II

Requirement: Fletching I

Type: Sustained

EP Cost: Sustained

Description: You can create poison arrows using any poison you carry with you, except for Special poisons. Cannot be used in combat without the Rapid Fire talent.

Retrieval
Tier: II

Requirement: Fletching I

Type: Sustained

EP Cost: Sustained

Description: You can recover up to 1d6 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 1d4 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 Afflicted status for 1d6 rounds.

Throw Hardest
Tier: V

Requirement: Throw Harder

Type: Sustained

EP Cost: Sustained

Description: You have a 30% chance to cause Afflicted status for 2d4 rounds.

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. If the shot hits, you have a 20% to Cripple the targeted area. 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 1d6 damage instead of 1d4.

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.

Poison Darts

Tier: II

Requirement: Fletching I (Darts)

Type: Sustained

EP Cost: Sustained

Description: You can create poison darts using any poison you carry with you, except for Special poisons.

Retrieval

Tier: II

Requirement: Fletching I (Darts)

Type: Sustained

EP Cost: Sustained

Description: You can recover up to 1d6 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. While the simple act of equipping a shield in your offhand will add some protection, a skilled person can not only better protect themselves with a shield, but even use it as an additional 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 bow, gaining an additional +2 DB to your Active 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 1d4 damage. Shield Bash counts as a Standard Action.

Shield Wall (Small)

Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: You gain an additional +1 DB when using small shields, both passively and actively.

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 1d6 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: Sustained

Description: You gain an additional +1 DB when using large shields, both passively and actively.

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 1d6 extra damage instead of the usual 1d4 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 1d6 extra damage instead of the usual 1d4.

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 2d6 extra damage instead of the usual 1d4.

Slayer

Tier: II

Requirement: Hamstring

Type: Activated

EP Cost: 6 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 Afflicted status.

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 1d4 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 1d4 additional attacks, with each consecutive attack taking -1 AB.

KNOWLEDGE TALENTS

Knowledge talents are skills that require specific education and research, such as treating injuries or literacy.

FIRST AID

First Aid allows a character to treat common ailments such as most status effects, and heal wounds. There is some overlap with alchemy, though first aid uses non-magical techniques and provides an alternative to alchemy for healing.

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 1d6 instead of 1d4 HP, as well as cure Inebriated and Exhausted statuses.

Ointment

Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: You can create 1d4 natural ointments per day. When applied, they cure Afflicted status.

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 will heal 10% of their HP, cure Afflicted status and make them immune to becoming Afflicted 1d4 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 wounds, removing Afflicted status.

LITERACY

Not all cultures can read or write, nor do all have a native writing system. 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.

Reading (Native)

Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: Your character can read in their native language. If your civilization does not have a native written language, you can read in the alphabet of one of your Trade languages. Sign languages do not have any written forms.

Reading (Foreign)

Tier: II

Requirement: Reading (Native)

Type: Sustained

EP Cost: Sustained

Description: Your character can read in a single foreign language of their choice, so long as they are able to speak it. If that civilization does not have a native written language, you can read 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.

Writing (Native)

Tier: I

Requirement: Reading (Native)

Type: Sustained

EP Cost: Sustained

Description: Your character can write in their native language. If your civilization does not have a native written language, you can write in the alphabet of one of your Trade languages. Sign languages do not have any written forms.

Writing (Foreign)

Tier: II

Requirement: Writing (Native), Reading (Foreign)

Type: Sustained

EP Cost: Sustained

Description: Your character can write in a single foreign language of their choice, so long as they are able to speak it. If that civilization does not have a native written language, you can 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: Writing (Native)

Type: Sustained

EP Cost: Sustained

Description: Your character can write in a simple code to encrypt messages. Decoding the cipher requires an Education Test at Easy difficulty.

Tricky Cipher

Tier: III

Requirement: Simple Cipher

Type: Sustained

EP Cost: Sustained

Description: Your character can write in a code to encrypt messages. Decoding the cipher requires an Education Test at Average difficulty.

Complex Cipher

Tier: IV

Requirement: Tricky Cipher

Type: Sustained

EP Cost: Sustained

Description: Your character can write in a complex code to encrypt messages. Decoding the cipher requires an Education Test at Tough difficulty.

Fun Fact

Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: You get a +5 to Education, but -2 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 +10 to Education, but -4 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 their ingredients and effects, 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, 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 1d6 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 1d6 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 1d6 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 1d4 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 1d6 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 skull-shell nuts. It causes -2 HP for 1d6 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 1d6 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 1d4 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 1d6 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 2d4 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 1d6 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 1d6 days and requires a Fitness test at Average difficulty to resist its effects, which last for 1d4 days. It cannot be cured by regular antidotes, but you can brew its antidote made from calabar beans.

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 1d6 days, and requires a Fitness test at Tough difficulty to resist its effects. Once afflicted, the victim must make a Focus Test at Average difficulty once per day until the poison wears off. If they fail the Focus test, 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

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 +10 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: The number of rounds you can move at full Movement Speed doubles.

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 ¾ 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 improves 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 - but no more than 3 grenades of the same kind. For instance, you can craft 3 stink bombs, 1 terrarium, and 1 smoke bomb in a single 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 - but no more than 3 potions of the same kind. For instance, you can craft 3 antidotes, 1 health potion, and 1 stamina potion in a single 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 1d4 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 1d6 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 1d4 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 1d4 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 1d4 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 1d4 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 1d4 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. 1d4 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 1d4 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 1d4 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 1d4 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 1d4 turns and must make a Fitness Test at Easy difficulty. If they fail, they are Nauseated for 1d4 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 1d6 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 1d4 rounds.

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 1d4 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 2d4 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 1d4 additional piercing damage. The crystals wear off after 1d6 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 1d4 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 1d4 piercing damage once fully grown.

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 1d6 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 Afflicted 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 Afflicted status and grants a reduction in Fire damage taken by 10% that lasts 1d4 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 1d4 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 1d4 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 1d6 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 1d6 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 1d6 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 1d6 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 1d4 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 1d4 rounds and grants the target 25% Fire resistance.

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 1d4 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 1d4 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 1d6 rounds. Can also be used on torches or lanterns, allowing them to burn twice as long.

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 1d4 rounds before burning out.

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 1d4. 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 Afflicted.

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 Afflicted.

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 Afflicted.

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 Afflicted.

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 Afflicted.

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 1d4 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 1d4 Ice damage. Additionally, they must make a Fitness test at Easy difficulty or be Afflicted for 1d4 rounds.

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 1d6 rounds.

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 2d4 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 1d4 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 1d4 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 1d4 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 1d4 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.

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.

MASONRY 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, arghul, 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, arghul, 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, arghul, 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 or Finery 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.

THEATRICS 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: 2d4 + 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: 1d6 + 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: 1d4 + 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 +5 to Sneak when outdoors.

Catlike II
Tier: II
Requirement: Catlike I
Type: Sustained
EP Cost: Sustained
Description: You get +10 to Sneak 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 +10 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 Clothing, Common Weapon, or Standard 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, Fine Clothing, Good Weapon, or Expert 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 2d4 of the same type.

Finances

Tier: II

Requirement: Gold Digger

Type: Sustained

EP Cost: Sustained

Description: You are particularly good at budgeting. Your Wealth level increases by one, though you only gain the monetary benefits. You do not automatically gain the equipment, dwelling or clothing from the new wealth level.

Haggle

Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: You are great at haggling over prices and gain a permanent +5 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 +10 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 +15 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: +5 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 1d4 rounds.

Heroic Speech
Tier: II

Requirement: Inspiring Speech

Type: Activated

EP Cost: 5 EP

Range: Short

Description: Allies get +4 AB for 1d6 rounds.

Respect My Authority
Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: You get +5 to Intimidate when using it on someone of lower status (this can be Wealth, 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 Wealth, 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 +5 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 DB. If successful, you gain +5 AB and deal an additional 1d4 damage on a critical hit against the target for 1d6 turns.

On Your Six

Tier: II

Requirement: Alertness, 5 PER

Type: Sustained

EP Cost: Sustained

Description: You gain a permanent +10 to Inspect and Observation.

Sixth Sense

Tier: III

Requirement: On Your Six, 7 PER

Type: Sustained

EP Cost: Sustained

Description: You gain a permanent +15 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 +10 to Inspect when tracking.

Bloodhound III

Tier: III

Requirement: Bloodhound II, 7 PER

Type: Sustained

EP Cost: Sustained

Description: You get a +15 to Inspect when tracking.

Camouflage I

Tier: I

Requirement: None

Type: Activated

EP Cost: Sustained

Description: Permanent +5 to Sneak while outdoors.

Camouflage II

Tier: II

Requirement: Camouflage I or Spiderlike

Type: Sustained

EP Cost: Sustained

Description: Permanent +10 to Sneak while outdoors.

Camouflage III

Tier: III

Requirement: Camouflage II

Type: Sustained

EP Cost: Sustained

Description: Permanent +15 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 +1d6 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 1d4 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 1d6 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 2d4 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

Animals can be great companions, or even assist you in battle. 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: You critical attack on a 9 or 10 roll when fighting Animals.

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. This talent can be purchased multiple times, each time allowing you to add a single additional small animal companion. 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. This talent can be purchased multiple times, each time allowing you to add a single additional

medium animal companion. 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. This talent can be purchased multiple times, each time allowing you to add a single additional large animal companion. 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.

Breed (Medium Animal)

Tier: II

Requirement: Breed (Small Animal)

Type: Sustained

EP Cost: Sustained

Description: You can breed medium sized animals.

Breed (Large Animal)

Tier: III

Requirement: Breed (Medium Animal)

Type: Sustained

EP Cost: Sustained

Description: You can breed large sized animals.

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 Suakchee, created to help them defend against Yanter raids.

Berserker Potion

Tier: I

Requirement: Suakchee

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 1d4 rounds. While in a berserker rage, you get +2 AB, -2 DB, +1 END, +1 STR, -1 INT -1 PER, +3 Acrobatics, +3 Fitness, -3 Focus, -3 Social Checks, and crits deal 1d6 damage.

Berserker Channel Spirit

Tier: II

Requirement: Suakchee, Berserker Potion

Type: Activated

EP Cost: 7 EP

Description: You engaged in a ritual that channeled a boar 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 1d6 rounds, buffing your stats as such: +4 AB, -4 DB, +2 END, +2 STR, -2 INT -2 PER, +6 Acrobatics, +6 Fitness, -6 Focus, -6 Social Checks, and crits deal 2d6 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 iron churika and 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 1d4 extra damage. If the blow hits, immediately follow up with a bludgeoning attack that deals +1d4 extra damage.

Jaguar's Claw
Tier: I
Requirement: Superior Swordsman, Flurry (Slashing), Quesachi
Type: Sustained
EP Cost: Sustained
Description: When attacking with a sword or macuahuitl, you critical hit on a 9 or a 10 roll, and crits deal +1 damage.

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: +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 1d4 damage. A successful leg attack deals 1d4 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 +1 damage.

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.

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, causing 1d6 extra damage instead of 1d4.

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 1d6 extra damage instead of 1d4.

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 2d4 extra damage instead of 1d4.

Padfoot I

Tier: I

Requirement: None

Type: Sustained

EP Cost: Sustained

Description: You get a +5 to Sneak in urban areas.

Padfoot II

Tier: II

Requirement: Padfoot I

Type: Sustained

EP Cost: Sustained

Description: You get a +10 to Sneak in urban areas.

Gray Man

Tier: II

Requirement: Padfoot I

Type: Sustained

EP Cost: Sustained

Description: You get a +10 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 +10 to Theft when lockpicking.

Lockpicking III

Tier: III

Requirement: Lockpicking II, 7 PER

Type: Sustained

EP Cost: Sustained

Description: You get a +15 to Theft when lockpicking.

TRANSPORTATION 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.

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.
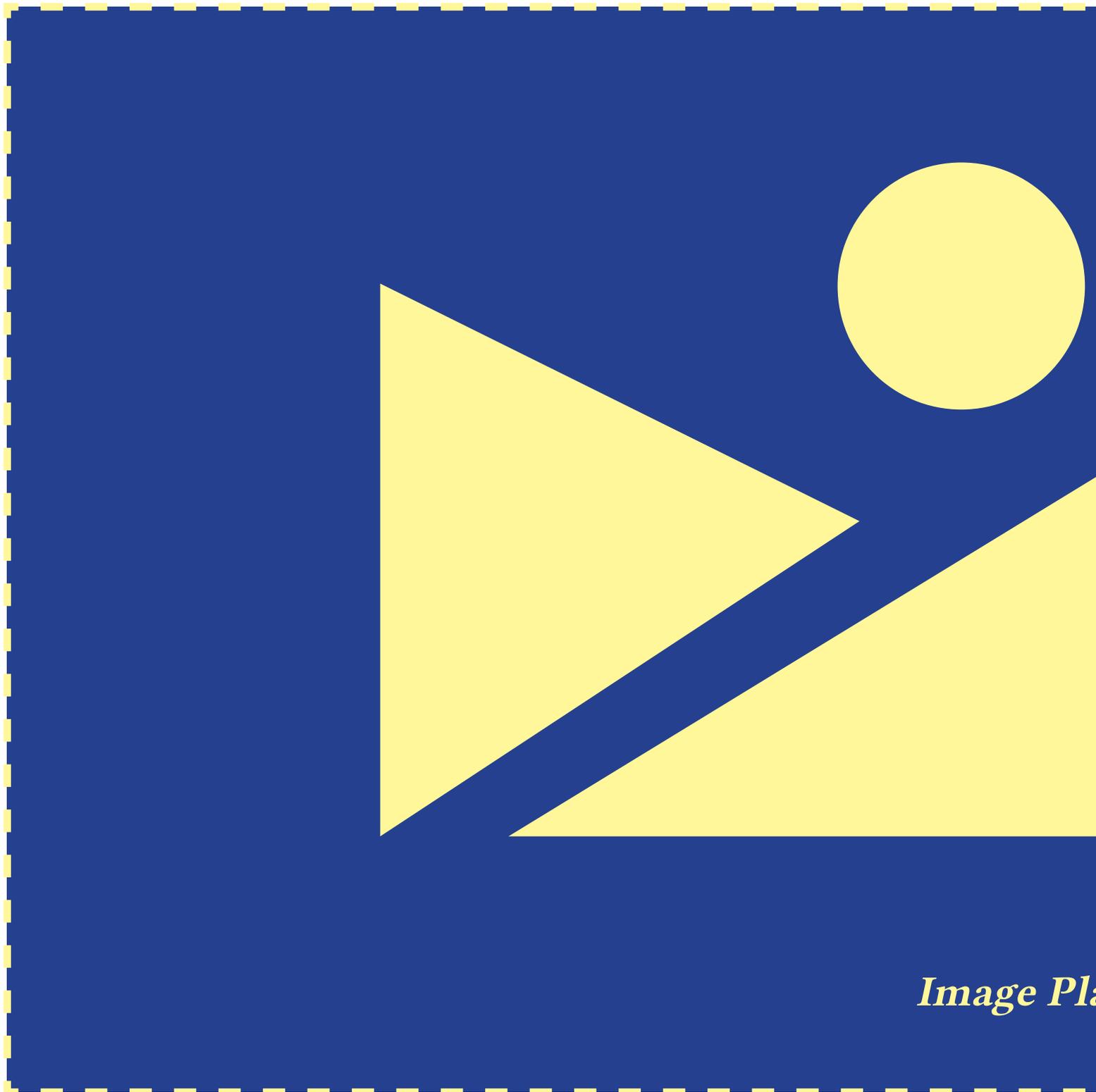
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Quick Current

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.

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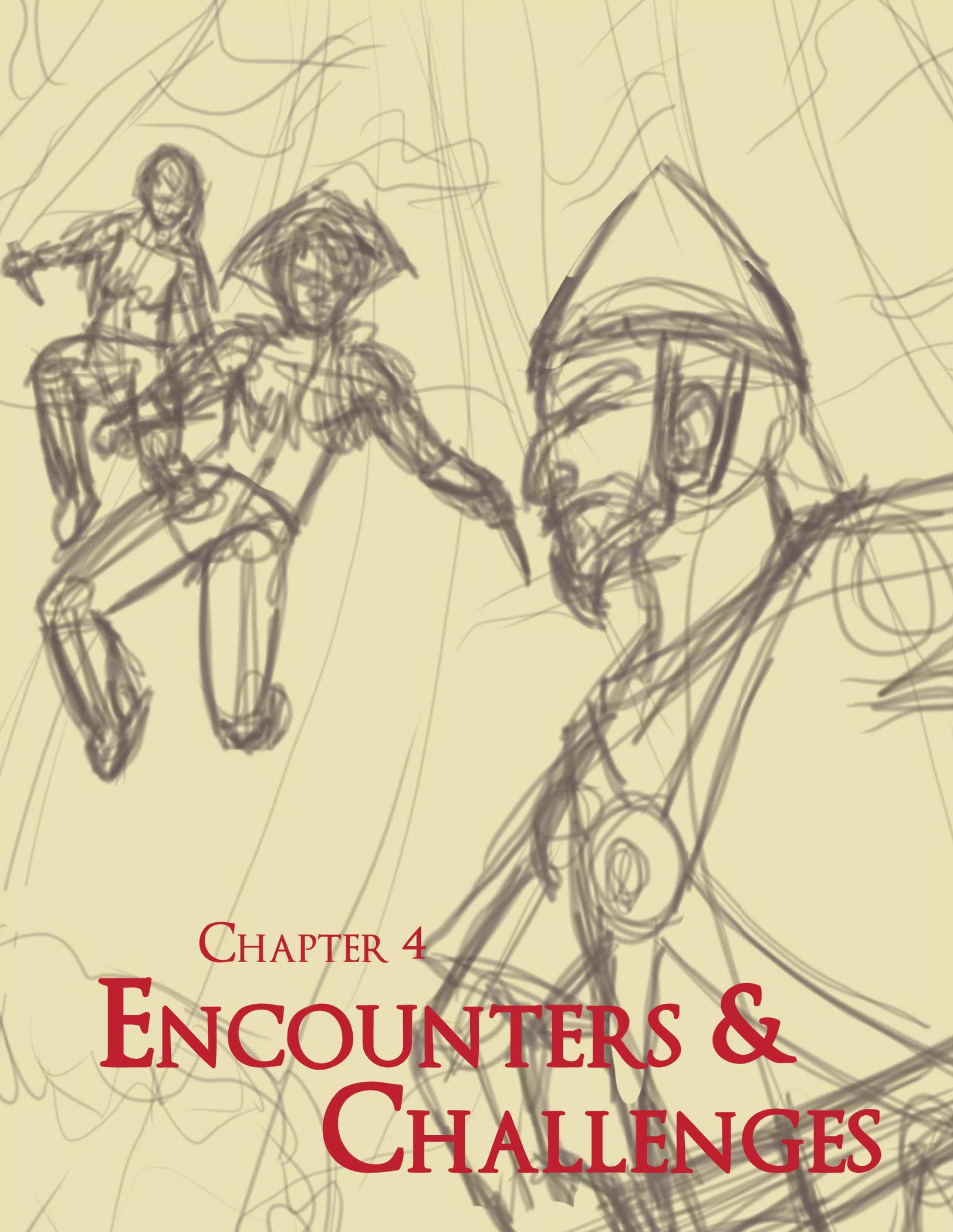
CHAPTER 4

ENCOUNTERS & CHALLENGES

*A*t 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 Test.

Competence Tests

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 Tests 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 Test, 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

Test results need something to be compared to in order to figure out success or failure. 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 Test.

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 Test 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.

Difficulty Level	Attribute Difficulty Value	Skill Difficulty Value
Effortless	4	5
Easy	5	7
Average	10	13
Tough	15	19
Difficult	20	25
Implausible	25	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 or NPC directly, 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 GM 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 and the GM rolls a 10 for the enemy. Monte is unable to find the hidden foe and now might be subject to a sneak attack.

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.

Physical Checks use Acrobatics, Sneak, Fitness, and Theft.

Social Checks use Barter, Deceive, Intimidation, and Persuasion.
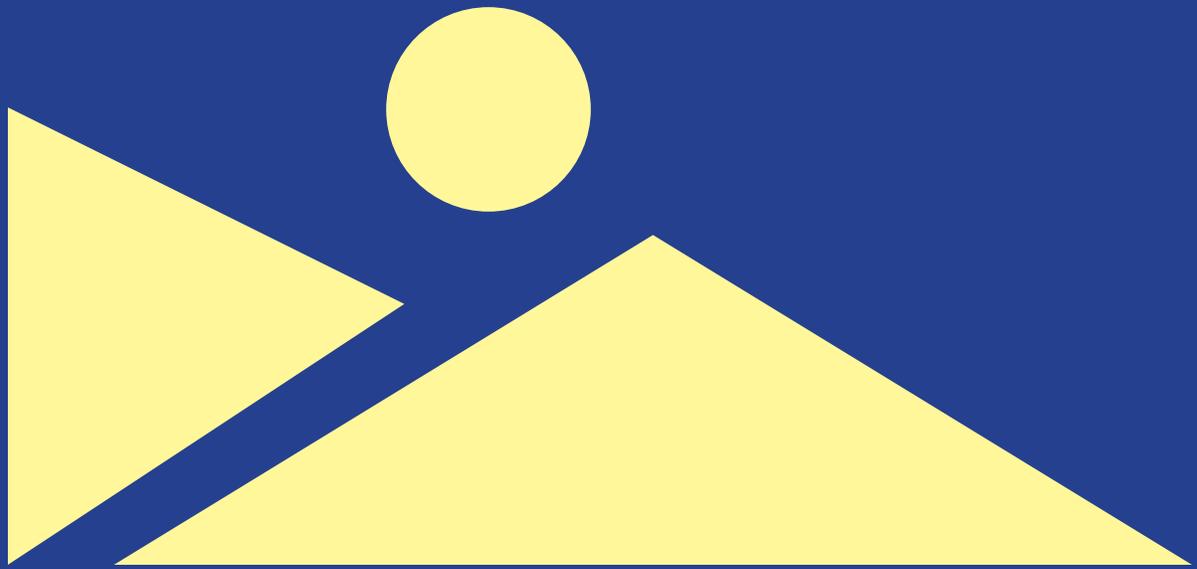
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Talent Checks

There are talents that modify your skills and attributes in special situations. However, talents not only represent your specialized abilities, but specialized knowledge. Talent checks use your **INT + Relevant Talent Bonus**. Talent Bonus is determined by the highest tier you have in the talent tree (or subtree) being tested. See the Talent Bonus chart below.

Tier	I	II	III	IV	V
Bonus	2	4	6	8	10

You can use these for both Standard Tests and Opposition Tests. For instance, you may have a character with a Concoct Potion II - a tier II Alchemy talent, and an INT of 5. A situation requires decent knowledge of concocting potions, and so your character would add 9 for the check roll. Use Attribute Difficulty values for Talent Checks.

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.

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. Once the order of combat has been determined, the players and GM take turns determining what their respective characters will do in combat.

Rounds and Turns

Combat is broken up into rounds and turns. A round is a single session of combat broken up into turns for each PC and NPC 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. A Standard Action is a simple move, such as attacking a nearby enemy or moving around the battlefield. Delayed Actions are more complex, such as casting a spell, and require two or more rounds to complete. 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.

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.

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 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.

Use Potion: You use a potion to buff or heal yourself or another player. Takes 2 turns.

Free Actions

Declare Active Block: You ready your shield to block incoming attacks, gaining a bonus to DB. You can still make an attack during your turn at a -2 AB penalty for Small shields, -3 for Large.

Draw Weapon: You unsheathe a Holstered weapon or draw a single item immediately accessible.

Partial Move: You move up to half of your maximum movement speed. You may still attack at the end of the move.

Attacking and 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; spells and magical attacks are detailed in **Chapter 3: Talents and Spells**. The basics of melee and ranged 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 or STR**. Some weapons use your STR to determine your AB, other use 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** 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) - your opponent's Protection Rating (PR)**. Their PR is determined by their Torso armor. This may be modified by special attacks or magic, where applicable or if your opponent is weak to the type of weapon or attack you're using. See **Chapter 5: Weapons and Gear** for more information on weapon types and damage.

Ranged Addendum: When using a Ranged weapon, if you fire into melee combat, you take a -1 AB per ally engaged in the melee. If you fail your AB roll by 5 or more, you hit one of your allies.

Damage Type

Typically, most attacks will do standard weapon damage: piercing, bludgeoning, or slashing. However, there are a few other damage types that often come from spells or traps:

» **Fire:** Burning damage that comes from flames.

» **Ice:** Freezing damage that comes from ice.

» **Electric:** Jolting damage that comes from electricity.

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, so the enemy takes 4 damage from Iltani.

Critical Hits And Special Attacks

Sometimes, you land a particularly crippling blow that deals more damage than normal. This is known as a Critical Attack, or Critical for short. A Critical occurs when you roll a 10 on your attack roll. A Critical Attack always hits. After dealing normal damage, roll a 1d4 to determine what the extra damage is. Some talents or weapons will increase the amount of damage Criticals inflict.

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. Resting recovers 25% of your EP while Sleeping recovers 75%, rounded up. Special attacks fall under different types, and the most common types are found below.

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. Then, make an attack at -4 AB. Your opponent makes a defense roll using the targeted body part's armor PR instead of their torso armor PR. For instance, if you make a Targeted Attack at an enemy's arm and they're wearing Leather bracers, they use their bracer's 2 PR in determining total damage. A successful Targeted Attack deals an extra 1d4 damage.

Attacks of Opportunity are attack rolls you get outside your turn where an enemy opens up their defenses. 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 an Opposition Test with your AGL vs your opponent's Acrobatics. 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 immediately accessible, such as hung from their belt. 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. When fighting Unarmed, use your AGL AB. Your DR is half your total STR, rounded down.

Image Placeholder

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. Mount speeds can be found on the chart below. 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 **Opposition Check** with their **STR + 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 fall to the ground and take 2 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 full speed, each round you must make an **Acrobatics test** at **Standard difficulty** to remain seated. If you fail the test, you fall off the mount and take damage. 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** ride donkeys, often using chariots or carts.
- » **Maesunja** ride camels.
- » **Quesachi** ride maned wolves.
- » **Suakchee** 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. These are:

- » **Afflicted** happens when characters are burned, take freeze damage, have heavily bleeding wounds, or other attacks that cause extra harm. Afflicted 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 get a -2 to AB, -1 DB, and -1 to all visually-based Inspect and Observation rolls.
- » **Crippled** characters are physical hindered and suffer -1 AGL while they remain crippled.
- » **Deafened** occurs when noise or other effects temporarily damage your character's hearing. This gives -1 to all hearing-based Inspect and Observation rolls for the duration.
- » **Exhausted** is when your character experiences extreme fatigue or is magically drained of energy. Exhausted characters get -1 to all rolls.
- » **Immobilized** characters are stuck in something such as thick mud 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, at -1 AB.
- » **Inebriated** happens when characters consume enough alcohol to become drunk. They get a -1 to all attributes except +1 STR, and are more confident in social checks and conversation. Inebriation lasts depending on the potency of the alcohol imbibed, usually between 1d4 and 1d6 hours.
- » **Nauseated** characters are sickened by a horrible stench or sight. They get -1 to AB, Acrobatics, and Fitness for the duration.
- » **Soaked** characters are drenched in water. Soaked removes Afflicted status caused by fire, but Soaked characters take +1d4 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 2+ rounds, and

have to make a Fitness check to break out.

» **Terrified** happens when characters are frightened by something horrible. They get a -1 to all Focus and Fitness checks, and can't take any action for 1d4 rounds.

The amount of time statuses last depend on the weapon or talent used to cause it. Often, it involves a roll of 1d4 rounds, but the talent's description will set the duration. Effects can stack, sometimes resulting in multiple statuses on a single character.

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 can talk, but can't attack and standard actions take 2 rounds.

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 2: 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**. A character brought down to 0 HP is dying. Unless they receive healing in a number of rounds equal to their END, the character dies.

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 Standard Action to take a healing potion, 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.

» Another character heal you in either of the manners above during their turn.

» You can sleep. A minimum of 8 hours sleep will recover 25% of your health, rounded up.

DISTANCE AND 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. There are five levels of weapon range and what they can hit:

» **Touch** is within 5 feet of your character.

» **Short** is between 6 feet - 15 feet from your character.

» **Medium** is between 16 feet - 75 feet from your character.

» **Long** is between 76 - 150 feet from your character.

» **Far** is between 151 - 300 feet from your character.

Weapons have a specified range and can hit any object within that range or the ranges below. Sometimes 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. Speed assumes a character running at full speed. You can move at full speed the same number of rounds as half your Fitness. After that, you must rest before moving full speed again.

AGL Score	Movement Speed
1	10 feet per turn
2	20 feet per turn
3	30 feet per turn
4	40 feet per turn
5	50 feet per turn
6	60 feet per turn
7	70 feet per turn
8	80 feet per turn
9	90 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. These situations and their effects are listed below:

- » **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 ½ MS.

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. If Grappling while Barehanded, you make an Attack using your AGL AB. If Grappling using a Weapon, make an attack attempt using your weapon's AB type. Standard grappling does not inflict damage.

Upon a successful attack roll, the target is grappled and any effects, if any, are applied. Grappled targets are unable to perform any movement or complex actions and are unable to make DB rolls while attacked until the grapple is broken.

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:

- » **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 Test 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 **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 equal 5 feet, but included below is a chart to convert:

Distance	In-Game Feet	Number 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 fewer hexes.

Maps can be digital or printed, or hand drawn. A good homemade map option is a dry erase board 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* forums on www.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!

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CHAPTER 5
WEAPONS & GEAR

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. 20 cp = 1 sp.
- » **Gold Piece:** The most valuable form of currency. Abbreviated as gp. 20 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.

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 price, which is the cost defined for items in this chapter unless otherwise specified. A rare material costs double the standard price. **Chapter 1: 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 Wealth level (see **Chapter 2: Character Creation**), you will eventually acquire new weapons. Weapons have 6 key stats: Damage Type, Damage Rating, Attribute, Weapon Type, and Range. 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.

For the most part, damage type does not matter beyond personal preference. However, some creatures are weak to certain types of weapons, and using a damage type against a creature weak to it grants a +2 to damage. Conversely, a creature resistant to a certain damage type takes -2 to damage when struck with that damage type.

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 its level:

STR	0-4	5-6	7-8	9-10
DR Bonus	0	+1	+2	+3

A weapon's **Attribute** determines which attribute your character uses to wield it. Weapon attributes are either STR or AGL, and modify your character's total AB. For instance, if your character's base AB is 3, STR 5 and AGL 7, their total AB when attacking with a STR weapon would be 8, while their AB when attacking with an AGL weapon is 10.

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 charts in the Weapon Charts 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. A character can have up to 2 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. See **Chapter 3: Talents & Spells** for more details. There are some exceptions, however: these are outlined in the Weapon Charts section below.

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 1: 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 footnoted with their notes detailed below their respective 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.

Also note that any character can punch or kick as a weapon. Punches and Kicks function like any melee attack and use AGL to determine AB. Their DR is half player's STR rounded up.

Weapon Notes

Following the weapon charts, on the next few pages are special footnotes about certain weapons. These are marked with a footnote on the weapon name in the charts.

1. **Spears** are made from any material standard to the civilization that the weapon was purchased from. See **Chapter 1: Civilizations** for details on what materials are standard in a civilization.

2. **Javelins** can be used as melee weapons. When meleed, their Range is Short, Attribute is STR and DR is 4.

3. **Staff slings** can be used as a melee weapon. When meleed, their Range is Short, Attribute is STR and DR is 4.

General Weapons							
Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Bow	Piercing	3	AGL	Ranged	Far	Medium	1 sp
Club	Bludgeon	4	STR	Melee	Touch	Medium	2 sp
Hand Axe	Slashing	4	STR	Melee	Touch	Medium	1 sp
Knife	Slashing	2	AGL	Melee	Touch	Small	18 cp
Sling	Bludgeon	2	AGL	Ranged	Long	Small	10 cp
Spear[1]	Piercing	4	STR	Melee	Short	Large	2 sp
Staff	Bludgeon	4	STR	Melee	Short	Large	1 sp

Bizeem Weapons							
Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Falcata	Slashing	4	STR	Melee	Touch	Medium	1 sp
Javelin[2]	Piercing	4	STR	Melee	Touch	Medium	2 sp
Good Weapons							
Trident	Piercing	5	STR	Melee	Short	Large	8 sp
War Club	Bludgeon	7	STR	Melee	Touch	Medium	15 sp

Dulisi Weapons							
Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Chakram	Slashing	2	AGL	Ranged	Medium	Small	10 cp
Pata	Slashing	4	AGL	Melee	Touch	Medium	2 sp
Staff Sling[3]	Bludgeon	4/3	STR/AGL	Melee/Rg	Shrt/Long	Large	2 sp
Good Weapons							
Tiger's Claw[4]	Slash	4	AGL	Melee	Touch	Small	3 sp
Gada	Bludgeon	5	STR	Melee	Touch	Medium	2 sp
Katar	Piercing	3	STR	Melee	Touch	Medium	2 sp

Dushum Weapons							
Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Khopesh	Slashing	5	AGL	Melee	Touch	Medium	2 sp
Iron Spear[5]	Piercing	5	STR	Melee	Shrt/Med	Medium	3 sp
Good Weapons							
Battle Axe	Slashing	5	STR	Melee	Touch	Medium	2 sp
Bladed Mace	Bludgeon	7	STR	Melee	Touch	Medium	3 sp
Serrated Khopesh[6]	Slashing	6	AGL	Melee	Touch	Medium	5 sp

Generic Bow
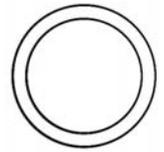
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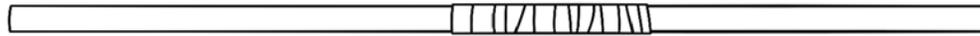
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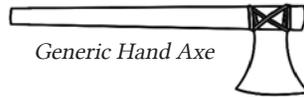
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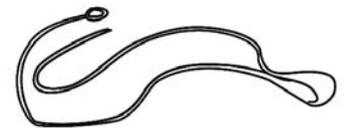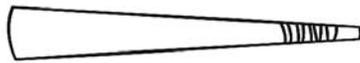
Generic Club

Generic Knife

Generic Sling

Kalvres Weapons							
Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Khopesh	Slashing	5	AGL	Melee	Touch	Medium	2 sp
Battle Axe	Slashing	5	STR	Melee	Touch	Medium	2 sp
Good Weapons							
Bladed Mace	Bludgeon	7	STR	Melee	Touch	Medium	3 sp
Iron Spear	Piercing	5	STR	Ranged	Short	Medium	3 sp

Maesunja Weapons							
Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Khanjar	Slashing	3	AGL	Melee	Touch	Medium	1 sp
Recurve Bow[7]	Piercing	4	AGL	Ranged	Far	Medium	3 sp
Good Weapons							
Boar Spear[8]	Slashing	6	STR	Melee	Short	Large	5 sp

Quesachi Weapons							
Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Atlatl	Piercing	3	AGL	Ranged	Long	Small	10 cp
Churika	Slashing	4	AGL	Melee	Touch	Medium	1 sp
Tepoztopilli[9]	Slashing	4/3	STR/AGL	Melee/Rg	Shrt/Med	Large	3 sp
Good Weapons							
Macuahuitl[10]	Blg/Slash	6	STR	Melee	Touch	Medium	6 sp
Black Churika[11]	Slashing	5	AGL	Melee	Touch	Medium	7 sp
Urumi[12]	Slashing	5	AGL	Melee	Short	Medium	1 gp
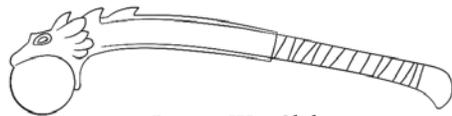
Bizeem War Club
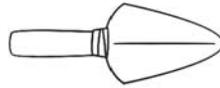
Trapper Trowel

Dulisi/Trapper Tiger's Claws

Bizeem Falchion

Trapper Blowgun
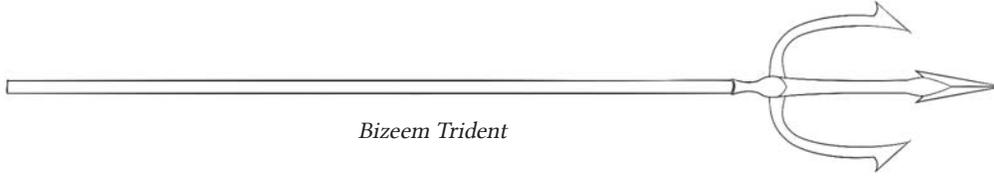
Bizeem Trident

Dulisi Gada

Bizeem Javelin

Suakchee Weapons

Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Atlatl	Piercing	3	AGL	Ranged	Long	Small	10 cp
Stone Tomahawk[13]	Slashing	3	STR/AGL	Melee/Rg	Touch/Shrt	Medium	18 cp
Good Weapons							
Iron Tomahawk[13]	Slashing	4	STR/AGL	Melee/Rg	Touch/Shrt	Medium	1 sp
War Club	Bludgeon	8	STR	Melee	Touch	Medium	15 sp

Trapper Weapons

Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Blowgun	Piercing	1	AGL	Ranged	Short	Small	2 cp
Bola	Bludgeon	1	AGL	Ranged	Short	Small	8 cp
Digging Claws[14]	Slashing	3	AGL	Melee	Touch	Small	1 sp
Trowel[14]	Slashing	3	AGL	Melee	Touch	Small	1 sp
Good Weapons							
Tiger's Claw[15]	Slashing	4	AGL	Melee	Touch	Small	2 sp

Yanter Weapons

Weapon	DT	DR	Attribute	WT	Range	Size	Cost
Common Weapons							
Atlatl	Piercing	3	AGL	Ranged	Long	Small	10 cp
Bola	Bludgeon	1	AGL	Ranged	Short	Small	8 cp
Harpoon[16]	Piercing	6/5	AGL	Ranged	Touch/Shrt	Large	5 sp
Good Weapons							
War Club	Bludgeon	7	STR	Melee	Touch	Medium	15 sp
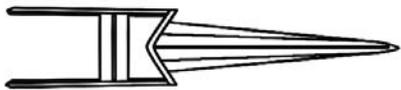
Dulisi Katar

Dulisi Pata

Trapper Digging Claws
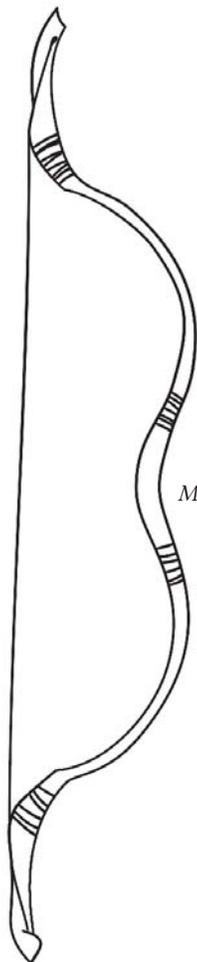
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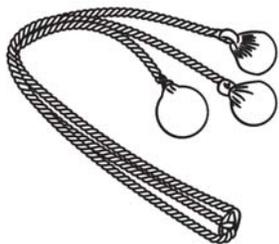
Dulisi Staff Sling

Trapper Bola

Maesunja Khanjar

Dushum & Kalvres Khopesh
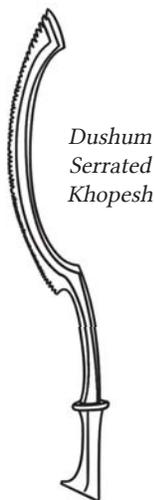
Dushum Serrated Khopesh
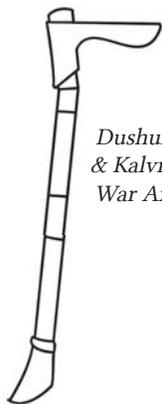
Dushum & Kalvres War Axe
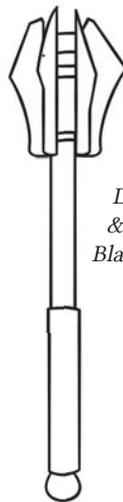
Dushum & Kalvres Bladed Mace

Dushum & Kalvres Iron Spear

Maesunja Boar Spear
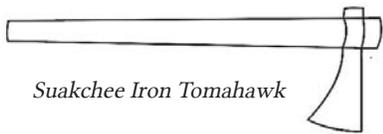
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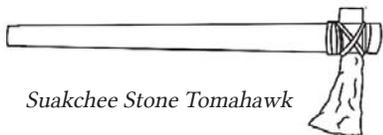
Suakchee Stone Tomahawk

Suakchee War Club

Suakchee/Yanter Atlatl
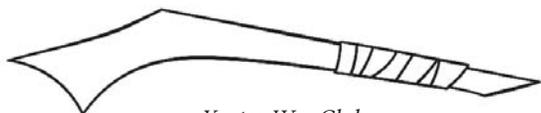
Yanter War Club
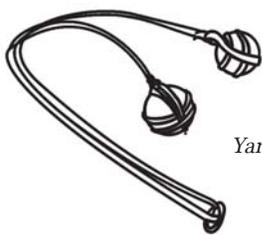
Yanter Bola

Quesachi Macuahuitl

Quesachi Atlantl

Yanter Harpoon
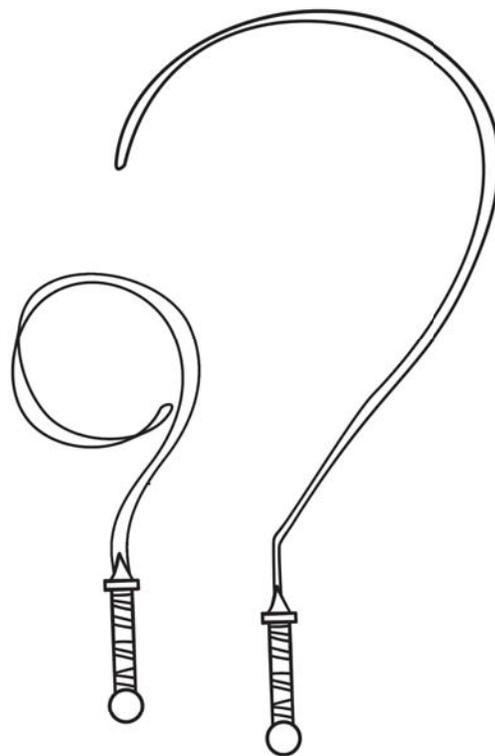
Quesachi Urumi
(Coiled and uncoiled)
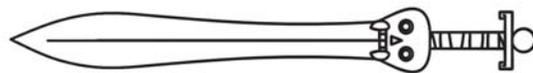
Quesachi Black Churika
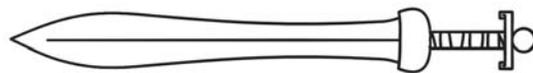
Quesachi Churika

Quesachi Tepoztopilli

4. **Tiger's Claw** grants +2 to Disarm. Because they are designed to go over the knuckles or inside the palm, a character can still carry objects or other weapons in a hand armed with a Tiger's Claw. They can only be purchased from Dulisi or Trapper merchants.

5. Dushum use **Iron Spears** in place of standard spears. These are hardier than general spears.

6. **Serrated Khopesh** are granted to accomplished warriors. They are rarely found outside Dushuma society and can only be purchased from Dushum NPCs. Serrated Kopesh have a 10% chance of causing Afflicted.

7. Maesunja use **Recurve Bows** instead of standard bows, and Recurve Bows can only be purchased from Maesunja traders.

8. Unlike other spears, **Boar Spears** have hooks that let them pull shields aside and thus get a +1 AB against foes using shields.

9. Quesachi use **Tepoztopilli** in place of standard spears. Like standard spears, they can be thrown as a ranged weapon. When thrown, their Range is Medium, Attribute is AGL, and DR is 3.

10. **Macuahuitl** also function as a slashing weapon. The player can choose whether to treat it as a bludgeoning or slashing weapon each time they attack. All other stats remain the same. Macuahuitl have a 10% chance to cause Crippled.

11. **Black Churika** are special blades forged for the Black Blade order of Quesachan soldiers. They are made from a special alchemical material called Obsidian Steel, created by combining steel and obsidian shards for a sharper blade. They are not available for standard purchase, and are very rare. Generally, characters will only acquire Black Churika if they become Black Blades, loot it from a Black Blade soldier, or manage to find one on the black market.

12. **Urumi** are whip swords. Like Black Churika, they are designed for specialized soldiers - the Serpent Strikers. 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 targets within range with one attack, 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 1d4 if they miss their attack. If the roll is a 1-2, the character hits themselves by accident and takes damage. If it is a 3 or 4, they simply missed the strike.

13. **Tomahawks** can be thrown as a ranged weapon. When thrown, their Range is Short, and Attribute is AGL. Damage remains the same.

14. **Trowels and Digging Claws** can also be used as a tool for digging.

15. **Tiger's Claw** grants +2 to Disarm. Because they are designed to go over the knuckles or inside the palm, a character can still carry objects or other weapons in a hand armed with a Tiger's Claw. They can only be purchased from Dulisi or Trapper merchants.

16. Unlike other spears, **Harpoons** can be quickly retrieved to be rethrown - they have a rope tied to the end of them. Retrieving a harpoon counts as a Standard Action. They can also be used as a melee weapon. When used as a melee weapon, their Range is Touch, Attribute is STR, and DR is 6.

WEAPON DESCRIPTIONS

Descriptions of weapons 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.

MELEE WEAPONS

Black Churika: A Quesachan short sword. Very similar to a standard churika, except the blade is made from obsidian steel - an alchemical composition of obsidian-infused iron that turns the blade and gives a stronger, sharper edge. Used by the Black Blades order of warriors in the Quesachan Empire.

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 Maesunjan 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.

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.

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. 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 Maesunjan short sword with a curved blade shaped like the letter "J" and sometimes resembling a hook. Most Maesunja 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. 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.

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 Arm slot when struck by a targeted attack. This stacks with any other Arm armor the character is wearing.

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.

Spear: A two-handed polearm weapon. Consisting of a wooden shaft and a spiked head (often made of metal or stone, sometimes bone). Generally used specifically for combat.

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.

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.

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.

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.

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 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.

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 Suakchee variety is distinct, asymmetrical and curved, with the ball on the inside of the upper curve. Suakchee 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 used similar to a sling 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.

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.

Recurve Bow: A Maesunjan 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.

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. Staff slings are generally used during siege situations to reach over fortress walls.

Armor and 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: Material, Slot and DB. The design and type of armor varies greatly across the civilizations of *Waracle*. However, with a few exceptions, armor in *Waracle* focuses only on the material the armor is made from. There are five types of armor material:

>   » **Cloth** is any armor made from fabrics and includes quilted or padded armor.
>   » **Hide** is any armor made from uncured leather, such as fur or rawhide.
>   » **Leather** is any armor made from tanned hide, resulting in a thicker armor than hide.
>   » **Metal** is any armor smelted from ore such as bronze or iron. Steel armor is very rare.
>   » **Wood** is any armor using wood or bark and is usually scale armor or lacquered.

Armor slots simply mean where on a character's body the piece of armor is worn. There are four body slots: Head, torso, Arms and Legs. Some armor pieces go on the same part of the body as another armor piece, but a character can only have one armor piece in each slot at a time. The different armor slot pieces are:

>   » **Bracers** are pieces of armor that generally cover forearms. They use the Arm slot.
>   » **Breastplate** is heavier armor that protects the upper body. It uses the Torso slot.
>   » **Caps** are lighter armor that protect the top of the skull. They use the Head slot.

General Armor				
Piece	**Material**	**Slot**	**PR**	**Cost**
Cap	Cloth	Head	1	4 cp
Gambeson	Cloth	Torso	1	1 sp
Bracers	Cloth	Arms	1	5 cp
Demi-greaves	Cloth	Legs	1	10 cp
Cap	Hide	Head	1	5 cp
Harness	Hide	Torso	2	2 sp
Bracers	Hide	Arms	1	10 cp
Demi-greaves	Hide	Legs	1	12 cp

Bizeem Armor				
Piece	**Material**	**Slot**	**PR**	**Cost**
Common Armor				
Cap	Leather	Head	2	10 cp
Harness	Leather	Torso	2	4 sp
Bracers	Leather	Arms	2	15 cp
Demi-greaves	Leather	Legs	2	16 cp
Good Armor (Privateer Armor)				
Hat	Studded Leather*	Head	2	1 sp
Jacket	Studded Leather*	Torso	3	10 sp
Bracers	Studded Leather*	Arms	2	2 sp
Demi-greaves	Studded Leather*	Legs	2	4 sp

Dulisi Armor				
Piece	**Material**	**Slot**	**PR**	**Cost**
Common Armor				
Cap	Leather	Head	2	10 cp
Harness	Leather	Torso	2	4 sp
Bracers	Leather	Arms	2	15 cp
Leggings	Leather	Legs	2	1 sp
Good Armor (Armor of Miracles)				
Cap	Cloth*	Head	1	3 sp
Tunic	Cloth	Torso	1	15 sp
Gloves	Cloth	Arms	1	4 sp
Leggings	Cloth	Legs	1	6 sp

Dushum Armor				
Piece	**Material**	**Slot**	**PR**	**Cost**
Common Armor				
Helm	Wood	Head	3	2 sp
Scale Mail	Wood	Torso	3	15 sp
Bracers	Wood	Arms	3	5 cp
Demi-greaves	Wood	Legs	3	12 cp
Good Armor (Dragon Rider Armor)				
Helm	Metal	Head	3	15 sp
Scale Mail	Dragon Scale*	Torso	3	3 gp
Breastplate	Metal	Torso	5	10 cp
Bracers	Metal	Arms	3	1 gp
Boots	Leather	Legs	3	2 gp

Kalvres Armor				
Piece	**Material**	**Slot**	**PR**	**Cost**
Common Armor				
Helm	Wood	Head	3	2 sp
Scale Mail	Wood	Torso	3	15 sp
Bracers	Wood	Arms	3	5 cp
Demi-greaves	Wood	Legs	3	12 cp
Good Armor				
Helm	Metal	Head	3	15 sp
Scale Mail	Metal	Torso	4	3 gp
Breastplate	Metal	Torso	5	10 cp
Bracers	Metal	Arms	3	1 gp
Demi-greaves	Metal	Legs	3	2 gp

Maesunja Armor

Piece	Material	Slot	PR	Cost
Common Armor				
Cap	Leather	Head	2	10 cp
Harness	Leather	Torso	2	4 sp
Bracers	Leather	Arms	2	15 cp
Demi-greaves	Leather	Legs	2	16 cp
Good Armor (Silk Armor)				
Vest	Silk*	Torso	1	15 sp
Leggings	Silk*	Legs	1	6 sp

Quesachi Armor

Piece	Material	Slot	PR	Cost
Common Armor				
Helm	Wood	Head	3	2 sp
Bracers	Wood	Arms	3	5 cp
Demi-greaves	Wood	Legs	3	12 cp
Good Armor (Lacquered Bamboo)				
Breastplate	Wood	Torso	4	1 gp

Lacquered bamboo is a special type of armor, crafted and only sold in Quesachan lands. It is typically worn by officers in their army.

Suakchee Armor

Piece	Material	Slot	PR	Cost
Common Armor				
Cap	Leather	Head	2	10 cp
Harness	Leather	Torso	2	4 sp
Bracers	Leather	Arms	2	15 cp
Leggings	Leather	Legs	2	1 sp
Good Armor (Rod Armor)				
Vest	Wood	Torso	3	3 sp
Bracers	Wood	Arms	3	1 sp
Demi-greaves	Wood	Legs	3	2 sp

Yanter Armor

Piece	Material	Slot	PR	Cost
Common Armor				
Cap	Leather	Head	2	10 cp
Harness	Leather	Torso	2	4 sp
Bracers	Leather	Arms	2	15 cp
Demi-greaves	Leather	Legs	2	16 cp
Good Armor (Bone Armor)				
Helm	Bone*	Head	3	15 cp
Breastplate	Bone	Torso	3	4 sp
Bracers	Bone	Arms	3	1 sp
Demi-greaves	Bone	Legs	3	2 sp

Trapper Armor

Piece	Material	Slot	PR	Cost
Common Armor				
Cap	Leather	Head	2	10 cp
Harness	Leather	Torso	2	4 sp
Bracers	Leather	Arms	2	15 cp
Demi-greaves	Leather	Legs	2	16 cp
Good Armor (Crocodile Leather)				
Cap	Leather	Head	2	12 cp
Helm	Leather	Head	3	18 cp
Harness	Leather	Torso	3	6 sp
Bracers	Leather	Arms	2	17 cp
Demi-greaves	Leather	Legs	2	18 cp

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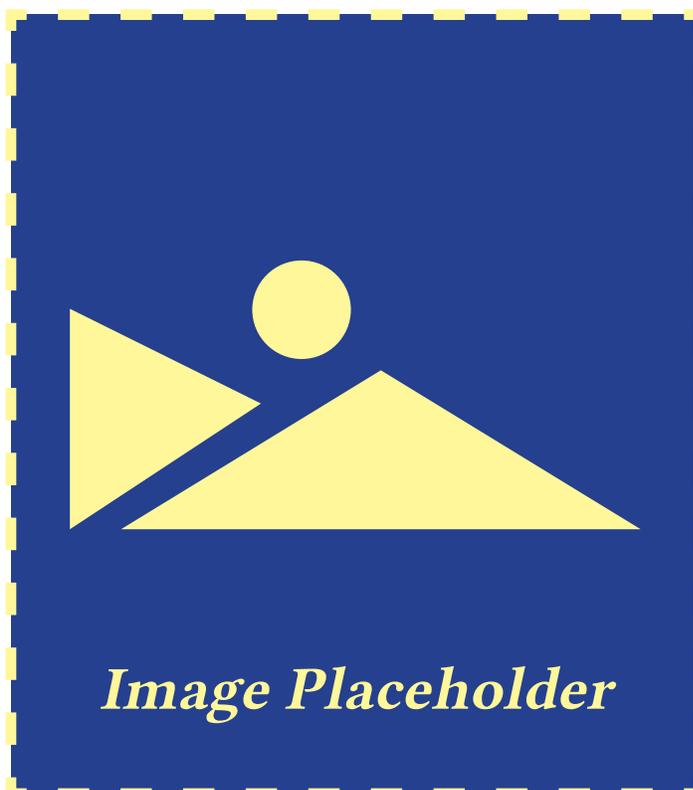
Quesachi Cloth Gambeson
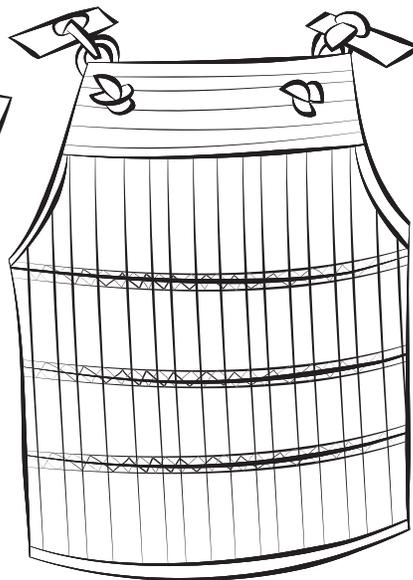
Quesachi Bamboo Breastplate
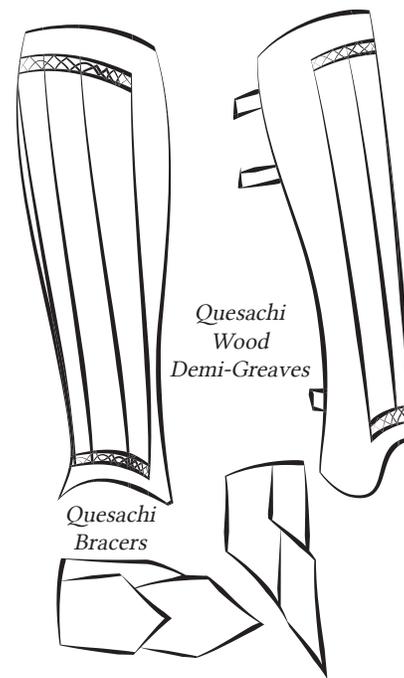
Quesachi Wood Demi-Greaves

Quesachi Bracers

» **Demi-greaves** protect the shins, and sometimes calves. They use the Leg slot.

» **Gambesons** are lighter armor that covers the torso, and sometimes the thighs. They use the Torso slot.

» **Harnesses** are lighter armor that covers the upper body, similar to a breastplate. They use the Torso slot.

» **Helms** are heavier armor that protects the skull, often covering part or all of the face. They use the Head slot.

» **Leggings** are thicker garments used to protect the legs. This is not clothing, but rather a thicker, more protective covering. Leggings use Leg slot.

» **Scale Mail** is chest armor that is made from overlapping pieces to form scales. It uses the torso slot.

Finally, and most importantly, an armor's PR, or **Protection Rating**, is sutracted from damage inflicted from attacks. However, not all pieces of armor apply in every situation. For example, if you are hit with a weapon with 6 DR, and your armor provides 4 PR, you only take 2 damage.

In most combat cases, only your Torso armor PR is counted. Your other armor slots only factor in when you are the victim of a Targeted Attack. Then, the armor on the part of the body being targeted is used in place of the torso armor. For instance, if an enemy makes a Targeted Attack against your legs, your character would factor their Leg armor PR in if hit, instead of their torso armor.

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 1: CIVILIZATIONS**. All civilizations can use General armor.

It's also important to note that armor types can affect AGL, Acrobatics and Sneak. How severe the penalty is depends on the material of the armor:

» **Cloth** armor has no penalty.

» **Leather** and **Hide** armor has a -1 penalty.

» **Wood** armor has a -2 penalty.

» **Metal** armor has a -3 penalty.

In the case of these penalties, only the Torso armor is accounted for. Other armor slots do NOT affect AGL, Acrobatics, or Sneak.

Below are standard armors based on civilization. Cost is based on Standard material prices; use Expensive prices when applicable. Regarding Inventory size, all Arm, Leg, and Head armor pieces are size Small while all Torso armor pieces are size Medium. See **Inventory Slots** in the **EQUIPMENT SECTION** for more informantion on item sizes.

SPECIAL ARMOR

Several of the civilizations have Good Armor unique to their civilization. Many of these have unique properties or traits:

Bizeem Privateer Armor is made from Studded Leather. It is stronger than regular Leather, but more flexible than Metal and slightly weaker. It is treated like Leather for any material-based penalties.

Dulisi Armor of Miracles is made from highly decorative Cloth. Each piece of it grants a bonus to Entertain; the Torso armor gives a +2, while all other pieces are +1.

Dushum Dragon Rider Armor is specially made for Dragon Riders and 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 Scaled Mail piece is made from Dragon Scales of fallen dragons and treated like Leather for penalties. Each piece of the set, save for Boots, grants a bonus to Mounted Combat; the Torso armor gives a +2, Arm and Head are +1. Boots instead give a +2 defense against being Knocked Down while riding Dragons.

Maesunja Silk Armor is made from Silk and is treated like Cloth for penalties. Each piece of it grants a PR bonus against Piercing weapons; the Torso armor gives a +2, while all other pieces are +1.

Quesachi Lacquered Bamboo is a Torso piece of armor made from bamboo strips coated in lacquer to harden it. Lacquered bamboo is a crafted and only sold in Quesachan lands. It is typically worn by officers in their army. It offers the same protection as Metal but is treated like Wood for penalties.

Suakchee Rod Armor is made from small Wood rods packed tightly together for a lighter, more flexible armor. It is treated like Leather for penalties instead of Wood.

Trapper Crocodile Armor is a special type of camouflage armor crafted by the Trappers, and often used for riverside based ambushes. The helm is the skin and shape of a crocodile head, while the cap is just crocodile leather. 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, each piece grants a bonus to Sneak while in water; the Torso armor gives a +2, while all other pieces are +1.

Yanter Bone Armor is made from bones of whales, nanook, bears and other fierce creatures from the tundras. It is treated like Wood for penalties and each piece grants a bonus to Intimidate; the Torso armor gives a +2, while all other pieces are +1.

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 size - Small or Large. 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 AGL penalty when Heavy shields are equipped. If your character is wearing Torso armor that also encrues an AGL penalty, use whichever penalty is higher.

Light shields are made from either Wood or Hide, while Heavy shields are made from either Wicker or Metal.

While some shields may be made of many different materials, it is only the primary material that provides the main protection that is factored here.

Characters equipped with shields cannot hold objects or weapons with the hand using the shield. When a character equips a shield, a few additional factors come into play. All shields grant a bonus to a player's DB, but there are two aspects of this: **Passive DB (PDB)** and **Active DB (ADB)**. Passive DB is the DB the shield grants just by equipping it. This is added onto your base DB and your AGL to get your total DB in combat.

On a character's turn in combat, they may choose to Declare Active Block with their shield for that round. When a character uses Active Block, they use the shield's Active DB to determine their total DB for the round, including their opponent's turns. This comes at an AB penalty if the character attempts to attack while actively blocking: -2 AB for Light shields, -3 AB for Heavy shields. On a successful attack, damage remains the same regardless of active or passive blocking. Cultures tend to use only one type of shield, though sometimes two types are common. These are defined in the **Chapter 1: Civilizations**. All Light shields are Medium size, while all Heavy shields are Large size. Below are the stat charts for shields. Cost assumes standard pricing of material:

Light Shields			
Material	**Passive DB**	**Active DB**	**Cost**
Hide	2	4	5 sp
Wood	3	5	7 sp

Heavy Shields					
Material	**PDB**	**ADB**	**AGL Penalty**	**Restriction**	**Cost**
Metal	6	9	-3	Min STR 5	1 gp
Wicker	4	7	-1	None	8 sp

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. To carry them all, you will

need a place to put them. Each character has an inventory made up of a number of slots based upon that character's physical abilities and the containers used to carry the items.

Storage containers provide a number of inventory slots that they are able to hold. Your character's Fitness skill multiplied by 3 determines the total number of inventory slots you are able to carry using the storage containers. 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 take up the most room, using 5 inventory slots.

All Stackable items are stackable up to 5, with the exception of ammo, which is stackable up to 25.

BASIC ITEMS

A general item is any basic object useful in traveling, but that isn't necessarily a particular tool. Below is a list of some general equipment, accompanied by a table with their standard prices. These objects can be found almost anywhere unless otherwise noted. All basic items are Small size unless otherwise noted.

Basic Items		
Item	**Cost**	**Stackable?**
Basic Jewelry	10 cp	Yes
Bottle (Ceramic)	5 cp	Yes
Camping Supplies	5 sp	No
Climbing Equipment	2 sp	No
Scribe Kit (Papyrus)	1 sp	Yes
Torch	5 cp	No
Waterskin	8 cp	No

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 Maesunja.

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.

TOOLS AND 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 prices. Unless otherwise specified, tools and ammo are Small size.

Tools and Ammo		
Item	**Cost**	**Stackable?**
Arrows (20)	10 cp	Yes
Bullets (20)	5 cp	Yes
Carving Tools	1-3 sp (Small-Large)	No
Darts (20)	7 cp	Yes
Farming Tools	15 cp	No
Fishing Net	10 cp	No
Hatchet	15 cp	No
Lock Picks	5 sp	No
Mason Tools	3 sp	No
Mining Tools	2 sp	No
Musical Instrument	1-5 sp (Small-Medium)	No
Painting Set	15 cp	No
Sewing Kit	10 cp	No
Shovel	10 cp	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.

Hatchet: A small hand tool, generally used to cut or hew 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.

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 prices. These objects can be found almost anywhere unless otherwise noted. All rare items are Small size.

Rare Items		
Item	Cost	Stackable?
Bottle (Glass)	5 sp	Yes
Fine Jewelry	15 sp	Yes
Glowstone	15 sp	Yes
Lantern	8 sp	No
Lockbox	1 gp	No
Scribe Kit (Tablet)	1 sp	No
Soulstone	2 gp	Yes
Spyglass	1 gp	No
Yurt	15 sp – 2 gp	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 torches 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. Tiny and Small soulstones can be equipped as a Holstered Weapon by mages. When equipped, it adds +5 EP to the user fort 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 Suakchee, though the Bizeem sometimes use tablets.

Yurt: Collapsible circular tents used by the Maesunja. 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 50-100 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 cost half standard price when purchased anywhere in the Quesachan Empire. Below is a list of common consumables, accompanied by a table with their standard prices. All consumables are Small size.

Consumables		
Consumable Type	**Cost**	**Stackable?**
Alchemical Potion	10 cp - 2 sp	Yes
Buff (Attack) Potion	5 sp	Yes
Buff (Damage) Potion	8 sp	Yes
Buff (Defense) Potion	3 sp	Yes
Energy Boost Potion	1 sp	Yes
Standard Potion	2 sp	Yes
Strong Potion	5 sp	Yes
Tier I Grenade	2 sp	Yes
Tier II Grenade	4 sp	Yes
Tier III Grenade	6 sp	Yes
Tier IV Grenade	8 sp	Yes
Weak Potion	1 sp	Yes

Air Grenade: Any grenade from the Air branch of alchemy. Its standard cost depends on its Tier; Tier I is cp, Tier II is cp, Tier III is sp, and Tier IV is sp.

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 cp, Tier II is cp, Tier III is sp, and Tier IV is sp.

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 1d4 rounds.

Earth Grenade: Any grenade from the Earth branch of alchemy. Its standard cost depends on its Tier; Tier I is cp, Tier II is cp, Tier III is sp, and Tier IV is sp.

Energy Boost: A potion that temporarily increases EP over its usual threshold. The target's total EP increases by 10 for 1d4 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 cp, Tier II is cp, Tier III is sp, and Tier IV is sp.

Fire Grenade: Any grenade from the Fire branch of alchemy. Its standard cost depends on its Tier; Tier I is cp, Tier II is cp, Tier III is sp, and Tier IV is sp.

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.

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 Immobilized status effect; Standard Revive heals 50% of the target's total HP and removes the Immobilized status effect; Strong Revive heal 75% of the target's total HP and removes the Immobilized 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 cp, Tier II is cp, Tier III is sp, and Tier IV is sp.

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 prices. All crafting kits are Small size.

Crafting Kits		
Kit	**Cost**	**Stackable?**
Attribute Poison Kit	2 sp	Yes
Damage Poison Kit	5 sp	Yes
Energy Boost Kit	2 sp	Yes
Grenade Kit[1]	4 sp - 10 sp	Yes
Revive Potion Kit	3 sp - 7 sp	Yes
Special Poison Kit	7 sp	Yes
Standard Potion Kit	5 sp	Yes
Status Poison Kit	3 sp	Yes
Strong Potion Kit	7 sp	Yes
Trap Kit	3 sp – 8 sp	Yes
Weak Potion Kit	3 sp	Yes

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 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. Below are two charts that show kit pricing, and individual ingredient pricing. All crafting supplies are Small size.

Plants and Herbs		
Plant	**Cost**	**Stackable?**
Aloe	2 cp	Yes
Avocado	5 cp	Yes
Cocoa Leaves	2 cp	Yes
Coffee Bean	5 cp	Yes
Datura	1 sp	Yes
Ghost Pepper	8 cp	Yes
Hemlock	7 cp	Yes
Henbane	5 cp	Yes
Hogweed	7 cp	Yes
Maguey	2 cp	Yes
Mandrake	12 cp	Yes
Nightshade	7 cp	Yes
Oleander	1 gp	Yes
Reishi	5 cp	Yes
Sage	5 cp	Yes
Star Leaf	5 cp	Yes
Valley Lily	1 sp	Yes
Wolfsbane	1 sp	Yes

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 1d4 EP when chewed.

Coffee Bean: A plant seed that is used in brewing Energy Boost and Revive potions. When eaten raw, it restores 1d6 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 1d4 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.

Reishi: A plant that is used in brewing stamina and revive potions.

Sage: A plant that is used in brewing Buff potions.

Star Leaf: A plant that heals 1d6 HP when consumed.

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 Kalvaren 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 cp	Yes
Bottle of Cheap Wine	3 cp	Yes
Pint of Aged Beer	5 cp	Yes
Bottle of Fine Wine	1 sp	Yes
Large Meal at an Inn	6 cp	No
Small Meal at a food stand or fast food	3 cp	No
Common Room at an inn	8 cp – 12 cp per night	No
Private Room at an inn	1 sp- 3 sp per night	No

CONTAINERS

Containers are items that help you carry your gear. While your character can carry a certain total of slots, without containers, it would all have to be lifted in your arms! Containers will hold a certain number of items before you must carry them yourself or use a second container. **Containers do NOT take up any inventory slots**.

Pouch: A small leather or cloth container to carry small trinkets or coins. Provides 1 inventory slot.

Quiver: A leather container used to store approximately 20 arrows.

Rucksack: A rectangular sack with straps to carry gear on the back. Can generally hold 12 inventory slots.

Satchel: A bag, often made of leather or cloth, carried at the hip and strapped across the wearer's shoulder. Ranges from small to large and can hold between 3 inventory slots to 6 inventory slots.

Scroll Case: A Small wood container that can hold up to 10 scrolls of papyrus.

Containers		
Container	**Cost**	**Stackable?**
Pouch	3 cp	No
Quiver	1 sp	No
Rucksack	2 sp	No
Satchel	10 cp - 15 cp	No
Scroll Case	8 cp	No

CLOTHING

Similar to Basic and Rare items, clothing can be either Common or Fancy. Common clothing is often mundane, generally worn by lower classes and the poor, while nicer, more expensive and elaborate clothing is referred to as Fancy and usually worn by upper classes and the wealthy. Clothing styles vary between civilizations, and the general aesthetic of a culture's clothing is outlined in the **CHAPTER 1: CIVILIZATIONS**. There is no hardline rule for clothing beyond Common clothing tends to be simple and plain, usually made from locally available materials, while Fancy clothing tends to be made of finer materials and is generally more colorful and made with rarer materials. Clothing sets are 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 AND 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

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. Game stats for the mounts can be found at the end of the section.

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.

Camel: Used by the Maesunja to traverse the deserts. Maesunjan camels are two-humped, with the rider seated in the center between. Camels can carry up to 30 Inventory slots.

Cart: A modest sized hauling vehicle made of wood, usually pulled by a donkey, horse or cattle. Can also be pushed by hand. Smaller hand carts have up to 15 Inventory slots, while larger pack animal pulled carts have up to 30 Inventory slots.

Chariot: A wartime vehicle used by the Kalvres. It can fit a rider
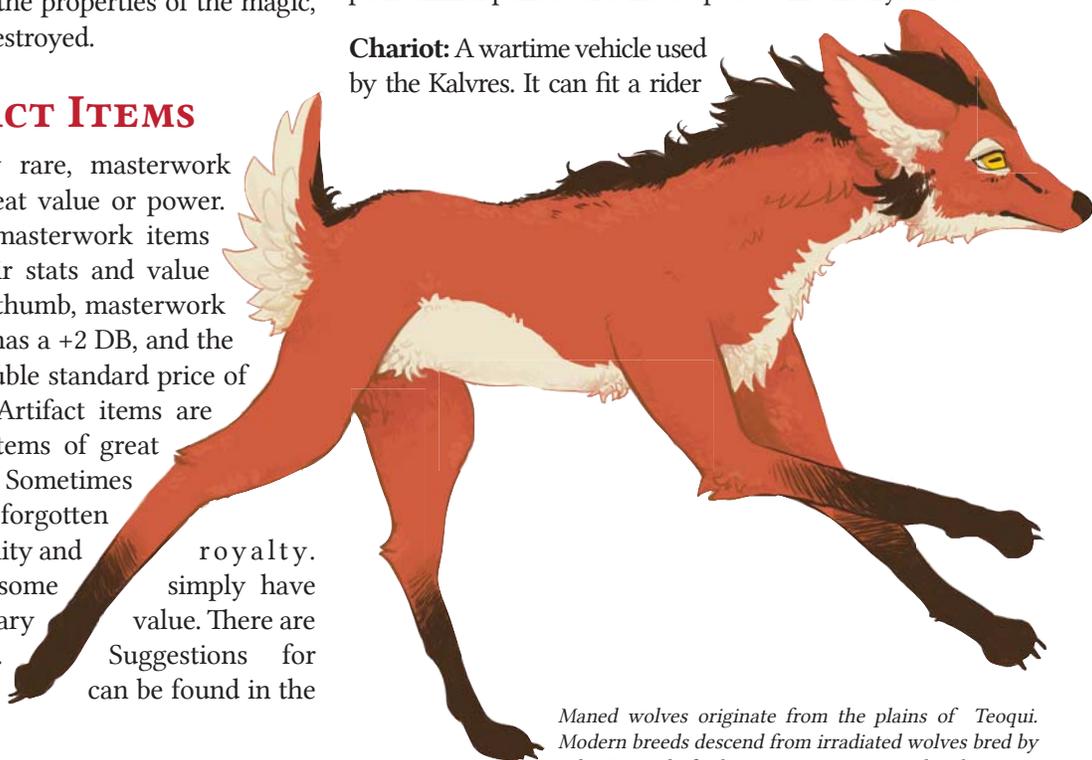
Maned wolves originate from the plains of Teoqui. Modern breeds descend from irradiated wolves bred by the Quesachi for better temperament and endurance.

Vehicle	Vehicle Cost	Animal	Animal Cost
Boat	5 gp	Camel	1 gp
Cart	10 – 15 sp	Donkey	10 sp
Chariot	1 gp	Maned Wolf	2 gp
Reed Canoe	5 sp	Nanook	2 gp
Sled	10 sp	Hippocamp	5 gp
Ship	100-500 gp	Horse	15 sp
		Mushussu Dragon	10 gp

and an archer, and is pulled by one or two donkeys. Chariots do not have Inventory slots.

Donkey: Used by the Kalvres to pull their chariots and carts. Donkeys can carry up to 26 Inventory slots.

Maned Wolf: A long-legged wolf slightly larger than a reindeer with coloring similar to foxes. It is used by the Quesachi for archer cavalry mounts, and rarely for travel. Maned wolves rarely pull carts, and the Quesachi use cattle instead. Maned Wolves can carry up to 12 Inventory slots.

Nanook: A wolf-sized bearlike creature with doglike features. They are used by the Yanter to pull their sleds, generally in teams of 2-6. They are also used as hunting companions. Nanook can carry up to 20 Inventory slots.

Hippocamp: An aquatic creature with a sea serpent like body and forearms that help it swim. The Bizeem navy trains special marine units to ride hippocamps into naval battles and attack enemy ships directly. Hippocamps can carry up to 12 Inventory slots.

Horse: Used by the Suakchee for travel and to help pull carts. Sometimes they are ridden into battle, though this is rare. Horses can carry up to 26 Inventory slots.

Mushussu Dragon: A large, climbing and gliding dragon used by the Dushum as cavalry. Mushussu have poisonous tails and can carry up to 26 Inventory slots.

Reed Canoe: A small canoe used by the Dulisi. Can hold two people and be collapsed for easier carrying. Reed canoes have 10 inventory slots. When rolled up, they are Medium size.

Sled: A small Yanter vehicle pulled by a team of nanook across cold lands. Sleds have 15 inventory slots.

Ship: A large sea 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.

Camel

Type: Animal | **Size:** Large
STR: 6 | **AGL:** 5 | **END:** 7 |
INT: 2 | **PER:** 3 | **CHA:** 1
HP: 14 | **EP:** 23 | **AB:** 9 | **DB:** 10
Skills: *Acrobatics:* 7 | *Focus:* 4 | *Fitness:* 15
Difficulty: Average
Weapons: Bite | 3 DR ||Headbutt | 2 DR || Kick | 4 DR
Talents: Spit (1 EP),
Charge (4 EP)
Special: *Double Kick:* This creature kicks with both hind legs at +2 AB and +1 DR at the cost of 4 EP.

Donkey

Type: Animal
Size: Medium
STR: 5 | **AGL:** 5 | **END:** 6 | **INT:** 2 | **PER:** 3 | **CHA:** 1
HP: 13 | **EP:** 16 | **AB:** 8 | **DB:** 9
Skills: *Acrobatics:* 6 | *Focus:* 5 | *Fitness:* 13
Difficulty: Average
Weapons: Bite | 3 DR || Headbutt | 4 DR || Kick | 5 DR
Talents: Charge (4 EP)
Special: *Double Kick:* This creature kicks with both hind legs at +2 AB and +1 DR at the cost of 4 EP.

Maned Wolf

Type: Animal | **Size:** Medium
STR: 5 | **AGL:** 7 | **END:** 5 | **INT:** 3 | **PER:** 5 | **CHA:** 1
HP: 12 | **EP:** 17 | **AB:** 10 | **DB:** 8
Skills: *Acrobatics:* 10 | *Focus:* 7 | *Fitness:* 6
Difficulty: Average
Weapons: Bite | 4 DR || Scratch | 1 DR
Talents: Charge (4 EP), Howl (2 EP)
Special: *Throat Tear:* The creature Bites and digs in, causing +2 piercing damage at the cost of 4 EP.

Nanook

Type: Animal | **Size:** Medium
STR: 6 | **AGL:** 7 | **END:** 6 | **INT:** 3 | **PER:** 5 | **CHA:** 1
HP: 13 | **EP:** 23 | **AB:** 11 | **DB:** 10
Skills: *Acrobatics:* 10 | *Focus:* 7 | *Fitness:* 10
Difficulty: Tough
Weapons: Bite | 5 DR
Scratch | 4 DR

Nanook are hardier than dogs and are the Yanter's hunting and traveling companions.

Talents: Charge (4 EP), Climb, Howl (4 EP)
Special: *Throat Tear:* The creature Bites and digs in, causing +2 piercing damage at the cost of 6 EP.

HIPPOCAMP

Type: Animal | **Size:** Large
STR: 4 | **AGL:** 8 | **END:** 4 |
INT: 3 | **PER:** 3 | **CHA:** 1
HP: 14 | **EP:** 17 | **AB:** 11 |
DB: 7
Skills: *Acrobatics:* 15 |
Focus: 6 | *Fitness:*
6
Difficulty:
Average
Weapons: Bite
| 1 DR || Tail Whip
(Short) | 4 DR
Talents: *Charge* (4 EP), *Swim*
Special: None

HORSE

Type: Animal
Size: Large
STR: 6 | **AGL:** 7 | **END:** 6 | **INT:** 3 |
PER: 2 | **CHA:** 1
HP: 13 | **EP:** 18
AB: 10 | **DB:** 10
Skills: *Acrobatics:* 10 | *Focus:* 4 | *Fitness:* 13
Difficulty: Average
Weapons: Bite | 3 DR || Headbutt | 4 DR || Kick | 5 DR
Talents: Charge (4 EP)
Special: *Double Kick:* This creature kicks with both hind legs at +2 AB and +1 DR at the cost of 4 EP.

Stomp: When a target within Short range is knocked down, the creature can Stomp it at +2 AB and 6 Bludgeoning damage at the cost of 3 EP.

MUSHUSSU DRAGON

Type: Animal | **Size:** Large
STR: 7 | **AGL:** 7 | **END:** 6 | **INT:** 4 | **PER:** 5 | **CHA:** 2
HP: 16 | **EP:** 23 | **AB:** 11 | **DB:** 11
Skills: *Acrobatics:* 10 | *Focus:* 10 | *Fitness:* 13
Difficulty: Tough
Weapons: Bite | 5 DR || Scratch | 4 DR || Sting | 3 DR || Tail Whip | 4 DR
Talents: *Climb, Glide* (4 EP), *Roar* (5 EP)
Special: *Dragon Breath:* As per the spell but at 5 EP

HOUSEHOLD GOLEMS

Golems are a staple of Quesachan life. Used for manual labor, servitude or warfare, these clay automatons keep the Empire running smoothly. While the war golem stats can be found in **CHAPTER 5: BESTIARY**, the more household golems - utility and servant golems - are detailed here.

UTILITY GOLEMS

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.
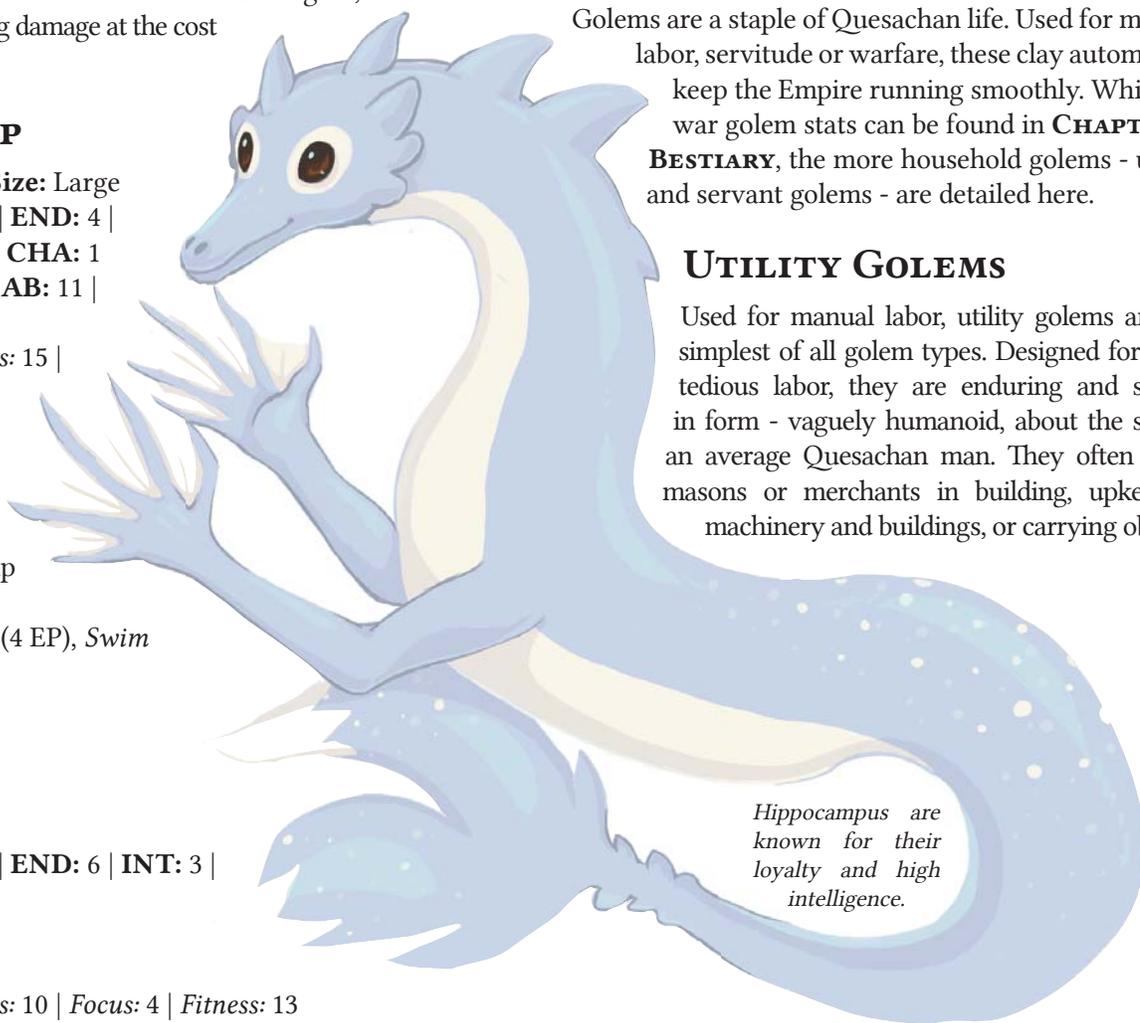
Hippocampus are known for their loyalty and high intelligence.

Type: Monster | **Size:**   Medium
STR: 4 | **AGL:** 3 | **END:** 7 | **INT:** 4 | **PER:** 4 | **CHA:** 1
HP: 10 | **EP:** 5 | **AB:** 1 | **DB:** 2
Skills: *Acrobatics:* 4 | *Fitness:* 10 | *Focus:* 7
Difficulty: Easy
Weapons: Punch | 2 DR || Kick | 2 DR
Talents: None

SERVANT GOLEMS

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 servantile tasks or simply eye candy for the showoff Quesachan noble.

Type: Monster | **Size:** Medium
STR: 4 | **AGL:** 4 | **END:** 6 | **INT:** 4 | **PER:** 4 | **CHA:** 4
HP: 9 | **EP:** 15 | **AB:** 2 | **DB:** 2
Skills: *Acrobatics:* 5 | *Fitness:* 7 | *Focus:* 8
Difficulty: Easy
Weapons: Punch | 2 DR || Kick | 2 DR
Talents: None

DWELLINGS

Most, save for the absolutely impoverished, have some sort of shelter they sleep in and keep most of their belongings. Dwellings can be small and fit for only a few, large public homes, or even great mansions with many rooms and luxuries. There are four kinds of dwelling qualities:

» **Basic:** A simple structure, often only one room of a relatively modest size.

» **Good:** A nicer quality house, often with one large room, though some have 2-3 rooms.

» **Fine:** A high quality dwelling made of fine materials, and generally at least 5-6 rooms.

» **Epic:** A mansion of some sort, made of rare and valuable materials, generally with at least 10 rooms.

What materials a dwelling is made from, and how large each kind is depends on the culture. See **CHAPTER 1: CIVILIZATIONS** for more details on what a dwelling entails for each civilization.

Mushussu dragons cannot fly, but are excellent gliders and climbers. Their tails are also poisonous.
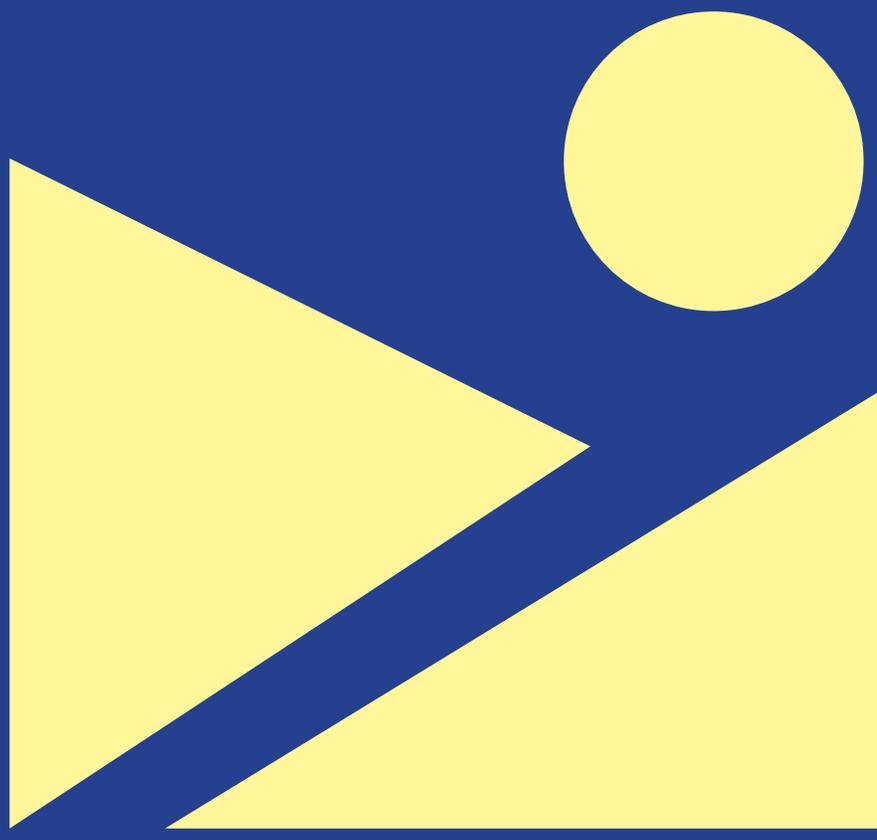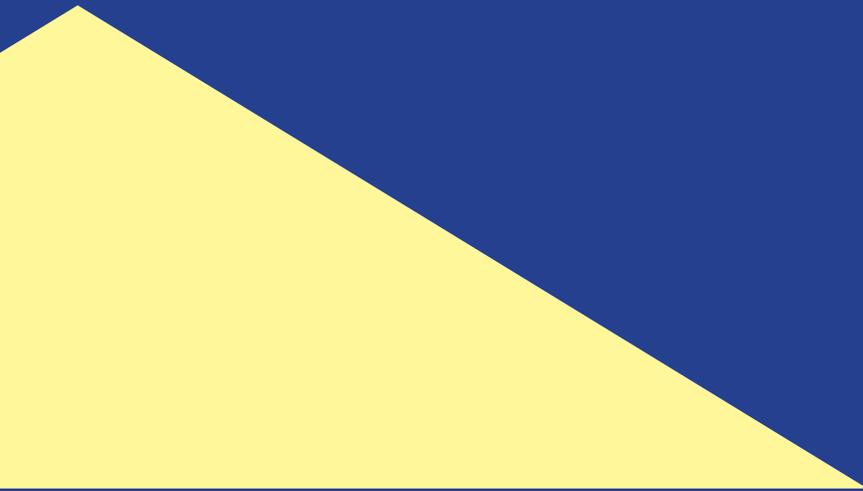
Section III:
Game Master Guide

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, SAMPLE CAMPAIGN, 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.

GM: Official Referee

Make no mistake: the GM carries far more responsibilities than a regular player, but it is a rewarding position for those who choose it. 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 difficulties, 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 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. While there are many things that make a good game and GM, practice and experience are the best teachers. The core parts of Game Mastering to keep in mind are:

Rules Management

As with any game, *Waracle* runs on rules. Many of these rules are open to interpretation depending on the situation, or are perhaps tweaked to suit the preferences of the play group. As GM, it is your job to interpret the rules and have the final say in how they are implemented. The rules as laid out in the book cannot not cover every single possible situation, but simply provide a framework to guide you. In the end, you must make the final call when things go in an unanticipated direction, or players do something you don't have a clear cut rule for - be informed, but be flexible!

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!

Session Management

In a sense, a GM is both cast and crew 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 maintain the pace of the story, ensuring it moves along at a decent pace even if it takes unexpected turns.

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.

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 instigated fairly and equally. 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 - you should show actions have consequences, 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 core 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 Inspect test because their character isn't particularly good at investigating, 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 mark 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 or ridiculous outcome. If you feel a more interesting outcome is desirable, 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!

Think of it as a mulligan more 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. 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.

Guiding the Story

Game stories are broken down into adventures, which in turn create overarching campaigns. An adventure is like a single chapter in a book, or perhaps an entire novel that is part of a longer series. 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 1: 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 Suakchee 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 Suakchee and the Quesachi: The Suakchee 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 Suakchee 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 the Eternal Reward perk, and are hunted for the artifact they carry - 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 Test 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 Skype 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. {At the end of the book are some sample sheets for GM note taking you may use as a guideline, if you so wish. You can also find GM resources and suggestions at www.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 XP for it? Write that down after the monster dies, and keep a regular log of XP gained 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 at the end of the book, or you can download one at www.waraclerpg.com/game-resources/.} Don't forget to update the information on cheat sheets 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 private campaign wiki - 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, 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

While *Waracle* is a game centered around imagination and 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

Image Placeholder

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:

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. Often there is a "right" and "wrong" way to handle an adventure - if done right, this can lead characters on a memorable ride; if handled poorly, the GM can box in characters, 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 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.

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 Kalvaren 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 Maesunjan 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 Suakchee 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 Suakchee Great Confederacy, and all the players are locals or frequent visitors to the area. Therefore, their characters must be either Suakchee 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 **www.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, Kalvaren, 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.

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, the 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 Maesunja, as wandering nomads, only have a single city – the port of Eljabi. Cities are nonexistent for the Yanter, Suakchee, 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. 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 Kalvaren 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.

Kalvaren 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. Kalvaren cities are often bordered by tall walls.

Sumerian, Assyrian, and Babylonian buildings are a good source of design reference if you need to research other visuals for your games.

The Maesunjan 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. Maesunja 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 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
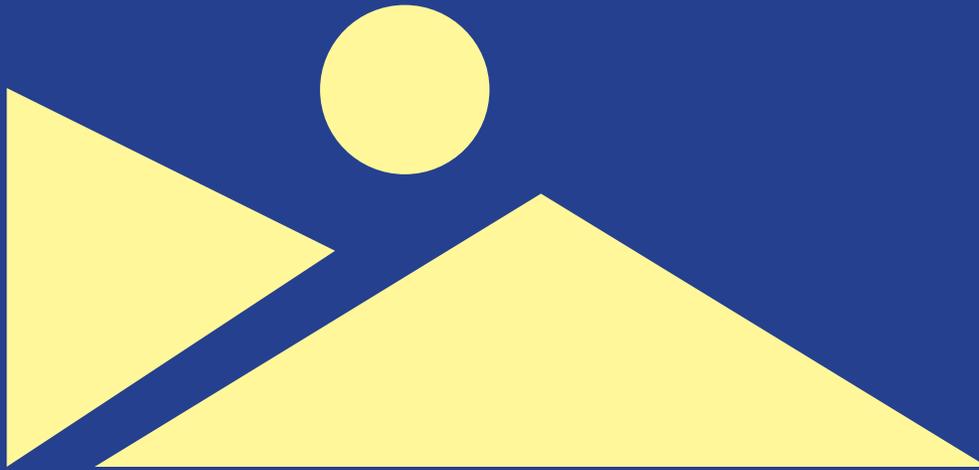
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almost every Quesachan town has at least one building dedicated to basic education, open to all Imperial citizens. You can research Aztec, Mayan and other Mesoamerican architecture for more detailed inspiration on the aesthetic of Quesachan buildings. 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.

Suakchee 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 – Suakchee tend to build around trees and limit the number they cut down.

In the southwest, Suakchee 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 Suakchee tend to have fewer trees within their towns.

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.

Maesunja 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 Maesunja 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! While there aren't any long-dead civilizations that would leave remains for adventurers to trek through, some 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.
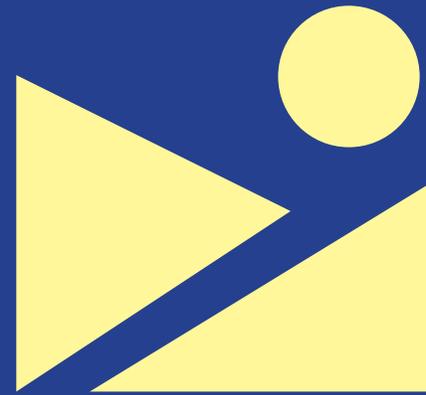
DOs & DON'Ts

Here's a few general things to remember when being a Game Master:

Do:

» **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 flexible.** 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 characters, 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.

» **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...

Don't:

» **Make 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 making you...

» **Be 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 to...

» **Be 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...

» **Worry.** 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 a game at the end of the day, 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

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. Faceoff Tests are when you have an opposition roll between characters, usually a PC vs 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 an extra detail.

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 NPC or creature 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 sneak past a guard. For the Faceoff test, you would test the PC's Sneak against the guard's Observation. 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 version 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?

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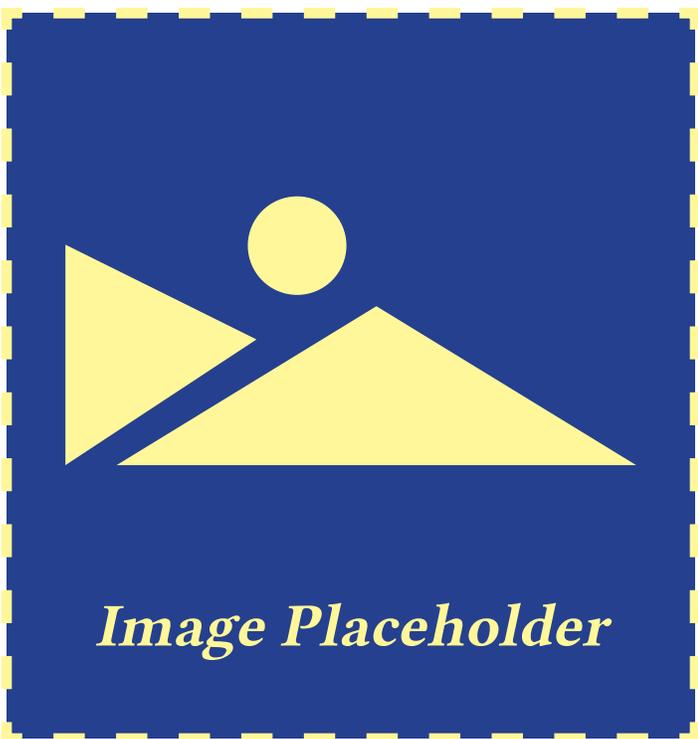
TEST DIFFICULTIES

As mentioned in the **CHAPTER 4: ENCOUNTERS & CHALLENGES** of the **PLAYER GUIDE**, there are some basic difficulty levels for Standard and Talent tests. They are recapped below.

Standard Test Difficulties:

Difficulty Level	Attribute Difficulty Value	Skill Difficulty Value
Effortless	4	5
Easy	5	7
Average	10	13
Tough	15	19
Severe	20	25
Implausible	25	30

Talent Check Difficulties:

Tier Rank	Talent Bonus
Tier I	2
Tier II	4
Tier III	6
Tier IV	8
Tier V	10

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 +4 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. Perhaps a player is well versed in *Waracle* lore - they know why the Suakchee 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. 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 conesquences 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 itital test? Is it a trap that activates immdiately, 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**, there are some basic difficulty levels for Standard and Talent tests. They are recapped below.

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 +1-2 AB. 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 Observation or 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 (depending on if they're actively searching for ambushers or not) vs the hidden group's Sneak. 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 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 and 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/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.

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 a +1-2 AB 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.

» **Obscured View:** A dense fog or smoke obscures opponents from view, or the fight happens in low lighting, even complete darkness. -1-4 AB depending on the level of obscurity.

» **Outnumbered:** A character is outnumbered by three or more enemies. -2-3 DB.

» **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.

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. On the following page is a chart of Movement Speeds for Flying and Gliding creatures.

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 below).

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. Creatures can be Small, Medium, Large or Huge. Humans (including Player Characters) are always considered Medium, regardless of exact height. Armor does not reduce 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.

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 something 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. If the result is equal or less than the percent chance, the event occurs.

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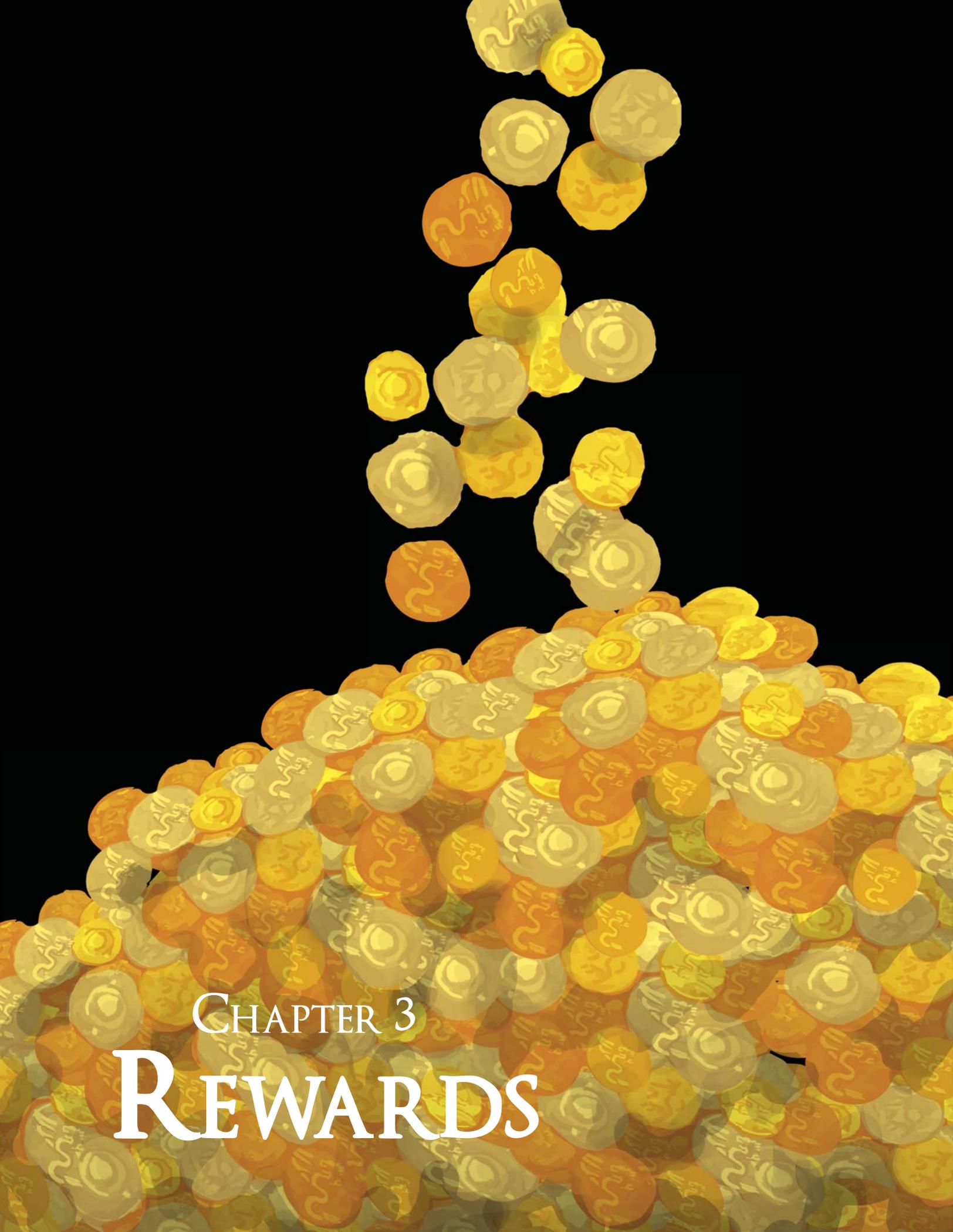
Chapter 3
Rewards

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 per adventure or major event will be in the 1-5 XP range, and rarely more than that in a single event.

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.

Assigning XP Rewards

Try to distribute XP proportionately based on complexity and difficulty of the feat, quest, or situation a character accomplished. If you reward XP too liberally, characters can quickly become overpowered and challenges too easy. Conversely, if you're too stingy with XP, characters may struggle in your adventure and underperform. However, keep your group in mind - perhaps they prefer quick powering up, or slow and steady wins their race. Try to adjust your rewards and challenges accordingly. To help you assign XP rewards, consider the following:

> » How often do you want to allot XP rewards?

> » When can players spend their XP? Immediately, or at the end of each session? End of an adventure?

> » Are your adventures fast-paced, slow, or somewhere in between?

> » How impressive or minor a feat did the character accomplish?

> » What it in an area of their expertise, skill, something new, or mostly luck?

You may decide to reward XP immediately after a noteworthy event, or keep track of a character's accomplishments throughout the night, and allot a larger pool of XP at the end of the session, or even the end of the adventure.

Common tasks that incur XP are things like tough Social Checks (perhaps Deceiving their way past an attentive guard), difficult or noteworthy combat situations, clever use of their character's skills, or exceptionally good roleplaying.

As a general guideline, reward 1 XP for minor successes, 2-3 XP for something moderately difficult, and 4-5 XP for something particularly impressive. Really routine tasks shouldn't incur XP, especially if it's something effortless by the character's standards. Starting out, characters may gain XP quickly but slow down as more tasks become mundane for them. Not all battles may be XP worthy, and in most early adventures, individual XP pools per character should be somewhere in the range of 10-15 XP before spending. Use that as a general guideline, and don't be afraid to give out bonus XP for special circumstances.

Absent Players

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.

TREASURE

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 base value, or at 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 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 basic 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 - 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 gold. Sometimes they're enchanted, sometimes their value is purely cultural or collectible.

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 prices 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 10 sp, its Cheap cost would be 5 sp. 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 is considered Cheap for each civilization.

» **Expensive** is 200% of an item's Standard cost. If an item's Standard cost is 7 gp, its Expensive cost is 14 gp. This can be useful when a particular good is considered rare in a region the Player Characters may be traveling in, 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 2 gp and 10 sp. Remember:

$$20 \text{ CP} = 1 \text{ SP} \text{ and } 20 \text{ SP} = 1 \text{ GP}$$

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 2 gp 10 sp becoming 3 gp or 2 gp, 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.

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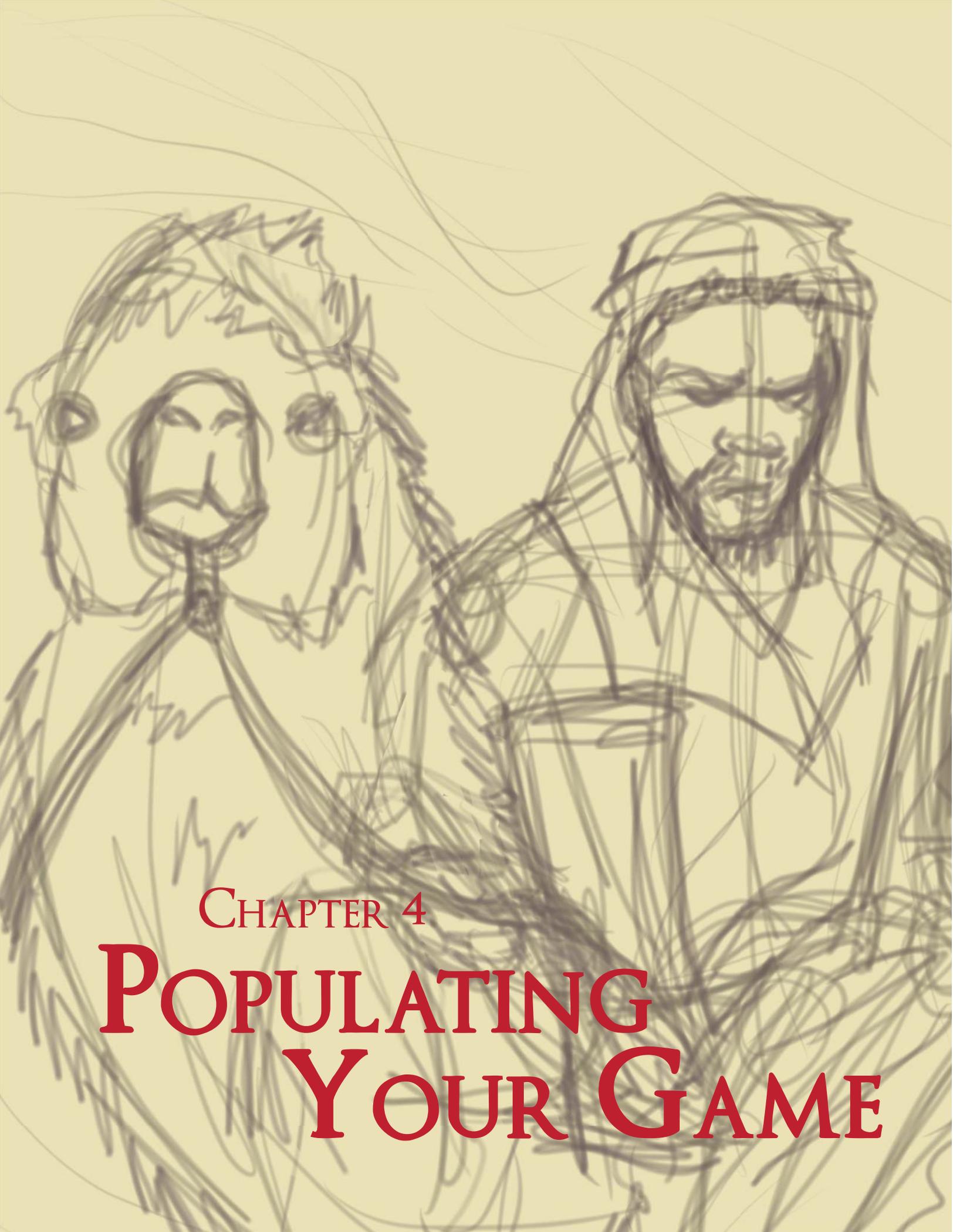
CHAPTER 4

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, 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 take their Barter and PER into account. In this section, we'll cover the three types of NPCs: Mercantile, Allied, and Minor Adversaries.

Stats in this chapter are written in a shorthand format; weapons and armor are labeled by name and weapon damage or DB, as applicable. More detailed 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. Any stat not shown can be assumed to be 0 or the base level, in the case of skills. For example, if Deceive isn't shown but the NPC's CHA is 4, you would use 4 for Deceive.

A note before going into the NPC specifics, however: If a player wants to do something to a non-hostile NPC that you didn't intend for - say, punching aforementioned 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, profession 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.

Weak Human

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.

STR: 3 | **AGL:** 3 | **END:** 3 | **INT:** 6 | **PER:** 5 | **CHA:** 3
HP: 5 | **EP:** 5 | **AGL AB:** 4 | **STR AB:** 4 | **DB:** 2
Skills: _Acrobatics:_ 3 | _Fitness:_ 3 | _Focus:_ 5
Armor: None
Shield: None
Talents: 3-4 Tier I talents related to their job, possibly a few Tier II.
Difficulty: Most tests are Effortless, but Social Checks tend to be Easy to Average.

Average Human

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.

STR: 4 | **AGL:** 4 | **END:** 5 | **INT:** 4 | **PER:** 4 | **CHA:** 4
HP: 7 | **EP:** 15 | **AGL AB:** 6 | **STR AB:** 6 | **DB:** 2
Skills: _Acrobatics:_ 4 | _Fitness:_ 6 | _Focus:_ 6
Weapons: Generally a tool of their trade, or a General melee weapon, such as:
Hand Axe | 4 DR || Club | 4 DR || Work Hammer | 3 DR (Bludgeoning)
Armor: None
Shield: None
Talents: 2-3 Tier II talents related to their job, possibly a Tier III talent.
Difficulty: Most tests are Average.

STRONG HUMAN

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 soldiers, mercenaries, and guards.

STR: 7 | **AGL:** 6 | **END:** 5 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 10 | **EP:** 20 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 5 (+Armor)
Skills: *Acrobatics:* 12 | *Fitness:* 13 | *Focus:* 8
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
Armor: Standard armor set for the local area.
Shield: Whatever is used in the local area.
Talents: 3-4 Tier II combat talents, possibly 1-2 Tier III combat talents.
Difficulty: Most tests are tough, but Social Checks are Average.

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. Wealth levels are mentioned here to give you an idea of what sort of item values and coin a mercantile NPC can spend.

ALCHEMIST

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.

Profession: Academic
Languages: Native Language and a Trade language common to the local area.
Wealth: Everyman
Skills: *Barter:* 10 | *Deceive:* 8 | *Intimidation:* 5 | *Observation:* 8
Persuasion: 10
Talents: Concoct Potion I, Concoct Potion II, 3-4 Tier I and II Alchemist Talents
Difficulty: Most Social Checks are Easy to Average.

COMMON BLACKSMITH

A common Blacksmith sells Common quality weapons and armor, generally only of the variety common to the civilization that occupies the region.

Profession: Labor
Languages: Native Language and a Trade language common to the local area.
Wealth: Everyman
Skills: *Barter:* 5 | *Deceive:* 5 | *Intimidation:* 7
Observation: 4 | *Persuasion:* 5
Talents: Apprentice Armorer, Journeyman Armorer, Apprentice Blacksmith, Journeyman Armorer
Difficulty: Most Social Checks are Easy.

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.

Profession: Labor
Languages: Native Language and a Trade language common to the local area.

Wealth: Everyman
Skills: *Barter:* 8 | *Deceive:* 8 | *Intimidation:* 10
Observation: 6 | *Persuasion:* 8
Talents: Apprentice Armorer, Journeyman Armorer, Apprentice Blacksmith, Journeyman Armorer, Master Armorer, Master Blacksmith
Difficulty: Most Social Checks are Average.

INNKEEPER

Innkeepers run inns and taverns, though this template can also be used for bartenders in taverns or even cooks at food stands.

Profession: Mercantile
Languages: Native Language and a Trade language common to the local area.
Wealth: Everyman
Skills: *Barter:* 10 | *Deceive:* 8 | *Intimidation:* 5
Observation: 6 | *Persuasion:* 10 | *Cooking:* 7
Talents: Haggle
Difficulty: Most Social Checks are Easy to Average.

COMMONER MERCHANT

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.

Profession: Mercantile
Languages: Native Language and a Trade language common to the local area.
Wealth: Everyman
Skills: *Barter*: 10 | *Deceive*: 8 | *Intimidation*: 5
 Observation: 6 | *Persuasion*: 10
Talents: Haggle, Copper Keeper, Appraisal
Difficulty: Most Social Checks are Easy to Average.

Wealthy Merchant

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

Profession: Mercantile
Languages: Native Language and a Trade language common to the local area.
Wealth: Wealthy
Skills: *Barter*: 20 | *Deceive*: 15 | *Intimidation*: 5
 Observation: 12 | *Persuasion*: 20
Talents: Haggle, Copper Keeper, Appraisal, Polish a Turd, Snake Oil
Difficulty: Most Social Checks are Average to Tough.

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 Martial or Frontiersman backgrounds. Allied NPCs can easily be modified to be used as minor adversarial NPCs.

City Guard

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.

Profession: Martial
STR: 7 | **AGL:** 6 | **END:** 5 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 11 | **EP:** 22 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 2 (+Armor)
Skills: *Acrobatics:* 12 | *Fitness:* 15 | *Focus:* 10
 Observation: 7 | *Inspect*: 7
Weapons: One common melee weapon in the area, and: Knife | 2 DR
Armor: Standard armor set for the local area.
Shield: Whatever is used in the local area.

Talents: Light Footed I or Thick-Skinned I (pick one based on armor), Bruiser or Pikeman or Swordsman (pick one based on weapon), Constant Vigilance, Dibs, Counter, Disarm, Power Attack, Shield Bash, Slash and Smash
Difficulty: Most tests are Tough, but Social Checks are Average.

Mercenary

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 5 sp a month, or 1 sp per week.

Profession: Martial
STR: 7 | **AGL:** 5 | **END:** 6 | **INT:** 4 | **PER:** 5 | **CHA:** 5
HP: 14 | **EP:** 23 | **AGL AB:** 8 | **STR AB:** 10 | **DB:** 2 (+Armor)
Skills: *Acrobatics:* 10 | *Fitness:* 17 | *Focus:* 10
Weapons: One melee weapon, and: Knife | 2 DR
Armor: Standard armor set for their civilization.
Shield: Whatever is used for their civilization.
Talents: Light Footed I or 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
Difficulty: Most tests are Tough, but Social Checks are Average.

Scout

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.

Profession: Frontier
STR: 3 | **AGL:** 7 | **END:** 6 | **INT:** 4 | **PER:** 7 | **CHA:** 4
HP: 10 | **EP:** 23 | **AGL AB:** 10 | **STR AB:** 6 | **DB:** 2 (+Armor)
Skills: *Acrobatics:* 15 | *Fitness:* 12 | *Focus:* 10 | *Inspect:* 20
 Observation: 17 | *Sneak:* 15
Weapons: Generally a common weapon in the area, usually a bow. Can sometimes have a secondary ranged weapon or smaller melee weapon: Knife | 2 DR
Armor: *Torso*: Leather or Hide Harness; *Arms*: Leather or Hide Bracers
Shield: None
Talents: Light Footed I, Aimed Shot, Improved Targeting I, Overdraw, Antivenom, Stitches (Light Wounds), Alertness, Bloodhound
Difficulty: Most tests are Tough, but Social Checks are Average.

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 with special skills.

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. In special cases, adversary NPCs may be used as allied NPCs depending on circumstance.

Bandit

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.

Profession: Lawless
STR: 3 | **AGL:** 7 | **END:** 4 | **INT:** 4 | **PER:** 7 | **CHA:** 4
HP: 9 | **EP:** 17 | **AGL AB:** 9 | **STR AB:** 5 | **DB:** 9 (3)
Skills: *Acrobatics:* 7 | *Fitness:* 6 | *Focus:* 7 | *Intimidate:* 6
         Sneak: 10 | *Theft:* 10

Weapons: Common melee weapon || Knife | 2 DR
             Bow - 2 DR
Armor: *Torso*: Leather Harness
Shield: None
Talents: Backstab, Guerilla I, Dirty Move, Swordsman
Difficulty: Most tests are Average.

Necromancer

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.

Profession: Mystic
STR: 3 | **AGL:** 4 | **END:** 3 | **INT:** 7 | **PER:** 6 | **CHA:** 4

HP: 7 | **EP:** 20 | **AGL AB:** 5 | **STR AB:** 4 | **DB:** 1
Skills: *Acrobatics:* 4 | *Education:* 10 | *Fitness:* 5 | *Focus:* 15
      Observation: 8
Weapons: Necromancers may carry a Knife or perhaps a Staff, but tend to favor spells.
Armor: None
Shield: None
Talents: Battery Acid, Force Push, Forceful Blow, Control Corpse, Scrimshaw
Difficulty: Most tests are Average.

Pirate

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.

Profession: Lawless
STR: 4 | **AGL:** 7 | **END:** 5 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 9 | **EP:** 17 | **AGL AB:** 9 | **STR AB:** 6 | **DB:** 9 (3)
Skills: *Acrobatics:* 7 | *Fitness:* 6 | *Focus:* 7 | *Intimidate:* 6
      Sneak: 10 | *Theft:* 10
Weapons: Common slashing weapon || Knife | 2 DR
      Bow - 2 DR
Armor: *Torso*: Cloth Harness
Shield: None
Talents: Piloting (Small), Piloting (Medium), Inner Compass, Read the Stars, Dual Attack, Bite, Cheap Shot, Swordsman, Common Objects
Difficulty: Most tests are Average.
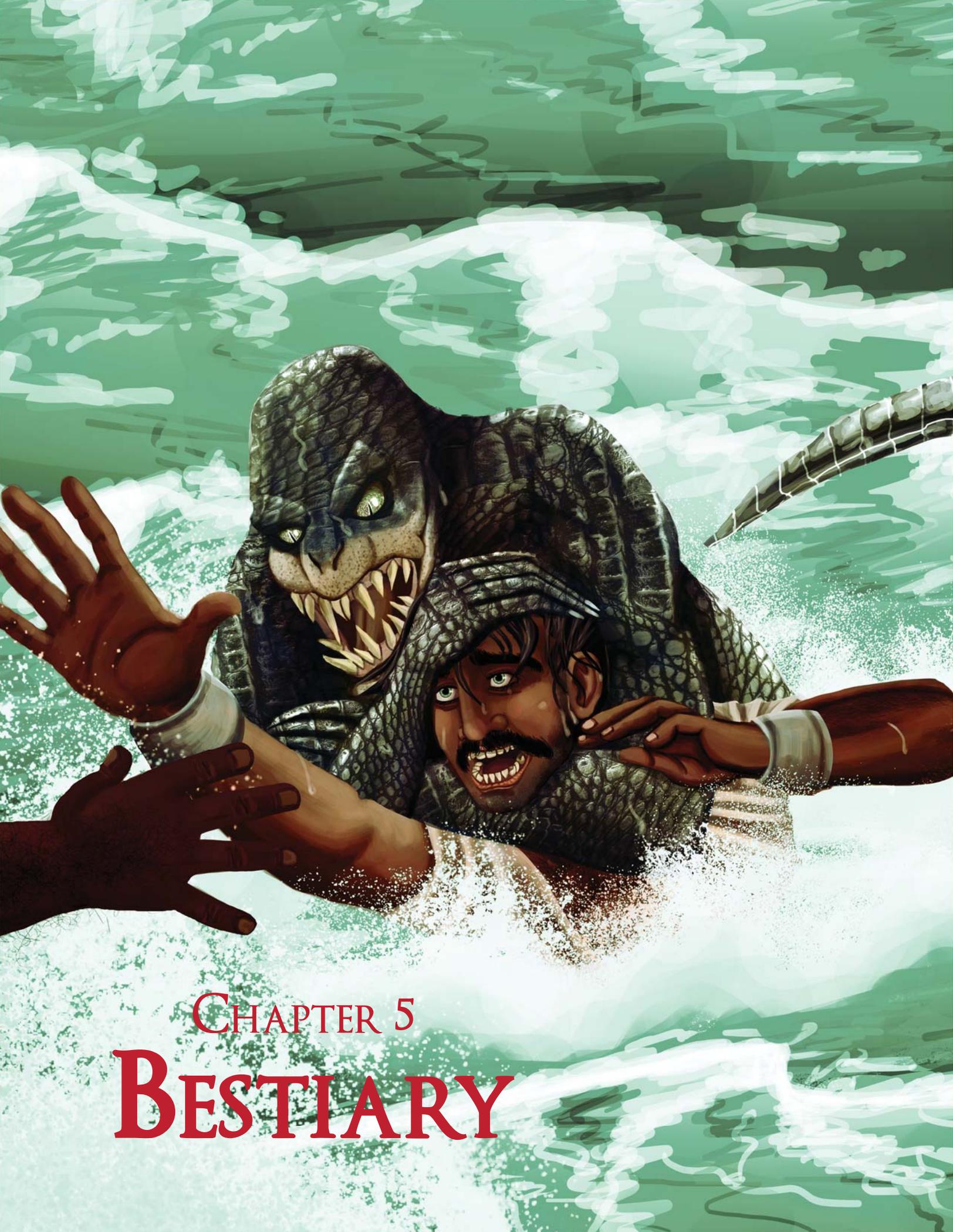
BESTIARY

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...

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 75% resistant to any Ice damage but take double 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 attributes, any applicable skills 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. In the next section, we will outline weapons and talents common to creatures but not useable by the PCs or NPCs. If a creature has an ability unique to itself, it is under "Special Abilities" for that creature and described there.

Creatures can be Small, Medium, Large, or Huge in size. This impacts their Fall damage and general stats.

Each creature has a Difficulty as well. This is simply a reflection not only of its general difficulty in combat, but the benchmark by which you determine standard test difficulties. For instance, if a player wants to perform an action against a creature that results in an Acrobatics test and the creature's Difficulty is Average, you would have the player test their Acrobatics against Average difficulty.

Difficulty levels can also be used as a baseline for XP rewards. You don't have to award XP for every creature killed, or even every encounter. However, if you're trying to decide how much XP seems fair at the end of a session filled with combat, you can use the following guideline:

- » **Effortless**: 0 XP
- » **Easy**: 1 XP
- » **Average**: 2 XP
- » **Tough**: 3 XP
- » **Difficult**: 4 XP
- » **Implausible**: 5 XP

Generally, this is per player, but you can grant more or less to individuals depending on their particular performance during combat.

Any stat not shown on a creature's entry can be assumed to be the base attribute if it's a skill (A creature with 7 AGL has 7 in Acrobatics unless they have a specified Acrobatics skill level). Otherwise, it is an ability they simply do not have.

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!

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. Below 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.

Creature Weapons					
Weapon	**DT**	**DR**	**Attribute**	**Weapon Type**	**Range**
Bite	Piercing	1-5	STR	Ranged	Touch
Gore	Piercing	3-6	STR	Melee	Touch
Headbutt	Bludgeon	2-5	STR	Melee	Touch
Kick	Bludgeon	2-5	STR	Melee	Touch
Scratch	Slashing	1-5	AGL	Ranged	Touch
Sting	Piercing	1-3	AGL	Melee/Ranged	Touch
Stomp	Bludgeon	1-5	STR	Melee	Touch
Tail Whip	Bludgeon	1-4	AGL	Melee	Touch or Extend

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 1d4 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 Bestiary 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 1d4 days. If the test fails, the person cannot attempt to exorcize the specter again for 24 hours.

Sometimes creatures will have talents that can be found in the **Chapter 3: Talents & Spells** of the **Player Guide**. These are simply listed by name. Some creatures are weak to certain kinds of damage, or possess a resistance to a certain damage type. Creatures weak to a certain damage type take double damage, rounded down. Damage resistance reduces the damage taken by a certain percentage, rounded down.

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.

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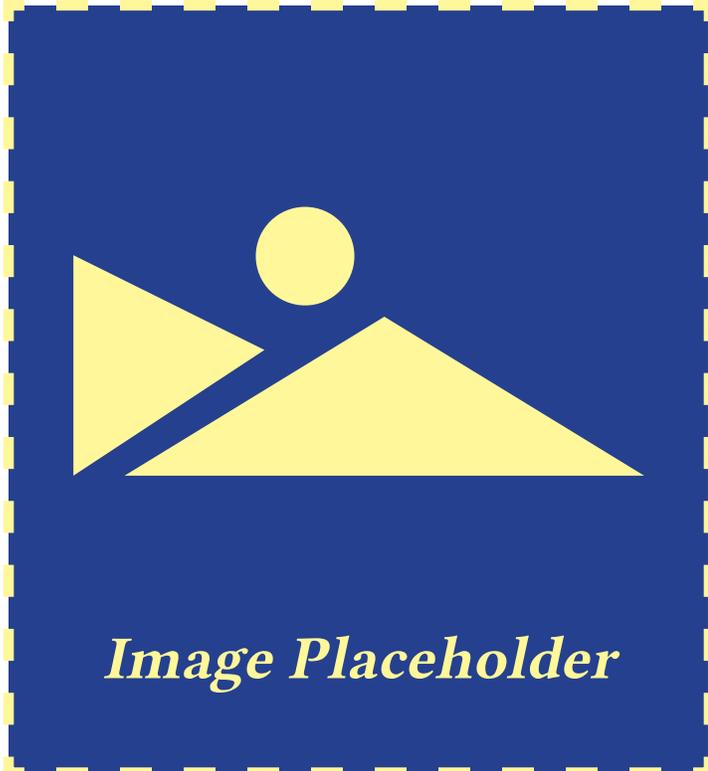
DESERT BOAR

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 Maesunja. 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.

Type: Animal
Size: Medium
Region: Lightburn Desert
STR: 8 | **AGL:** 7 | **END:** 5 | INT: 2 | **PER:** 3 | **CHA:** 1
HP: 12 | **EP:** 23 | **AB:** 12 | **DB:** 9
Skills: *Acrobatics:* 8 | *Fitness:* 15 | *Focus:* 6
Difficulty: Tough
Weapons: Gore | 6 DR || Headbutt | 5 DR || Bite | 3 DR
Weakness/Resistance: Desert Boars have a 10% Resistance to Slashing Damage.
Talents: Charge (4 EP), Roar (4 EP)
Special Abilities: None

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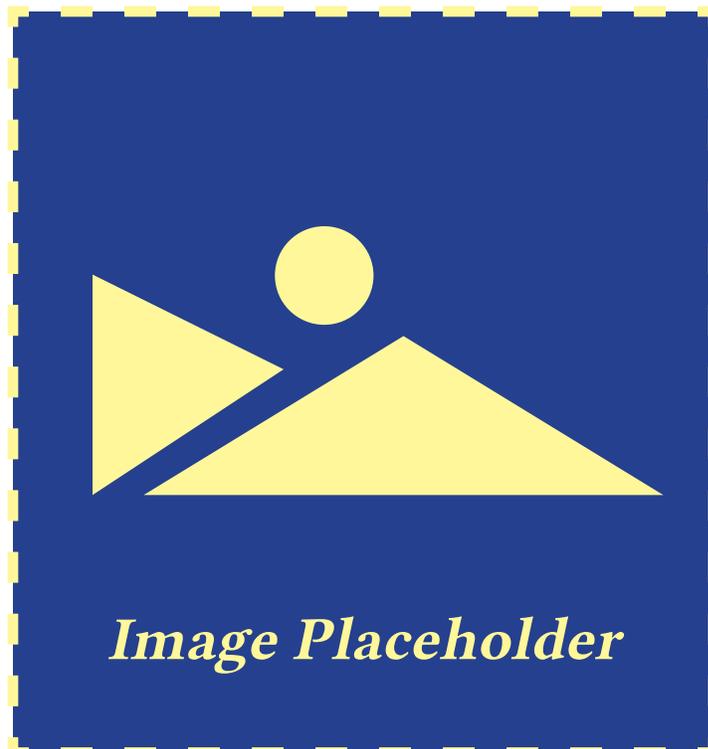
GAROC

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.

Type: Animal, Aquatic
Size: Large
Region: Quesachan Empire, Redwater Rainforest, Khopesh Coast
STR: 7 | **AGL:** 5 | **END:** 6 | INT: 2 | **PER:** 5 | **CHA:** 1
HP: 16 | **EP:** 18 | **AB:** 10 | **DB:** 9
Skills: *Acrobatics:* 6 | *Fitness:* 10 | *Focus:* 8
Difficulty: Average
Weakness/Resistance: Garoc are Weak to Electric Damage. They have a 10% Resistance to Slashing Damage.
Weapons: Bite | 5 DR || Scratch | 3 DR || Tail Whip | 3 DR
Talents: Roar (3 EP), Swim
Special Abilities: 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 1d4 damage per round until the target escapes.

Giant Trapdoor Spider

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.

Type: Animal
Size: Medium
Region: Redwater Rainforest
STR: 5 | **AGL:** 6 | **END:** 4 | INT: 4 | **PER:** 5 | **CHA:** 1
HP: 11 | **EP:** 15 | **AB:** 9 | **DB:** 7
Skills: *Acrobatics:* 10 | *Fitness:* 6 | *Focus:* 8 | Sneak: 15
Difficulty: Average
Weakness/Resistance: Trap Door Spiders are Weak to Bludgeoning Damage.
Weapons: Bite | 4 DR
Talents: Charge (2 EP), Climb
Special Abilities: 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.

Kelpie

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.

Type: Animal, Aquatic
Size: Large
Region: Northern Wastes, Ice Gate

STR: 6 | **AGL:** 7 | **END:** 6 | INT: 4 | **PER:** 3 | **CHA:** 1
HP: 16 | **EP:** 18 | **AB:** 10 | **DB:** 10
Skills: *Acrobatics:* 10 | *Focus:* 6 | *Fitness:* 14
Difficulty: Average
Weakness/Resistance: Kelpie are Weak to Electric damage. They have a 10% Resistance to Ice damage.
Weapons: Bite | 3 DR || Gore | 4 DR || Headbutt | 3 DR || Stomp | 4 DR
Talents: Charge (3 EP), Swim
Special Abilities: 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 1d4 damage. If the target reaches 0 HP, they begin to drown - Dying rules apply.

Underwater Scorpion

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.

Type: Animal, Aquatic
Size: Medium
Region: Khopesh Coast, Sky Plains
STR: 3 | **AGL:** 7 | **END:** 3 | INT: 2 | **PER:** 4 | **CHA:** 1

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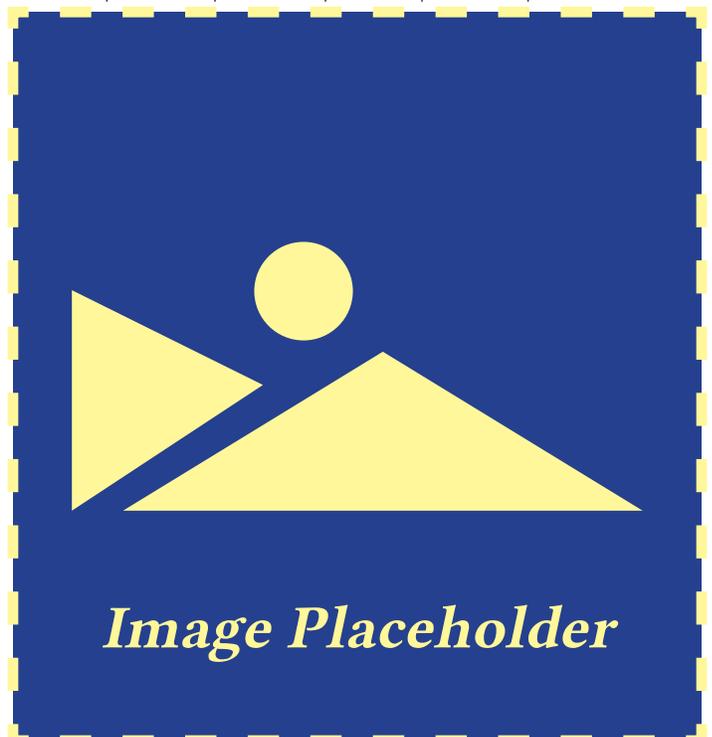
HP: 10 | **EP:** 12 | **AB:** 9 | **DB:** 9
Skills: *Acrobatics:* 10 | *Fitness:* 5 | *Focus:* 6
Difficulty: Easy
Weakness/Resistance: Underwater Scorpions are Weak to Electric Damage. They are 10% Resistant to Slashing damage.
Weapons: Clamp | Bludgeoning | STR | 2 DR ‖ Sting | 2 DR ‖ Tail Whip | 3 DR
Talents: Swim
Special Abilities: *Sonic Claw:* (4 EP) The Scorpion unleashes a sonic shockwave. The wave deals 1d4 bludgeoning damage to any target within Short range. The attack has a 15% chance of causing Afflicted damage.

Yeti

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.

Type: Animal
Size: Large
Region: Northern Wastes
STR: 8 | **AGL:** 4 | **END:** 7 | INT: 3 | **PER:** 6 | **CHA:** 1
HP: 17 | **EP:** 19 | **AB:** 12 | **DB:** 11
Skills: *Acrobatics:* 6 | *Fitness:* 10 | *Focus:* 7
Difficulty: Tough
Weakness/Resistance: Yeti are Weak to Fire Damage. They have a 50% Resistance to Ice damage.
Weapons: Bite | 3 DR ‖ Punch | 4 DR ‖ Scratch | 4 DR
Talents: Roar (3 EP)
Special Abilities: *Berserk:* (8 EP) As per the Berserker Potion talent, minus the potion requirement.

Monster

Monsters are 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.

Ahuizotl

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

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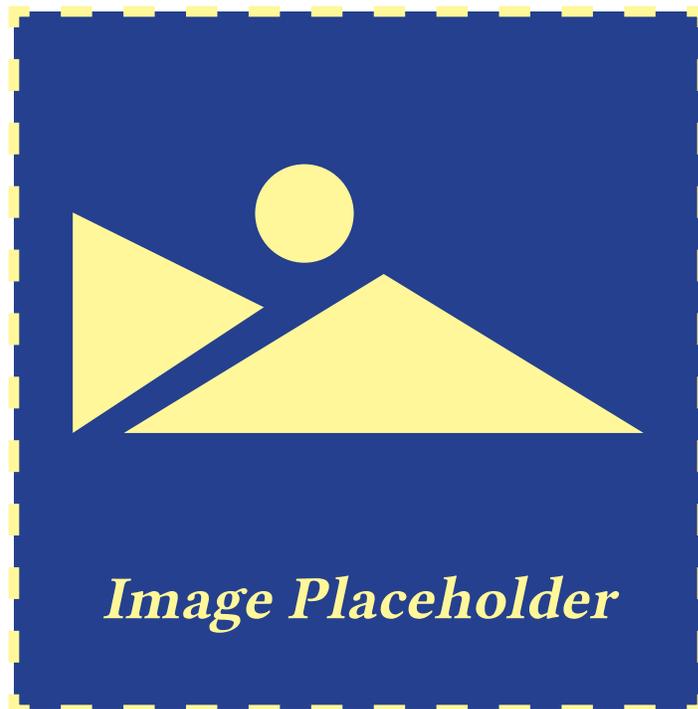
into sharp spikes, it often snatches prey that wanders too close to its nest. It has a peculiar appetite, often feasting on human nails, eyes or teeth. Generally, it drags its victims down into the water to drown them.

Type: Monster, Water
Size: Medium
Region: Quesachan Empire
STR: 4 | **AGL:** 5 | **END:** 3 | INT: 3 | **PER:** 4 | **CHA:** 1
HP: 10 | **EP:** 11 | **AB:** 7 | **DB:** 7
Skills: *Acrobatics:* 7 | *Fitness:* 5 | *Focus:* 6
Difficulty: Easy
Weakness/Resistance: Ahuizotl are weak to Electric Damage. They have a 50% Resistance to Ice damage.
Weapons: Bite | 2 DR ‖ Headbutt | 2 DR ‖ Scratch | 3 DR
Talents: Charge (4 EP), Howl (3 EP), Swim

Special Abilities: *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 1d4 damage. If the target reaches 0 HP, they begin to drown - Dying rules apply.

Belcher Dragon

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."

Type: Monster
Size: Huge
Region: Lightburn Desert
STR: 9 | **AGL:** 5 | **END:** 8 | INT: 4 | **PER:** 5 | **CHA:** 1
HP: 21 | **EP:** 27 | **AB:** 13 | **DB:** 12
Skills: *Acrobatics:* 8 | *Fitness:* 15 | *Focus:* 9 | Sneak: 10
Difficulty: Implausible
Weakness/Resistance: Belcher Dragons have a 75% Resistance to Fire damage.
Weapons: Bite | 5 DR || Scratch | 3 DR || Tail Whip | 5 DR
Talents: Roar (3 EP)
Special Abilities: *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 1d4 rounds.

Fire Ants

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.

Type: Monster
Size: Medium
Region: Lightburn Desert
STR: 3 | **AGL:** 5 | **END:** 4 | INT: 2 | **PER:** 3 | **CHA:** 1
HP: 11 | **EP:** 12 | **AB:** 7 | **DB:** 7
Skills: *Acrobatics:* 7 | *Fitness:* 6 | *Focus:* 5
Difficulty: Easy
Weakness/Resistance: Fire Ants are Weak to Ice damage. They are Immune to Fire damage.
Weapons: Scratch | 1 DR || Sting | 2 DR
Talents: Climb
Special Abilities: *Fire Spit:* (3 EP) The Fire Ant spits a stream of fire at a single target within Short range, dealing 1d4 Fire damage.

Faeries

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.

Type: Monster, Flying
Size: Small
Region: Everywhere but the Northern Wastes

STR: 2 | **AGL:** 6 | **END:** 3 | INT: 4 | **PER:** 4 | **CHA:** 1
HP: 8 | **EP:** 12 | **AB:** 8 | **DB:** 8
Skills: *Acrobatics:* 8 | *Fitness:* 6 | *Focus:* 6
Difficulty: Easy
Weakness/Resistance: Weak to Bludgeoning damage.
Weapons: Sting | 1 DR
Talents: Fly (1 EP)
Special Abilities: *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 1d4 rounds.

Lightning Ball

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.

Type: Monster, Flying
Size: Small
Region: Marshes in the Sky Plains and Khopesh coast.
STR: 2 | **AGL:** 4 | **END:** 2 | INT: 2 | **PER:** 4 | **CHA:** 1
HP: 7 | **EP:** 9 | **AB:** 6 | **DB:** 6
Skills: *Acrobatics:* 7 | *Fitness:* 4 | *Focus:* 5
Difficulty: Easy
Weakness/Resistance: Lightning Balls have a 75% Resistance to Electric damage.
Weapons: Bite | 2 DR
Talents: Fly (1 EP)
Special Abilities: Spark Ball: As per the spell.

Manticore

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 Kalvaren 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 Kalvaren army wear cloaks made of manticore skin as a mark of status.

Type: Monster
Size: Large
Region: Khopesh Coast
STR: 7 | **AGL:** 8 | **END:** 8 | INT: 4 | **PER:** 6 | **CHA:** 1
HP: 20 | **EP:** 31 | **AB:** 13 | **DB:** 13
Skills: *Acrobatics:* 16 | *Fitness:* 20 | *Focus:* 10

Difficulty: Implausible
Weakness/Resistance: They are 10% Resistant to Slashing and Piercing damage.
Weapons: Bite | 5 DR || Headbutt | 4 DR || Sting | 4 DR || Tail Whip | 3 DR
Talents: Charge (2 EP), Roar (4 EP)
Special Abilities: 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.

Pahtuu Dragon

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.

Type: Monster, Flying
Size: Small
Region: Quesachan Empire, Khopesh Coast, Drakespine Mountains
STR: 5 | **AGL:** 5 | **END:** 4 | INT: 2 | **PER:** 5 | **CHA:** 1
HP: 9 | **EP:** 12 | **AB:** 7 | **DB:** 6
Skills: *Acrobatics:* 7 | *Fitness:* 6 | *Focus:* 9
Difficulty: Easy
Weakness/Resistance: Pahtuu dragons are Weak to Ice damage. They have a 75% Resistance to Fire damage.
Weapons: Bite | 2 DR || Scratch | 1 DR
Talents: Climb, Fly (2 EP), Night Vision
Special Abilities: *Dragon Breath:* (3 EP) As per the spell. Night Vision: As per the talent.

Raiju

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 Suakchee train them or keep them as pets.

Type: Monster
Size: Small
Region: Sky Plains, Ice Gate
STR: 3 | **AGL:** 7 | **END:** 3 | INT: 3 | **PER:** 4 | **CHA:** 1
HP: 8 | **EP:** 15 | **AB:** 10 | **DB:** 9
Skills: *Acrobatics:* 12 | *Fitness:* 5 | *Focus:* 7
Difficulty: Average

Weakness/Resistance: Raiju are Weak to Bludgeoning damage. They have a 75% Resistance to Electric damage.
Weapons: Bite | 2 DR || Scratch | 1 DR
Talents: Climb
Special Abilities: Super Static: (3 EP) The Raiju brushes up against a target within Touch range, releasing a huge charge of static electricity and dealing 1d4 Electric damage.

Red-Tailed Black Cockatrice

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.

Type: Monster, Flying
Size: Small
Region: Quesachan Empire
STR: 3 | **AGL:** 6 | **END:** 4 | INT: 4 | **PER:** 5 | **CHA:** 1
HP: 9 | **EP:** 15 | **AB:** 9 | **DB:** 7
Skills: *Acrobatics:* 8 | *Fitness:* 7 | *Focus:* 8
Difficulty: Average
Weakness/Resistance: Lamia are Weak to Ice damage.
Weapons: Bite | 1 DR || Scratch | 2 DR
Talents: Fly
Special Abilities: 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.

Quetzalcoatl

Quetzalcoatl stand out from other dragons. Covered in feathers, they fly through the jungles of the Quesachan 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.

Type: Monster, Flying
Size: Large
Region: Quesachan Empire

STR: 7 | **AGL:** 8 | **END:** 5 | INT: 4 | **PER:** 5 | **CHA:** 1
HP: 15 | **EP:** 23 | **AB:** 12 | **DB:** 9
Skills: *Acrobatics:* 12 | *Fitness:* 10 | *Focus:* 8
Difficulty: Tough
Weakness/Resistance: Quetzalcoatl are Weak to Ice damage. They have a 75% Resistance to Fire damage.
Weapons: Bite | 4 DR || Scratch | 3 DR || Tail Whip | 3 DR
Talents: Fly (2 EP), Roar (3 EP)
Special Abilities: Dragon Breath: (5 EP) A per the spell.

Rogue Golem

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.

Type: Monster
Size: Large
Region: Quesachan Empire
STR: 8 | **AGL:** 5 | **END:** 5 | INT: 2 | **PER:** 4 | **CHA:** 1
HP: 16 | **EP:** 32 | **AB:** 12 | **DB:** 11
Skills: *Acrobatics:* 9 | *Fitness:* 13 | *Focus:* 5
Difficulty: Tough
Weakness/Resistance: Rogue Golems are Weak to Bludgeoning damage. Rogue Golems have a 25% Resistance to Slashing damage 50% Resistance to Piercing damage.
Weapons: Headbutt | 6 DR || Punch | 7 DR || Scratch | 7 DR || Stomp | 7 DR
Talents: Charge (3 EP), Climb, Roar (4 EP)

War Golem

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.

Type: Monster
Size: Large
Region: Quesachan Empire
STR: 10 | **AGL:** 5 | **END:** 8 | INT: 2 | **PER:** 4 | **CHA:** 1
HP: 20 | **EP:** 32 | **AB:** 14 | **DB:** 13
Skills: *Acrobatics:* 12 | *Fitness:* 17 | *Focus:* 6
Difficulty: Implausible
Weakness/Resistance: War Golems are Weak to Bludgeoning damage. War Golems have a 50% Resistance to Slashing damage and are Immune to Piercing damage.
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.

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

Asena are generally 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.

Type: Radiated
Size: Medium
Region: Anywhere, most common in Khopesh Coast
STR: 8 | **AGL:** 6 | **END:** 6 | INT: 2 | **PER:** 4 | **CHA:** 1
HP: 17 | **EP:** 24 | **AB:** 12 | **DB:** 10
Skills: *Acrobatics:* 9 | *Fitness:* 13 | *Focus:* 7
Difficulty: Tough
Weakness/Resistance: Asena are Weak to Fire damage, and are Afflicted when fighting in direct sunlight. They have a 10% Resistance to all other damage types.
Weapons: Bite | 4 DR || Scratch | 5 DR
Talents: Climb, Howl (3 EP), Roar (4 EP)
Special Abilities: Poisonous Bite: (5 EP) Upon a successful Bite, the target must make a Fitness test at Tough difficulty or suffer -1 END for 1d4 rounds.

DRUJ

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.

Type: Radiated
Size: Medium

Region: Khopesh Coast, Drakespine Mountains, Redwater Rainforest
STR: 3 | **AGL:** 6 | **END:** 5 | INT: 7 | **PER:** 4 | **CHA:** 3
HP: 13 | **EP:** 22 | **AB:** 7 | **DB:** 7
Skills: *Acrobatics:* 13 | *Fitness:* 10 | *Focus:* 7
Difficulty: Tough
Weakness/Resistance: Druj have a 10% Resistance to Slashing damage.
Weapons: Bite | 5 DR || Scratch | 5 DR
Talents: Climb
Special Abilities: Draining Swipe: (4 EP) Upon a successful attack, the Druj's target must make a Fitness test at Tough difficulty or be Exhausted for 1d6 rounds.

MEREGATOR

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.

Type: Radiated, Aquatic
Size: Medium
Region: Redwater Rainforest, Khopesh Coast, Quesachan Empire
STR: 8 | **AGL:** 7 | **END:** 5 | INT: 4 | **PER:** 5 | **CHA:** 1
HP: 12 | **EP:** 22 | **AB:** 12 | **DB:** 11
Skills: *Acrobatics:* 15 | *Fitness:* 10 | *Focus:* 8
Difficulty: Tough
Weakness/Resistance: Meregators are Weak to Electric damage. They have a 25% Resistance to Slashing damage.
Weapons: Bite | 4 DR || Scratch | 3 DR || Tail Whip | 3 DR
Talents: Swim
Special Abilities: 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 1d4 damage per round until the target escapes.

LAMIA

Lamia are most often the radiated forms of Kalvaren 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.

Type: Radiated
Size: Medium
Region: Khopesh Coast, Drakespine Mountains
STR: 5 | **AGL:** 7 | **END:** 5 | INT: 4 | **PER:** 5 | **CHA:** 2

HP: 12 | **EP:** 12 | **AB:** 11 | **DB:** 9
Skills: *Acrobatics:* 9 | *Fitness:* 7 | *Focus:* 8
Difficulty: Tough
Weakness/Resistance: Lamia are Weak to Bludgeoning damage.
Weapons: Bite | 4 DR
Talents: Climb
Special Abilities: Poisonous Bite: (5 EP) Upon a successful Bite, the target must make a Fitness test at Tough difficulty or suffer -1 STR for 1d4 rounds.

VAMPIRE

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.

Type: Radiated
Size: Medium
Region: Anywhere, most common in Khopesh Coast and Drakespine Mountains
STR: 7 | **AGL:** 7 | **END:** 3 | INT: 2 | **PER:** 8 | **CHA:** 1
HP: 15 | **EP:** 20 | **AB:** 11 | **DB:** 10
Skills: *Acrobatics:* 14 | *Fitness:* 8 | *Focus:* 17
Difficulty: Tough
Weakness/Resistance: Weak to Fire damage.
Weapons: Bite | 5 DR || Scratch | 3 DR
Talents: Climb
Special Abilities: 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.

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 slashing, bludgeoning and piercing damage - they must be damaged with elemental damage, whether it come from spells or enchanted objects.

ADZE

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.

Type: Spectral
Size: Medium
Region: Lightburn Desert, Khopesh Coast
STR: 2 | **AGL:** 8 | **END:** 4 | INT: 3 | **PER:** 7 | **CHA:** 1
HP: 11 | **EP:** 15 | **AB:** 9 | **DB:** 8
Skills: *Acrobatics:* 19 | *Fitness:* 8 | *Focus:* 17
Difficulty: Average
Weakness/Resistance: Weak to Positive Energy.
Weapons: Scratch | 2 DR
Talents: Fly
Special Abilities: *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 -1d4 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.

CHANEQUE

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. 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.

Type: Spectral
Size: Medium
Region: Quesachan Empire
STR: 6 | **AGL:** 7 | **END:** 4 | INT: 4 | **PER:** 8 | **CHA:** 1
HP: 11 | **EP:** 21 | **AB:** 10 | **DB:** 9
Skills: *Acrobatics:* 13 | *Fitness:* 11 | *Focus:* 17
Difficulty: Tough
Weakness/Resistance: Chaneque are Weak to Positive Energy.
Weapons: Bite | 4 DR
Talents: None
Special Abilities: *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 1d4 rounds.

Ekimmu

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.

Type: Spectral
Size: Medium
Region: Drakespine Mountains, Khopesh Coast, Riverways
STR: 6 | **AGL:** 3 | **END:** 4 | INT: 5 | **PER:** 5 | **CHA:** 1
HP: 11 | **EP:** 15 | **AB:** 9 | **DB:** 7
Skills: *Acrobatics:* 5 | *Fitness:* 7 | *Focus:* 8
Difficulty: Easy
Weakness/Resistance: Weak to Positive Energy.
Weapons: Scratch | 3 DR
Talents: None
Special Abilities: *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 -1d4 Fitness.

Possession: (5 EP) The Ekimmu attempts to Possess a target. While possessed, victims suffers a sustained -2 Penalty to END.

Gidim

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.

Type: Spectral
Size: Medium
Region: Anywhere, most common in Drakespine Mountains, Khopesh Coast
STR: 7 | **AGL:** 5 | **END:** 4 | INT: 5 | **PER:** 6 | **CHA:** 1
HP: 12 | **EP:** 15 | **AB:** 9 | **DB:** 7
Skills: *Acrobatics:* 5 | *Fitness:* 13 | *Focus:* 11
Difficulty: Average
Weakness/Resistance: Gidim are Weak to Positive Energy.
Weapons: Scratch | 3 DR
Talents: Name
Special Abilities: *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.

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; bludgeoning attacks deal double damage.

Civatateo

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.

Type: Undead
Size: Medium
Region: Quesachan Empire
STR: 4 | **AGL:** 3 | **END:** 4 | INT: 2 | **PER:** 4 | **CHA:** 1
HP: 12 | **EP:** 12 | **AB:** 7 | **DB:** 7
Skills: *Acrobatics:* 4 | *Fitness:* 10 | *Focus:* 6
Difficulty: Average
Weakness/Resistance: Civatateo are Weak to Bludgeoning and Fire damage.
Weapons: Bite | 5 DR || Scratch | 3 DR
Talents: Climb
Special Abilities: *Unsettling*: Anyone within sight of a Civatateo must make a Focus test at Average difficulty or be Terrified.

Fresh Corpse

Fresh corpses are the reanimated remains of the recently deceased. Most often they are guards in a necromancer's lair, slightly stronger than skeletons.

Type: Undead
Size: Medium
Region: Anywhere

STR: 4 | **AGL:** 3 | **END:** 3 | INT: 1 | **PER:** 4 | **CHA:** 1
HP: 10 | **EP:** 12 | **AB:** 7 | **DB:** 6
Skills: *Acrobatics:* 4 | *Fitness:* 9 | *Focus:* 6
Difficulty: Average
Weakness/Resistance: Fresh Corpses are Weak to Bludgeoning and Fire damage.
Weapons: Any Common Weapon for the Region
Talents: Climb
Special Abilities: None

SKELETON

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.

Type: Undead
Size: Medium

Region: Anywhere
STR: 3 | **AGL:** 5 | **END:** 3 | INT: 2 | **PER:** 4 | **CHA:** 1
HP: 10 | **EP:** 12 | **AB:** 7 | **DB:** 6
Skills: *Acrobatics:* 6 | *Fitness:* 8 | *Focus:* 6
Difficulty: Easy
Weakness/Resistance: Skeletons are Weak to Bludgeoning damage. They have a 50% Resistance to Electric damage.
Weapons: Any Common Weapon for the Region
Talents: Climb
Special Abilities: None

ZOMBIE DOG

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.

Type: Undead
Size: Medium
Region: Anywhere
STR: 4 | **AGL:** 5 | **END:** 4 | INT: 2 | **PER:** 4 | **CHA:** 1
HP: 11 | **EP:** 12 | **AB:** 7 | **DB:** 6
Skills: *Acrobatics:* 8 | *Fitness:* 10 | *Focus:* 6
Difficulty: Easy
Weakness/Resistance: Zombie Dogs are Weak to Bludgeoning and Fire damage.
Weapons: Bite | 3 DR || Headbutt | 2 DR
Talents: Climb
Special Abilities: None
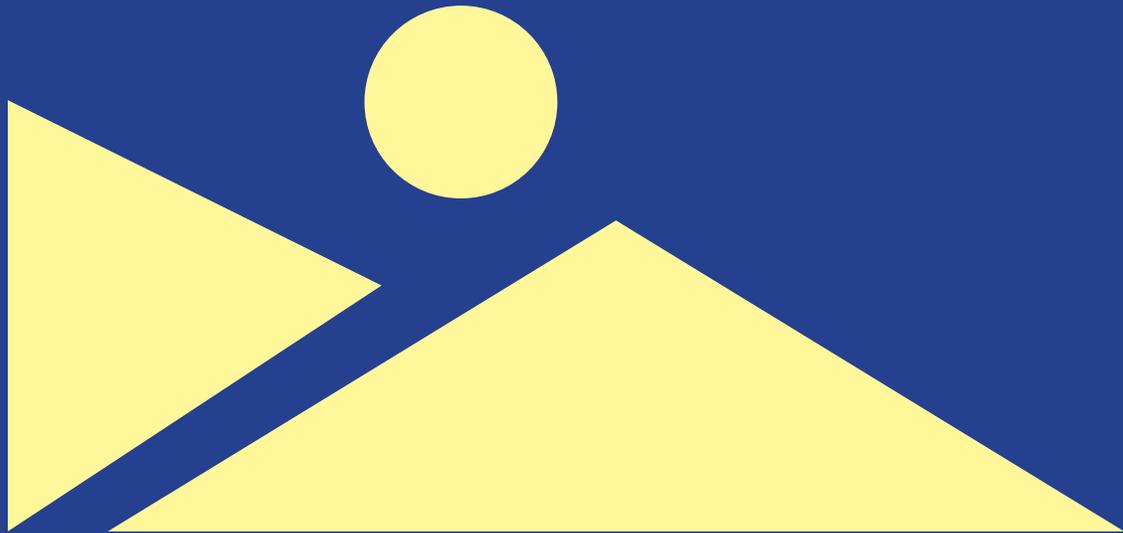
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Section IV:
Box of Tumotl

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:** Apocalypto

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 italicized text in boxes 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 governership 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 that 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.

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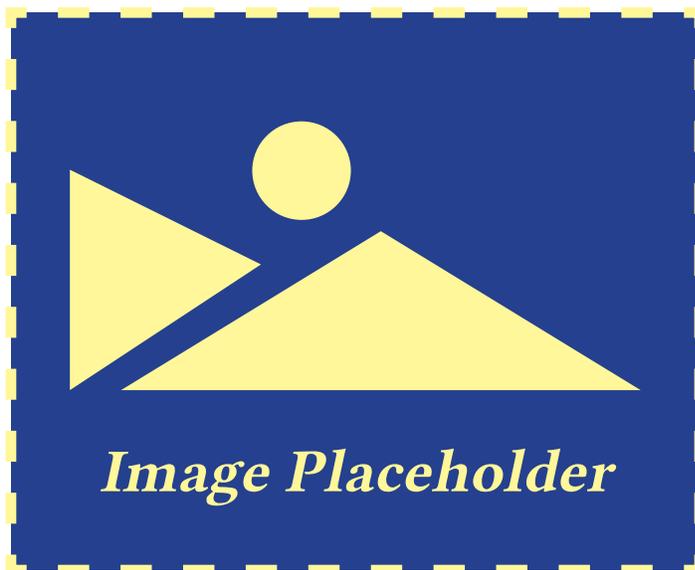
PLOT HOOKS

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 Tomotl*.

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.

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.
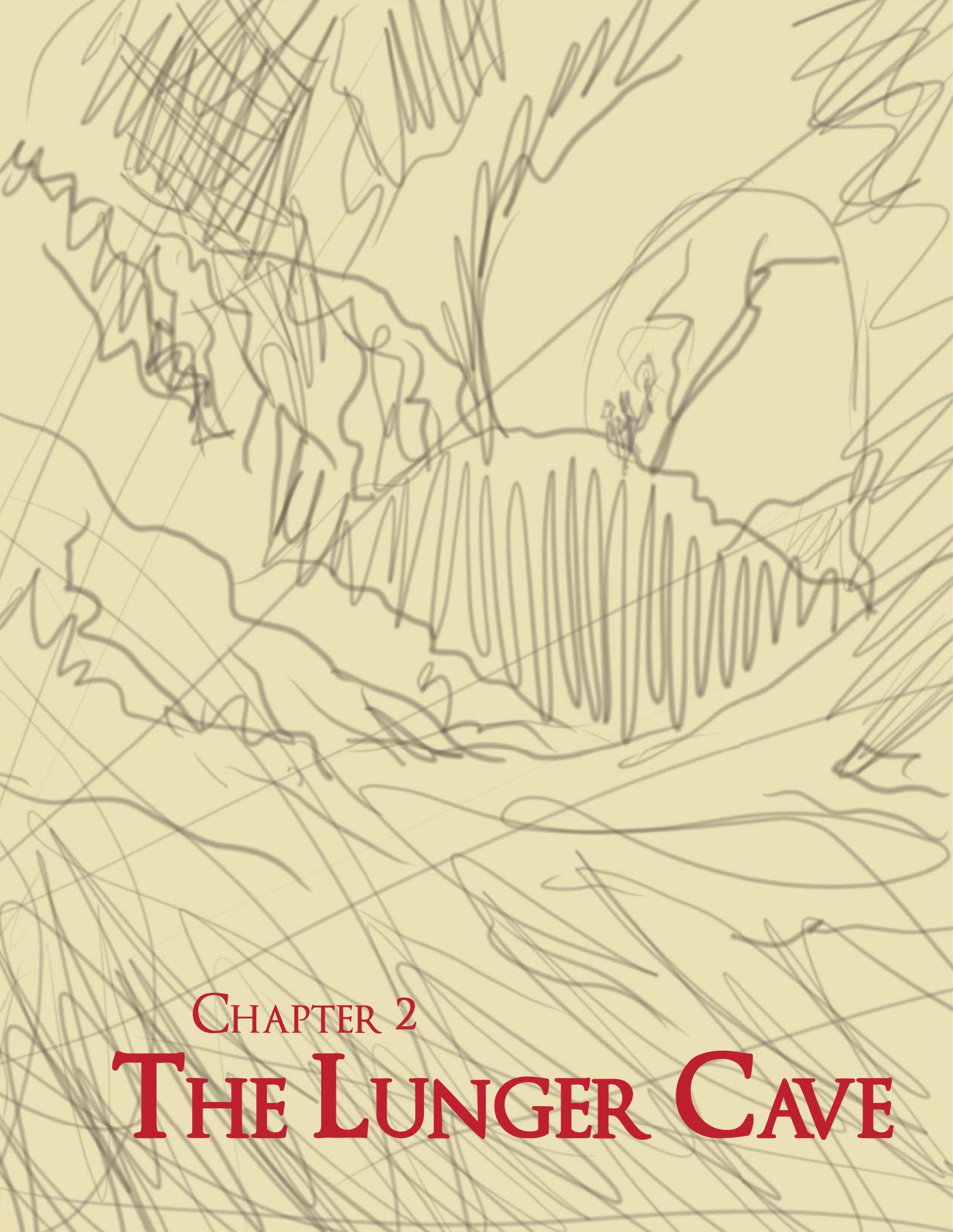
Chapter 2
The Lunger Cave

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 Tomotl, 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.

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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.

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.

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 Daggerbone Mountains.
5. Village exit towards the Crossroads and 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.

The Lunger Cave

Exit South to
Woodview

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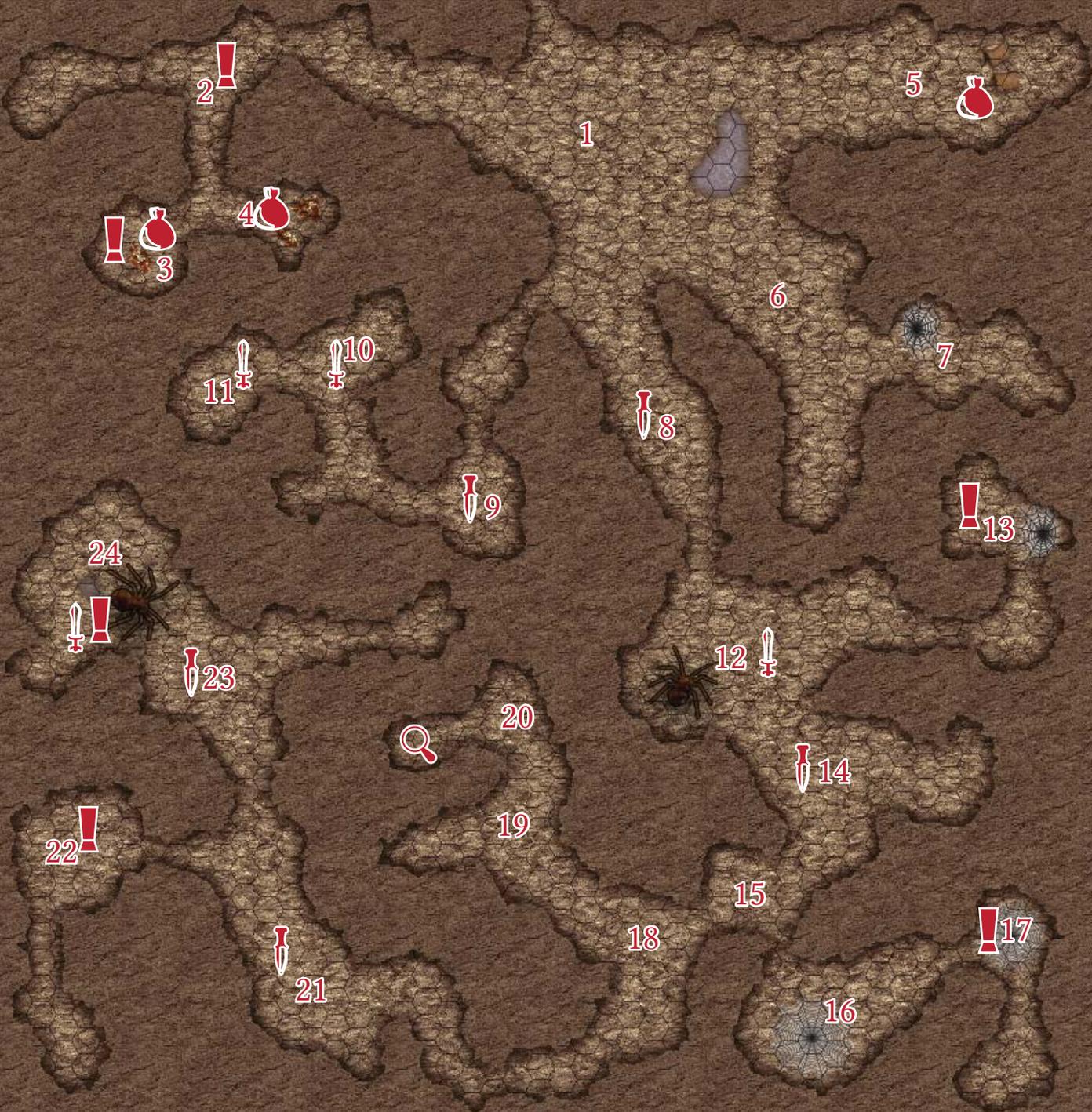
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◇ = 5 feet

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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 1d4 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.

CAVE LURKER

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.

Type: Animal
Size: Medium
Region: Daggerbone Mountains
STR: 4 | **AGL:** 6 | **END:** 4 | **INT:** 1 | **PER:** 5 | **CHA:** 1
HP: 7 | **EP:** 9 | **AB:** 8 | **DB:** 8
Skills: *Acrobatics:* 6 | *Fitness:* 6 | *Focus:* 5 | *Sneak:* 8 (13)
Difficulty: Average
Weakness/Resistance: Weak to Bludgeoning
Weapons: Bite | 2 DR
Talents: Climb
Special Abilities: *Venom* (3 EP) - On a successful bite, target makes a Fitness test at Easy Difficulty. Failure results in target becoming Stunned for 1d4 rounds.

Camouflage - Natural rock-like skeletal formations all over its back help the Cave Lurker to blend in when in rocky areas, granting a +5 to Sneak.

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 crumbled 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 **FACE OFF TEST** of their **OBSERVATION** versus the Lurkers' **SNEAK** (13). If any players declare an Inspect while entering, make a **FACE OFF TEST** 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**.

9 – LEAPER AMBUSH

Hiding along the walls are 2 Leapers. **FACE OFF AS** the players enter the area, have them make a **FACE OFF TEST** of their **OBSERVATION** versus the Leapers' **SNEAK** (8). If any players declare an **INSPECT** while entering, make a **FACE OFF TEST** 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.

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….

CAVE LEAPER

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.

Type: Animal
Size: Small
Region: Daggerbone Mountains
STR: 3 | **AGL:** 6 | **END:** 3 | **INT:** 1 | **PER:** 5 | **CHA:** 1
HP: 3 | **EP:** 9 | **AB:** 8 | **DB:** 6
Skills: *Acrobatics:* 6 | *Fitness:* 4 | *Focus:* 5 | *Sneak:* 8
Difficulty: Easy
Weakness/Resistance: Weak to Bludgeoning
Weapons: Bite | 2 DR
Talents: Climb
Special Abilities: *Venom* (3 EP) - On a successful bite, target makes a Fitness test at Easy Difficulty. Failure results in target becoming Stunned for 1d4 rounds.

Leap (3 EP) - Cave Leaper can make a single movement action at double its normal movement speed.

CAVE LUNGER

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.

Type: Animal
Size: Large
Region: Daggerbone Mountains
STR: 5 | **AGL:** 5 | **END:** 6 | **INT:** 1 | **PER:** 5 | **CHA:** 1
HP: 12 | **EP:** 9 | **AB:** 10 | **DB:** 10
Skills: *Acrobatics:* 6 | *Fitness:* 6 | *Focus:* 5 | *Sneak:* 6
Difficulty: Tough
Weakness/Resistance: Weak to Bludgeoning
Weapons: Bite | 6 DR
Talents: Climb
Special Abilities: *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 1d4 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.

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.

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 a **FACE OFF TEST** of their **OBSERVATION** versus the Lurkers' **SNEAK** (13). If any players declare an **INSPECT** while entering, make a **FACE OFF TEST** 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. 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.

COYOTL

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.

Profession: Frontier
STR: 3 | **AGL:** 7 | **END:** 5 | **INT:** 4 | **PER:** 7 | **CHA:** 5
HP: 10/12 | **EP:** 23 | **AGL AB:** 10 | **STR AB:** 6 | **DB:** 6 (2)
Skills: *Acrobatics:* 15 | *Fitness:* 12 | *Focus:* 10 | *Inspect:* 20 | *Observation:* 17 | *Sneak:* 15
Armor: *Torso*: Hide Harness
Talents: Light Footed I, Aimed Shot, Improved Targeting I, Stitches (Light Wounds), Alertness
Difficulty: Social Checks are Average

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 **READING 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 **FACE OFF TEST** of their **OBSERVATION** versus the Lurkers' **SNEAK** (13). If any players declare an **INSPECT** while entering, make a **FACE OFF TEST** 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:

» **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.

WARRIOR

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.

Profession: Martial
STR: 7 | **AGL:** 6 | **END:** 4 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 8/10 | **EP:** 22 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 7 (2)
Skills: *Acrobatics:* 12 | *Fitness:* 15 | *Focus:* 10 | *Observation:* 7 | *Inspect:* 7
Armor: *Torso*: Leather Harness
Talents: Light Footed I, Pikeman, Constant Vigilance, Dibs, Counter, Disarm, Power Attack
Difficulty: Social Checks are Average

» **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 **Face Off test** of their **Observation** versus the Lurkers' **Sneak** (13). If any players declare an Inspect while entering, make a **Face Off test** 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.

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 **1d6 hours**. Drinking this water does not recover EP.*

Mother Lunger

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.

Type: Animal
Size: Large
Region: Daggerbone Mountains
STR: 5 | **AGL:** 5 | **END:** 6 | **INT:** 1 | **PER:** 5 | **CHA:** 1
HP: 15 | **EP:** 9 | **AB:** 10 | **DB:** 10
Skills: *Acrobatics:* 6 | *Fitness:* 7 | *Focus:* 5 | *Sneak:* 6
Difficulty: Tough
Weakness/Resistance: Weak to Bludgeoning
Weapons: Bite | 6 DR
Talents: Climb
Special Abilities: *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 1d4 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.

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 **Reading 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
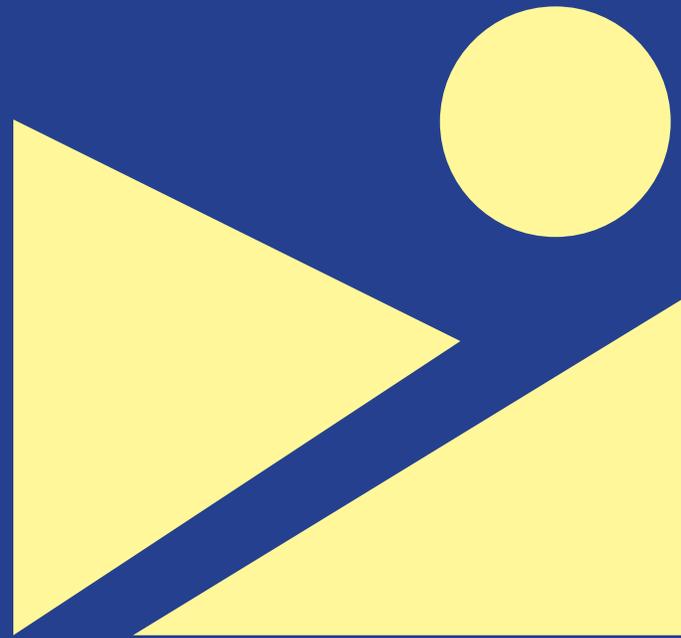
– perhaps the writing belongs to an old dialect not native to modern Quesachan.

At the mention of Tumotl, Quesachan PCs should make an INT 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 1d4 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 1d6 *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.
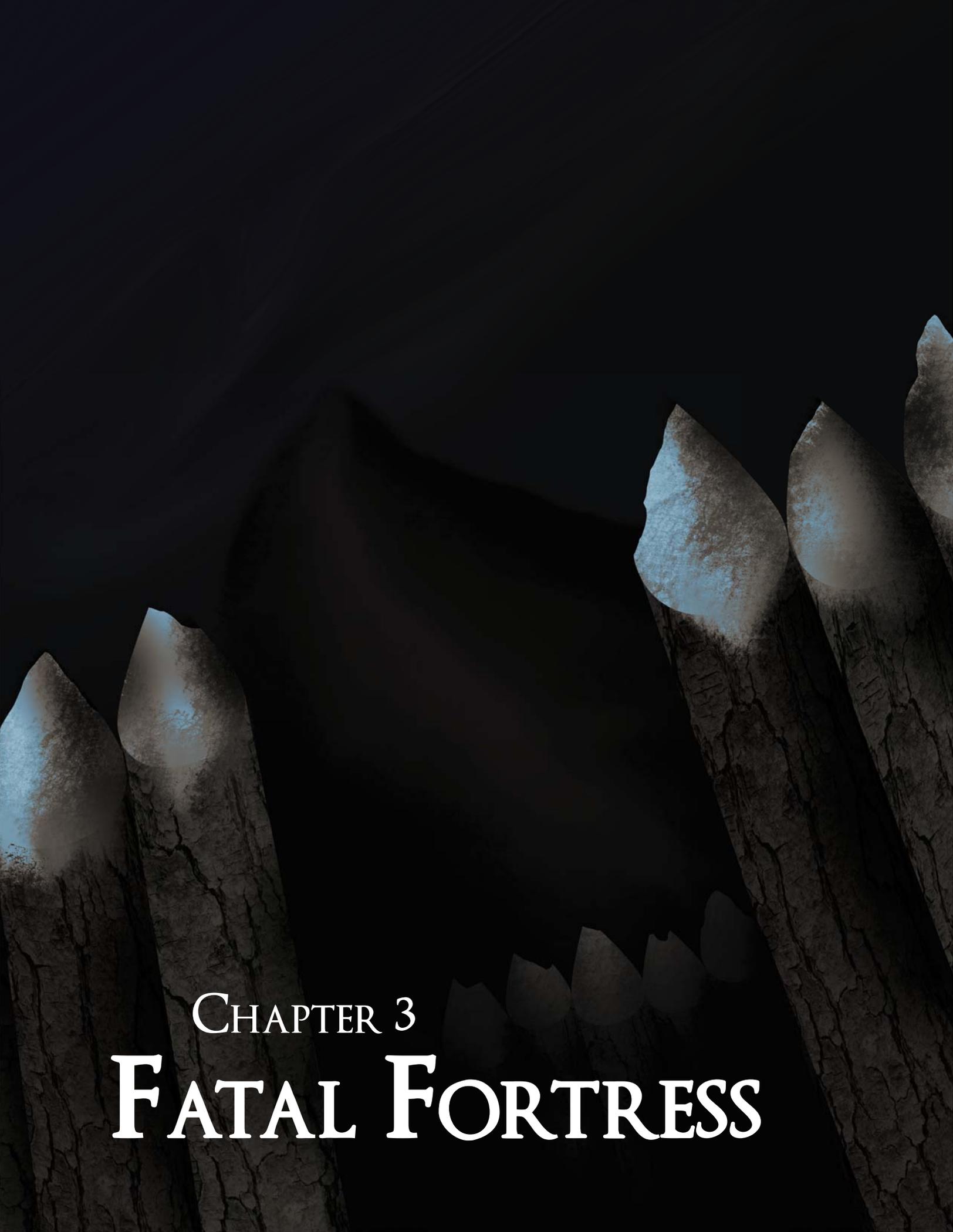
Chapter 3
Fatal Fortress

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 kills 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 three 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 dead – 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 Lunger 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 Reading 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 231, 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 Tomotl 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 men.

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.

= 5 feet

Exit South to Path
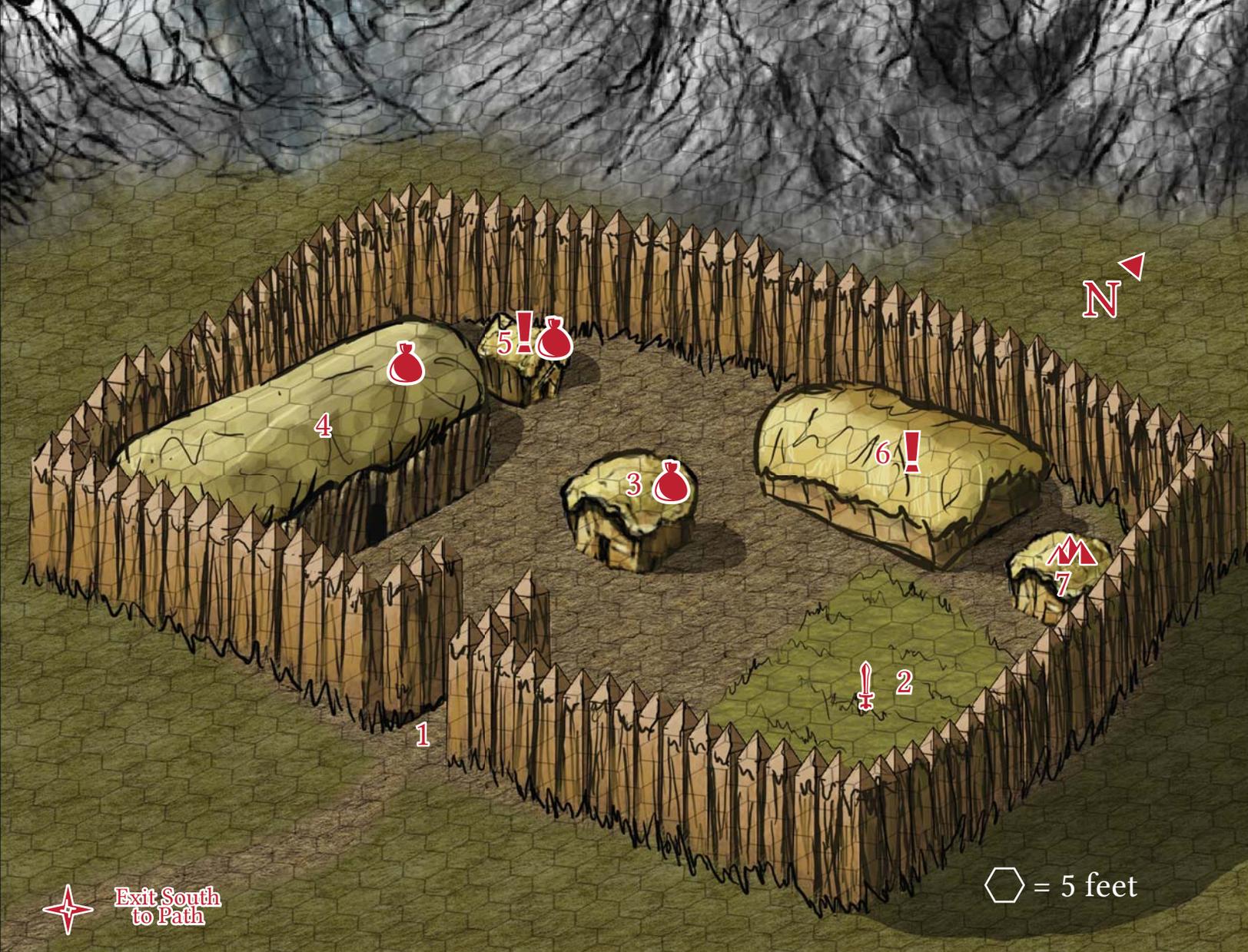
3 – War Room

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, a few Satchels and a set of Camping Supplies in the beds.

PIKEMAN

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.

Profession: Martial
STR: 7 | **AGL:** 6 | **END:** 5 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 12 | **EP:** 22 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 5 (2)
Skills: *Acrobatics:* 12 | *Fitness:* 10 | *Focus:* 10
       Observation: 7 | *Inspect*: 7
Weapons: Tepoztopilli | 4/3 DR || Knife | 2 DR
Armor: *Torso:* Cloth Gambeson; *Legs:* Wood Demi-Greaves
Talents: Light Footed I, Pikeman, Dibs, Constant Vigilance, Counter, Disarm, Power Attack
Difficulty: Most tests are Tough, but Social Checks are Average.

SWORDMAN

The Swordman 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.

Profession: Martial
STR: 7 | **AGL:** 6 | **END:** 5 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 12 | **EP:** 22 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 5 (2)
Skills: *Acrobatics:* 12 | *Fitness:* 10 | *Focus:* 10
       Observation: 7 | *Inspect*: 7
Weapons: Churika | 4 DR || Knife | 2 DR
Armor: *Torso:* Cloth Gambeson; *Legs:* Wood Demi-Greaves
Shield: Small Wood
Talents: Light Footed I, Swordsman, Constant Vigilance, Counter, Disarm, Power Attack, Shield Bash
Difficulty: Most tests are Tough, but Social Checks are Average.

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 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 Reading talent that allows them to understand written Quesachan (regardless of whether it's native or foreign for them), read them the following:

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.

Captain Xipil

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.

Profession: Martial
STR: 7 | **AGL:** 6 | **END:** 5 | **INT:** 5 | **PER:** 5 | **CHA:** 4
HP: 14 | **EP:** 22 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 5 (2)
Skills: *Acrobatics:* 12 | *Fitness:* 15 | *Focus:* 10
    Observation: 7 | *Inspect*: 7
Weapons: Churika | 4 DR || Knife | 2 DR
Armor: *Torso:* Cloth Gambeson; *Legs*: Wood Demi-Greaves; *Arms:* Wood Bracers
Talents: Light Footed I, Swordsman, Constant Vigilance, Counter, Disarm, Power Attack, Shield Bash, Slash and Smash, Dancing Blade
Difficulty: Most tests are Tough, but Social Checks are Average.
Equipment: 5 sp, 1 Blank Scroll, Pouch

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

Image Placeholder

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 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.

Dice Roll	Total Encounters	Enemies per encounter
1-3	3	2d4
4-6	2	1d6
7-9	1	1d4
10	0	0

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
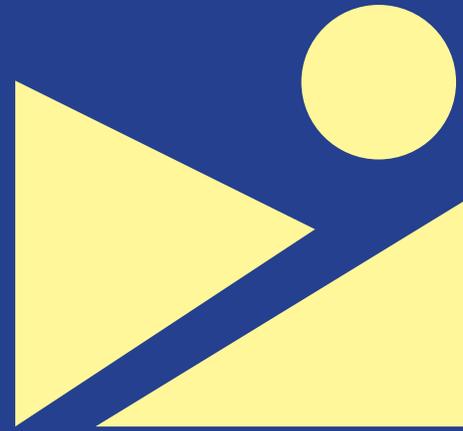
called for the PC's death, while others follow the captain's orders to leave them unharmed. Several scuffles have broken out over the soldiers, which Captain Xipil has broken up. There is palpable tension and now the soldiers are debating whether or not the party will be executed that night.

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 Tomotl'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 ## 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:

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.

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 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.

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 2: 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 chart below as a guideline of how to color NPC's attitudes towards players:

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.

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 243 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 Notalani has no formal borders – it simply stands out against the landscape. Still, 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 in, the PCs can come here for information or rest. The Lost Fish offers all standard Food and drink, but only has Common rooms for 8 cp/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 Ioyga 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, quirking 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 Persuade.

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 3d6 Common Quesachan and/or General armor pieces, plus 2d6 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

LORD IYOGA

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.

Profession: Civil Service
STR: 5 | **AGL:** 6 | **END:** 3 | **INT:** 6 | **PER:** 4 | **CHA:** 5
HP: 10 | **EP:** 17 | **AGL AB:** 7 | **STR AB:** 6 | **DB:** 4 (1)
Skills: *Acrobatics:* 4 | *Fitness:* 4 | *Focus:* 10 | *Intimidate:* 3
Deceive: 13 | *Persuasion:* 11 | *Education:* 15
Weapons: Churika | 4 DR
Armor: *Torso:* Cloth Gambeson
Talents: Reading (Native), Writing (Native), Light Footed I, Swordsman, Dibs, Counter
Difficulty: Most tests are Average
Equipment: 5gp

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.

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 1d4 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 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.

6

7

5 ❗

8

1

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3

2

🔍 ❗

⬡ = 5 feet

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.

Tae'Bo Guard

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 change Observation and Inspect to 8.

Profession: Martial
STR: 7 | **AGL:** 6 | **END:** 5 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 12 | **EP:** 22 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 5 (2)
Skills: *Acrobatics:* 12 | *Fitness:* 10 | *Focus:* 10
         Observation: 7 | *Inspect*: 7
Weapons: Tepoztopilli | 4/3 DR || Churika | 4 DR
Armor: *Torso:* Cloth Gambeson; *Legs:* Wood Demi-Greaves
Talents: Light Footed I, Pikeman, Swordsman, Dibs, Constant Vigilance, Counter, Disarm, Power Attack
Difficulty: Most tests are Tough, but Social Checks are Average.

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.

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 do a Faceoff test of their Sneak vs Tae'Bo's Observation to remain undetected. Because Tae'Bo is absorbed in his notes and work, he has a -2 penalty to his Observation while 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 have the Simple Cipher talent or higher. 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 warded 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.

LORD TAE'BO
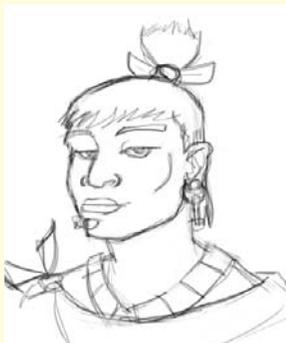
Lord Tae'Bo is a cunning and discreet individual. He knows how to best utilize his resources, including people. Ever wary to never show his full hand, he often talks his way out of trouble. For all his plotting and acumen, however, he is not much of a fighter.

Profession: Civil Service
STR: 3 | **AGL:** 4 | **END:** 3 | **INT:** 8 | **PER:** 5 | **CHA:** 6
HP: 9 | **EP:** 17 | **AGL AB:** 5 | **STR AB:** 4 | **DB:** 1 **Skills:** *Acrobatics:* 4 | *Fitness:* 4 | *Focus:* 10 | *Intimidate:* 3
Deceive: 13 | *Persuasion:* 11 | *Education:* 15
Weapons: Knife | 2 DR
Armor: None
Talents: Reading (Native), Writing (Native), Simple Cipher,
Difficulty: Physical are Easy, Social Checks are Tough
Equipment: 5gp, Scroll Case

TAE'BO MERCENARIES

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.

Profession: Martial
STR: 7 | **AGL:** 6 | **END:** 5 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 12 | **EP:** 22 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 6 (2)
Skills: *Acrobatics:* 12 | *Fitness:* 10 | *Focus:* 10
Observation: 7 | *Inspect:* 7
Weapons: Hand Axe | 4 DR
Armor: *Torso:* Hide Harness
Shield: Small Wood
Talents: Light Footed I, Swordsman, Cheap Shot, Dirty Move, Power Attack, Shield Bash
Difficulty: Most tests are Tough, but Social Checks are Average.

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 2d6 Common Quesachan and/or General armor pieces, plus 1d6 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 1d4 Star Leaves.

If players pass an Inspect check at Average difficulty, they can also find a Pouch with 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. 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 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	1d4 Weak Citizens

Low Chance	
Total Roll	**Result**
1-4	No enemies encountered
5-8	1d4 Weak Citizens
9-10	1d6 Weak Citizens, possible 1-2 Strong

Moderate Chance	
Total Roll	**Result**
1-3	No enemies encountered
4-5	1d4 Weak Citizens
6-7	1d4 Strong Citizens
8-9	1d4 Weak Citizens, possible 1-2 Strong
10	1d6 Weak Citizens, 1d4 Strong Citizens or City Guards

High Chance	
Total Roll	**Result**
1-2	No enemies encountered
3-6	1d6 Weak Citizens
7-8	1d4 Weak Citizens, 1d4 Strong Citizens or City Guards
9-10	1d6 Weak Citizens, 1d4 Strong Citizens or City Guards

Very High Chance	
Total Roll	**Result**
1	No enemies encountered
2-4	1d6 Weak Citizens
5-6	1d4 Strong Citizens
7-8	1d4 Weak Citizens, 1d4 Strong Citizens or City Guards
9-10	1d6 Weak Citizens, 1d4 Strong Citizens or City Guards

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

Weak Citizen

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.

Profession: Mercantile
STR: 3 | **AGL:** 5 | **END:** 3 | **INT:** 7 | **PER:** 6 | **CHA:** 5
HP: 4 | **EP:** 15 | **AGL AB:** 6 | **STR AB:** 4 | **DB:** 1 **Skills:**
Acrobatics: 5 | *Fitness:* 4 | *Focus:* 6 | *Intimidate:* 3
Weapons: Barehanded | 1 DR
Armor: None
Talents: No combat talents
Difficulty: Most tests are Easy to Average

Strong Citizen

Strong Citizens are fishermen, farmers, masons, and other folk from labor-intensive jobs. They are clumsy in their attacks and focus more on ferocity.

Profession: Labor
STR: 6 | **AGL:** 4 | **END:** 5 | **INT:** 5 | **PER:** 5 | **CHA:** 4
HP: 10 | **EP:** 15 | **AGL AB:** 6 | **STR AB:** 8 | **DB:** 2
Skills: *Acrobatics:* 4 | *Fitness:* 7 | *Focus:* 6 | *Intimidate:* 6
Weapons: Work Tool | 3-4 DR
Armor: None
Talents: No combat talents
Difficulty: Most tests are Easy to Average

CITY GUARD

The Notanali city guards are branches of the Quesachan military, professionally trained. When affected by the tablet, they fight more aggressively and less strategically.

Profession: Martial
STR: 7 | **AGL:** 6 | **END:** 5 | **INT:** 4 | **PER:** 5 | **CHA:** 4
HP: 12 | **EP:** 22 | **AGL AB:** 9 | **STR AB:** 10 | **DB:** 5 (2)
Skills: *Acrobatics:* 12 | *Fitness:* 15 | *Focus:* 10
            Observation: 7 | *Inspect:* 7
Weapons: Churika | 4 DR || Knife | 2 DR
Armor: *Torso:* Cloth Gambeson; *Legs:* Wood Demi-Greaves
Shield: Small Wood
Talents: Light Footed I, Swordsman, Constant Vigilance, Counter, Disarm, Power Attack, Shield Bash
Difficulty: Most tests are Tough, but Social Checks are Average.

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 1d6 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 1d6 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.
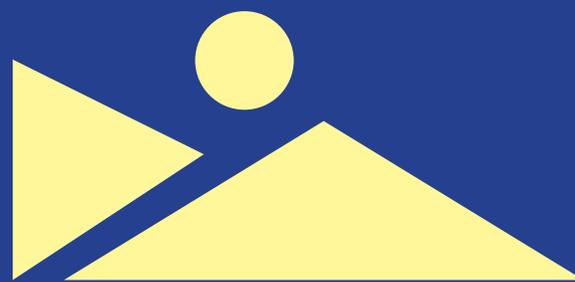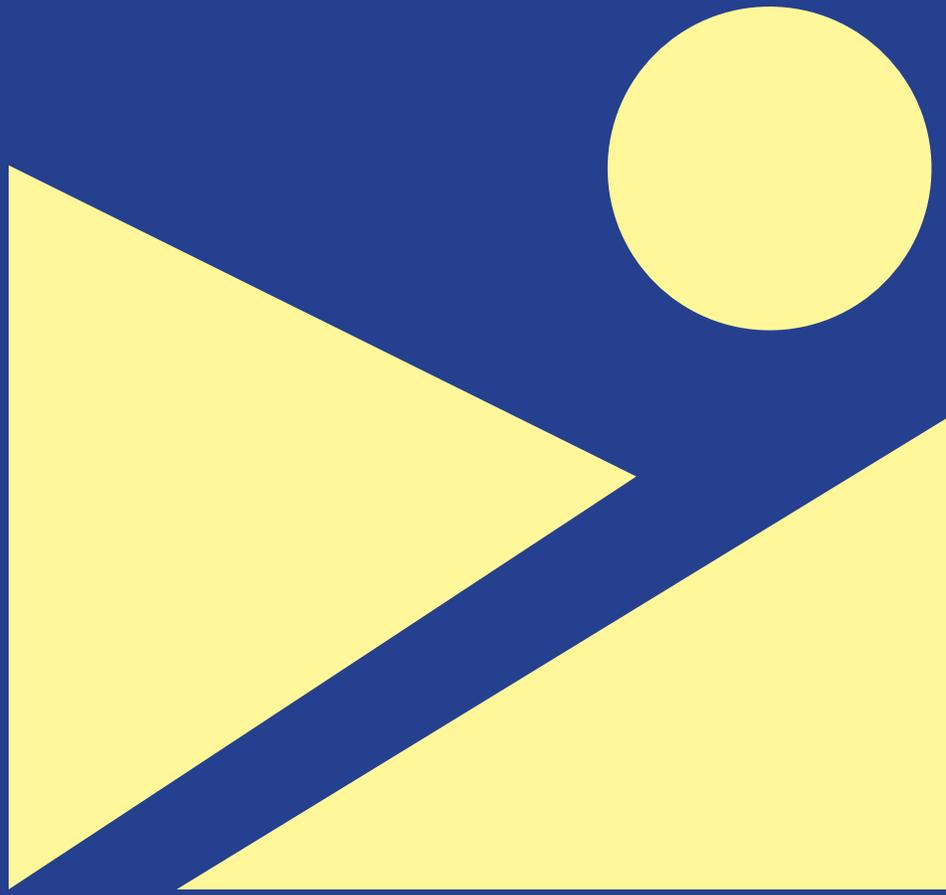
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APPENDIX

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 suppliment 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.**

ROLZ - A robust online dice roller, great for when you don't have the real thing and aren't using a virtual tabletop. Roll your virtual dice at **rolz.org.**

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/**

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 AhB.

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).

Build Points: Points used during the creation of a new character to purchase abilities, skills and talents.

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 3 types of dice: ten-sided die (d10), six-sided die (d6), and four-sided die (d4).

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 and skills. 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.

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 Charters 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 minor trait a Player Character may take upon creation to tweak their abilities.

Player Character (PC): A character created and controlled by a single *Waracle* player.

Profession: A general field of work and expertise characters have. It helps determine starting abilities but does not restrict the choice of future skills.

Racial Modifier: A stat or talent that is applied to a civilization as a natural bonus or penalty.

Range: Every weapon has a distance it can reach to cause damage.

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.

Wealth: A measurement that determines a character's starting money, equipment, and dwelling, if they have one.

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.

PRONOUNCIATION 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 sounds 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 *m*om)
Dulisi - Doo-lee-see
Dushum - Doo-shoe-m (short *m* as in *m*om)
Kalvres - Kal-vreez (ka like *ca*t, *e* as in the letter E)
Maesunja - May-soon-ja
Quesachi - Kay-sah-chee
Suakchee - Soo-ahk-chee
Trappers - Self-explanatory. However, the name they call themselves - *Kurachu* - is koo-rah-choo.
Yanter - Yahn-tur (long *a* as in s*a*w)

DEMONYMS

Demonyms are words to identify residents or natives of a particulare place, such as Japanese from Japan. Here are the demonyms for the civilizations:

Bizeem - Bizeem
Dulisi - Dulisi
Dushum - Dushuma
Kalvres - Kalvaren
Maesunja - Maesunjan
Quesachi - Quesachan
Suakchee - Suakchan
Trappers - Trapper
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 f*a*ther; **aa** is the same, but held longer.
e - Like the e in s*e*t or m*e*t; **ee** is the same, but held longer.
i - Like *ee* in s*ee*k; **ii** is the same, but held longer.
o - Like *o* in n*o*; **oo** is the same, but held longer.
u - Long u, like in fl*u*te; **uu** is the same, but held longer.

DIPHTHONGS*

A Diphthong is a sound made by combining two vowels.

au - Like *ow* in ch*ow*der.
ai - Like *a*y*e* or *eye*.

CONSONANTS

c/k - Like c in English; said with hard *c* like *c*old when before a, o, u; said soft like *c*ity before e or i. Sometimes spelled with *k* when using the hard pronunciation.
ch - Like *ch* in English, such as *ch*op.
cu - Like the English *qu*, such as *qu*een or *qu*estion.
h - Like *h* in *h*ome.
j - Like *j* in *j*et or *j*og.
l - Like *l* in *l*ittle.
m - Like *m* in *m*oon.
n - Like *n* in *n*oon.
p - Like *p* in *p*each.
qu - As the Spanish *qu* - In English, like *k* in *k*ey.
r - Like *r* in *r*oad.
s - Like *s*, such as *s*ail or *s*un.
t - Like *t* in *t*alk.
tl - Like fain*tl*y; try saying the "tly" without the *y*.
tz - Like *ts* such as ca*ts*, but the *t* is never silent at the start of a word, such as *ts*ar.
w/hu - Like *w* in *w*ay or *w*ow.
x - Like *sh*, such as in *sh*ow.
y - Like *y* in *y*ell.
z - Like a hard s, or like *z* in *z*oo.

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

QUICK REFERENCE
CHARACTER CREATION

Build Points (BP) & Starting Stats				
Attribute BP	Base Attri Score	Min Starting Attri	Max Starting Attri	Wealth/Connections BP
5 Build Points	**4**	**3**	**7**	**8 Build Points**

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

Professions

	Focus Attributes	One Free Tier I Talent
Academic	INT/PER	Alchemy or Literacy trees
Artistic	INT/CHA	Ceramic, Instruments, Painting, or Teatrics branches of the Craftsmanship tree
Civil Service	INT/PER	Oration or Literacy trees
Frontier	PER/AGL	Scouting or Hunting trees
Labor	END/STR	Mason, Smithing, Tailoring or Woodworking branches of the Craftsmanship tree
Lawless	AGL/PER	Mercantile or Stealth trees
Martial	STR/END	Man at Arms tree
Mercantile	CHA/INT	Mercantile or Oration trees
Mystic	PER/INT	Spell based on civilization

Racial Bonuses

Civilization	Modifiers	+2 Skill Bonus	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
Maesunja	+1 AGL -1 STR	Fitness	Camel Lord
Quesachi	+1 INT -1 END	Education	Reading (Native)
Suakchee	+1 STR -1 CHA	Persuade	Bloodhound I
Trappers	+1 PER -1 END	Sneak	Spiderlike
Yanter	+1 PER -1 INT	Observation	Wastes Waif

Total HP & EP

HP Base	(END x 2) + Profession	3 XP per +1 rank
EP Base	Profession + END + Core Attribute	

Base EP, HP, AB & DB

Profession	EP Attribute	EP Bonus	HP Bonus	Base AB	Base DB
Academic	INT	8	2	1	1
Artistic	INT	2	2	1	1
Civil Service	INT	2	1	1	1
Frontier	AGL	7	4	3	2
Labor	STR	4	3	2	2
Lawless	AGL	6	3	2	3
Martial	STR	5	5	3	2
Mercantile	INT	1	1	1	1
Mystic	INT	10	1	1	1

Wealth & Connections

Wealth Level	Cost
Povery	0 Build Points
Working	2 Build Points
Everyman	4 Build Points
Wealthy	6 Build Points
Minor Nobility	8 Build Points
Major Nobility	10 Build Points
Royalty	12 Build Points

Connection Type	Cost
Favor	1 Build Points
Contact	2 Build Points
Status	3 Build Points

Trust Level	Cost
Acquaintance	1 Build Points
Associate	2 Build Points
Cohort	3 Build Points
Friend	4 Build Points
Oathbound	5 Build Points

Attribute Level Up Cost

Level	1	2	3	4	5
Cost	0 XP	0 XP	0 XP	2 XP	4 XP
Level	6	7	8	9	10
Cost	6 XP	8 XP	10 XP	12 XP	14 XP

Reputation

Level	Social Check Effect
Allied	+3
Friendly	+1
Neutral	0
Distrust	-1
Hostile	-3

TALENTS & SPELLS

Talent/Spell Cost

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

Temporary Enchantment Duration (Rounds)

Tier	I	II	III	IV
Cost	1d4	1d6	2d4	1d10

Alchemy Categories

Category	Use	Daily Craft Limit	Same Type Limit
Grenade	Like Ranged Weapons	5 per day	3 per day
Potion	Ingested	5 per day	3 per day
Reagent	Varies	None	None

ENCOUNTERS

Test Types

Skill Check	Skill Total Vs Difficulty
Attribute Check	Attribute Total Vs Difficulty
Faceoff Check	Relevant PC Skill Vs Relevant NPC Skill **OR** Relevant PC Attri Vs Relevant NPC Attri
Talent Check	INT + Relevant Talent Bonus

Standard Test Difficulties

Difficulty Level	Attribute Difficulty Value	Skill Difficulty Value
Effortless	4	5
Easy	5	7
Average	10	13
Tough	15	19
Difficult	20	25
Implausible	25	30

Talent Check Bonuses

Tier	I	II	III	IV	V
Bonus	2	4	6	8	10

COMBAT

Determine Initiative

Highest AGL (including NPCs)

Roll d10 for tiebreakers

Combat Actions

Standard	Attack, Cast Spell, Defend, Move, Use Skill
Delayed	Extended Move, Use Potion
Free	Declare Active Block, Draw Weapon, Partial Move

Attack and Defense

Total AB	Base AB + AGL or STR
Total DB	Base DB + AGL
Attack Roll	Total AB + 1d10
Defense Roll	Total DB + 1d10
DR	Determined by weapon
PR	Torso Armor Rating or Relevant Armor Piece Rating for Targeted Attack
Damage	Weapon DR - Oppontent's PR

Shield Active Block

Shield Size	AB Penalty
Small	-2 AB
Large	-3 AB

Damage Types

Weapons	Slashing, Bludgeoning, Piercing
Elemental	Fire, Ice, Electric

Dying

Rounds until death after 0 HP	END Score

Combat Distance

Distance	Feet
Touch	within 5 feet
Short	6 feet- 15 feet
Medium	16 feet - 75 feet
Long	76 feet - 150 feet
Far	151 feet - 300 feet

Character Movement Speed

AGL Score	Movement Speed
1	10 feet per turn
2	20 feet per turn
3	30 feet per turn
4	40 feet per turn
5	50 feet per turn
6	60 feet per turn
7	70 feet per turn
8	80 feet per turn
9	90 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 Movement Speed
Negligent Immersion	(Less than Knee Deep) No penalty
Partial Immersion	(Waist deep) 3/4 Movement Speed
Total Immersion	(>Waist Deep) 1/2 Movement Speed

Civilization Mounts

Civilization	Mount Animal
Bizeem	hippocamp
Dulisi	none
Dushum	Mushussu dragon
Kalvres	donkey
Maesunja	camels
Quesachi	maned wolves
Suakchee	horses
Trappers	none
Yanter	nanook

Grappling

Make Grapple	AGL Attack Roll
Break Grapple	Faceoff Test (STR/AGL)

Visual Restrictions

Partial Light	-2 to all sight-based rolls
Total Darkness	-4 to all sight-based rolls

Hex Grid Distance Conversion

Distance	In-Game Feet	Number of Hexes
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

Light Shield DB Bonus

Material	Passive DB	Active DB
Hide	2	4
Wood	3	5

Heavy Shields

Material	PDB	ADB	AGL Penalty	Restriction
Metal	6	9	-3	Min STR 5
Wicker	4	7	-1	None

Status Effects

Status	Effect for Duration
Afflicted	-1 HP per round
Blinded	-2 AB, -1 DB, -1 all visual Inspect and Observation rolls
Crippled	-1 AGL
Deafened	-1 all hearing Inspect and Observation rolls
Exhausted	-1 all rolls
Immobilized	No movement action; can attacl within weapon range at -1 AB
Inebriated	-1 all attributes, except +1 STR
Nauseated	-1 AB, Acrobatics, and Fitness
Soaked	Drenched in water; immune to Afflicted Fire damage, +1d4 electrical
Stunned	Can't take any action for 2+ rounds; must make Fitness check to free
Terrified	-1 Focus and Fitness; no action for 1d4 rounds

CURRENCY

Currency

Coin Type	Abbreviation	Value
Copper Piece	cp	1 cp
Silver Piece	sp	20 cp
Gold Piece	gp	20 sp

SAMPLE CHARACTER SHEET

On the next five pages, you'll find a complete character sheet set to get you going on playing *Waracle*. The first two pages are required, but the remaining pages are optional, depending on the needs of your campaign and personal preferences. Back on the **GAME RESOURCES** on page 253, 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:

WARACLE

Character Sheet
Generic sheet for any build. Version 1.0

Name _____ **Player** _____

Race _____ **Homeland** _____ **Sex** _____ **Gender** _____

Religion _____ **Height** _____ **Weight** _____ **Profession** _____

Attributes

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

Combat

Base DB	Base AB

Head

PR	Material

Torso

PR	Material

Arms

PR	Material

Legs

PR	Material

Shield

Passive DB	Active DB

Base DB	AGL	Mod	DB Total
+	+		

Holstered Weapon

○ AGL ○ STR	○ Bludgeon ○ Slashing ○ Pierce ○ Improv	○ Touch ○ Short ○ Medium ○ Long ○ Far		
Attribute	Type	Range	STR Bonus	DR

Holstered Weapon

○ AGL ○ STR	○ Bludgeon ○ Slashing ○ Pierce ○ Improv	○ Touch ○ Short ○ Medium ○ Long ○ Far		
Attribute	Type	Range	STR Bonus	DR

Initiative

Base (AGL)	Mod	Total	Movement Speed (AGL x 10)
+			

Base AB	AGL	Mod	AGL AB Total
+	+		

Base AB	STR	Mod	STR AB Total
+	+		

Energy Points (EP)

Base	Mod	Total	Current
+	+		

Hit Points (HP)

Base	Mod	Total	Current
+	+		

Skills

Skill penalized by armor: -1 Leather/Hide, -2 Wood, -3 Metal

	Base	Level	Modifiers	Total
Acrobatics* AGL	+	+		
Barter CHA	+	+		
Cooking INT	+	+		
Deceive CHA	+	+		
Education INT	+	+		
Entertain CHA	+	+		
Fitness END	+	+		
Focus PER	+	+		
Inspect PER	+	+		
Intimidation STR	+	+		
Observation PER	+	+		
Persuasion CHA	+	+		
Savvy PER	+	+		
Sneak* AGL	+	+		
Theft AGL	+	+		

Status Effects

☐ **Afflicted**	-1 HP per round
☐ **Blinded**	-2 to AB, -1 to DB, -1 to all Inspect and Observation rolls
☐ **Crippled**	-1 AGL for duration
☐ **Deafened**	-1 to all Inspect and Observation rolls
☐ **Exhausted**	-1 to all rolls
☐ **Immobilized**	No movement actions for duration
☐ **Inebriated**	-1 to all Attributes except +1 STR and +1 to Confidence
☐ **Nauseated**	-1 to AB, -1 Acrobatics, and -1 Fitness
☐ **Soaked**	Removes fire-caused Afflicted; electricity does +1d4 damage until dry
☐ **Stunned**	No action for 2+ rounds, make Fitness test to break out
☐ **Terrified**	-1 to all Focus and Fitness checks, no action for 1d4 rounds

Experience Points

Money

CP	SP	GP

Talents

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

Spells

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

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
	○ 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

Perks

_____
_____

Languages

_____
_____
_____
_____
_____
_____
_____

Carried Equipment

Item	Container	Slots Used

Max Slot Load:
(Fitness X 3)

Total Slots used:

Current Outfit

Quality: ○ Common ○ Fancy
*Worn clothing does not take up slots

Containers

Type	Slot Storage
	Used / Total
	Used / Total
	Used / Total
	Used / Total
	Used / Total
	Used / Total
	Used / Total
	Used / Total
	Used / Total
	Used / Total

Vehicles

Type	Passengers	Slots
○ Cart ○ Canoe ○ Chariot ○ Boat ○ Sled ○ Ship	Used / Total	Used / Total
○ Cart ○ Canoe ○ Chariot ○ Boat ○ Sled ○ Ship	Used / Total	Used / Total
○ Cart ○ Canoe ○ Chariot ○ Boat ○ Sled ○ Ship	Used / Total	Used / Total
○ Cart ○ Canoe ○ Chariot ○ Boat ○ Sled ○ Ship	Used / Total	Used / Total
○ Cart ○ Canoe ○ Chariot ○ Boat ○ Sled ○ Ship	Used / Total	Used / Total

Mounts/Animals

Name	Slots
	Used / Total
	Used / Total
	Used / Total
	Used / Total
	Used / Total

Possessions Not Carried

Item	Location	Slots

Connections

Name	Type	Trust Level
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort
	○ Favor ○ Status ○ Contact	○ Acquaintance ○ Friend ○ Associate ○ Oathbound ○ Cohort

Dwellings

Name	Quality
	○ Basic ○ Fine ○ Good ○ Epic
	○ Basic ○ Fine ○ Good ○ Epic
	○ Basic ○ Fine ○ Good ○ Epic
	○ Basic ○ Fine ○ Good ○ Epic
	○ Basic ○ Fine ○ Good ○ Epic

Wealth

○ Poverty ○ Working ○ Everyman

○ Wealthy ○ Minor Nobility ○ Major Nobility

○ Royalty

Stashed Money

CP	SP	GP

Character Background

Sketch

_____

_____

_____

_____

_____

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_____

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_____

_____

Description

Age _____	Gender _____
Sex _____	Hair _____
Eyes _____	Height _____
Ethnicity _____	Weight _____

Body

_____

_____

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INDEX