

PROTECTORS OF
EMPAI TIRKOSU



TRANQUIL PLAYTEST

Protectors of Empai Tirkosu is a high fantasy

roleplaying game designed for a solo player. You take on the role of a villager from Tirkosu, a magical island beset by darkness. This playtest contains a brief overview of the core rules, and focuses on the Tranquil subsystem.

If you've already played one of the other PoET playtests, you can skip this first page.

THE RULES

- **Formulas:** Picture the game world - What is happening in it? The answer will determine what formulas to use. Formulas are always referred to in ***bold underlined italics***. You can find a cheat sheet for when to use them at the back of this document.

- When a formula tells you to make a **Roll**, roll a d20. 11+ is a *pass*, any less is a *fail*. A Roll can be modified by d6s, either bonuses or penalties . Bonuses add to the d20 result, penalties subtract from it, and both cancel each other out (i.e. with these modifiers, the bracketed ones are cancelled out).

- **Tiers** are a way to judge difficulty, power, or value. There are six tiers:

- Tier 0 (mundane)
- Tier 1 (adventurous/noteworthy)
- Tier 2 (heroic/exceptional)
- Tier 3 (legendary/unique)
- Tier 4 (epic/supernatural)
- Tier 5 (empyrean - godlike)

- **Sentiments** are things an entity has a strong emotion about. You can ***invoke a sentiment*** to help you succeed in related situations.

- **Threats** are entities that will destroy your sentiments if you don't stop them.

- **Details** are curiosities: A mysterious rumour, an upcoming event. etc. When you ***ask the oracle*** and use a detail to inspire an answer, you gain XP.

- **Epithets** are special abilities. You can improve them using XP.

- Your character can suffer from two **conditions**:

- **Exhausted:** You can gain multiple levels of this condition. If your Exhaustion levels exceed your tier, you add a penalty to all Rolls. Any more Exhaustion is converted into Wounds.
- **Wounded:** Choose a stat that fits the wound, i.e. "Pierced side (Physique)". Apply a penalty to the stat. You can gain multiple separate instances of this condition. If your total number of Wounds exceeds your tier, you die.

CHARACTER CREATION

You can find a character sheet on page 20.

1. Your tier starts at 1.
2. Choose a race and add a bonus to the indicated stat:
 - **Airfolk/Waterfolk** - Focus
 - **Lightfolk** - Hope
 - **Earthfolk/Icefolk** - Physique
 - **Plantfolk/Smokefolk** - Precision
 - **Steamfolk** - Smarts
 - **Dustfolk/Firefolk** - Influence
3. Choose three epithets (page 7). You gain their tier 1 abilities.
4. Distribute three bonuses and one penalty between your stats. At character creation, a stat cannot exceed two bonuses .
5. Write down three sentiments. They start with a tier 1 bonus.
6. Give yourself three resources (tier 0 or 1 - mundane or adventurous).

Grab the **Formula reference** (pages 11-15), and you're all set!

TRANQUILITY

Despite the chaos and dangers of the island,

Tirkosu is a very comfy place to live - If you know where to stay. A smattering of plane-stable areas are reliable enough for settlements to thrive, allowing for a sense of permanency among the ever-changing wilderness. There's a home for each element; from the snow-capped log cabins of Tapuk, to the hallowed gardens of Appinamopu Tharth.

This subsystem focuses on the everyday life of the islanders, fleshing out the world and people that your character protects. You can even play an entire "slice of life" game without ever raising a weapon or venturing into darkness - but these stories will be rare, as the events within do occasionally push you into conflict with threats.

SETTLEMENTS

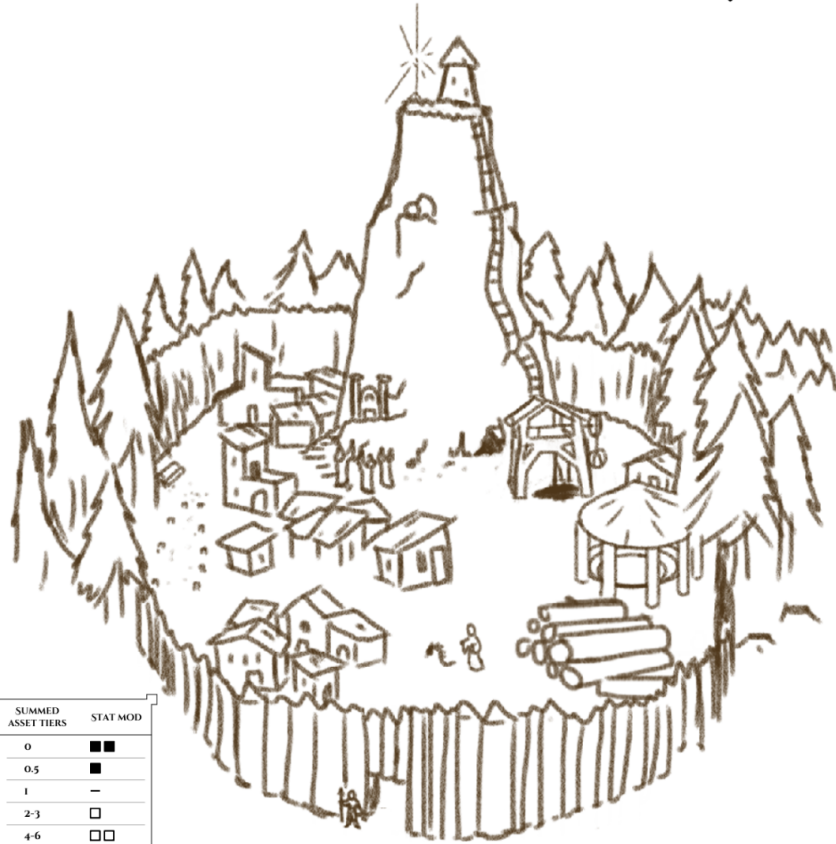
Settlement can make life much easier: Or they can give you additional problems. It all depends on their **stats** and unique **assets**, which can change and grow (or be lost) as you *dwell* in the settlement.

Cromatol

SETTLEMENT NAME



<p>GOODWILL <input type="checkbox"/> 1</p> <ul style="list-style-type: none"> -Adriki (T0) -Acolytes (T0) -The Promise (T2) <p>SAFETY <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <ul style="list-style-type: none"> -Stockade (T1) -Watchtower (T1) -Beacon (T1) -Pandora Tíroco (T0) 	<p>LABOUR <input checked="" type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>-Paint mine (T0) 2</p> <p>WEALTH <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <ul style="list-style-type: none"> -Huts (T2) -Shrine (T0) -Elemental enclave (T1) -Bowling stretch (T0)
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SUMMED ASSET TIER	STAT MOD
0	■ ■
0.5	■
1	-
2-3	□
4-6	□ □
7-10	□ □ □
11+	□ □ □ □

1. SETTLEMENT STATS

Somewhat like entities, settlement stats are used to roughly compare one to another:

- **Goodwill** measures how friendly the settlement is, both to outsiders and amongst themselves.
- **Labour** is like the settlement's muscle, its ability to get things done.
- **Safety** measures the settlement's defences.
- **Wealth** refers to how well off the settlement is, the quality of life and culture.

Each stat's modifier is determined by the number and quality of assets assigned to it.

Determining settlement stats

For each settlement stat, add up all the tiers of the assets assigned to it (0 counts as 0.5). Then consult the table:

Summed asset tiers	Settlement stat modifier
0	■ ■
0.5	■
1	—
2-3	□
4-6	□ □
7-10	□ □ □
11+	□ □ □ □

Example:

The village of Tapuk has these assets assigned to its Labour stat:

- *Hunters (T1)*
- *The Observatory (T1)*
- *Tannery (T0)*

Adding up these asset's tiers (for a total of 2.5) gives Tapuk a single bonus □ to Labour.

2. ASSETS

Assets are a broad term for "things a settlement benefits from". They're almost like resources, but for settlements. As you *dwel* in a settlement, assets will change and evolve, for better or worse.

Assets must be assigned to an appropriate stat. An asset might fit multiple stats, but they can only benefit one at a time.

Goodwill assets

- Prominent figures that are well-regarded by most denizens.
- Inter-settlement bonds.
- Culture or customs that encourage fellowship.

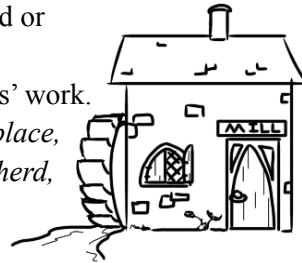
Wise elder, healer, local talesman, trade agreement, festival, daily rituals.



Labour assets

- Locations or structures that aid or provide opportunity for work.
- Entities related to the denizens' work.

Farmland, livestock, sawmill, marketplace, arcane mechanics' workshop, griffon herd, airship dock.



Safety assets

- Fortifications and defensive measurements.
- Geographical vantage points.
- Guardian entities.

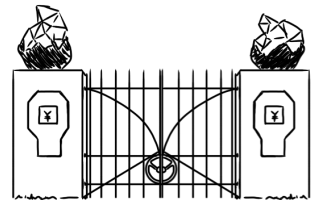
Guardsmen, scouts, magical wards, stockade, watchtower, traps, moat.



Wealth assets:

- Comforts and quality of life improvements.
- Displays of wealth.

Magitek lamps, public library, historical mural, temple or shrine, cafe or tavern, local tabloid, statue of an important denizen.



CREATING NEW SETTLEMENTS

There's a few of ways to create a settlement:

Pre-planned, when you're making a pre-existing town or village, and have a solid idea of what the settlement should be like. Make a list of everything that could be an asset, and assign them to stats.

Wholly new, when you want to raise a settlement from nothing. For a settlement to be a settlement, at least one asset is required. You can create an asset by aiding a settlement.

Random, for when you want to create a pre-established settlement on the fly. Roll on the table below for the settlement's stats, then work backwards to create appropriate assets for them (you can even ask the oracle for inspiration for assets).

Random settlement stat generation table

3d4, take the lowest two

- 2. ■ ■
- 3. ■
- 4. -
- 5. □
- 6. □ □
- 7. □ □ □
- 8. □ □ □ □

Example:

Ikeer discovers a plane-fallen village in the hills.

I randomly generate it stats, giving it:

Goodwill –

Labour ■ ■

Safety –

Wealth □ □

I'm going to assign two tier 0 assets to Goodwill, which when added together will give it the correct stat (-). I'll give them an elder, and a town crier:

Goodwill –

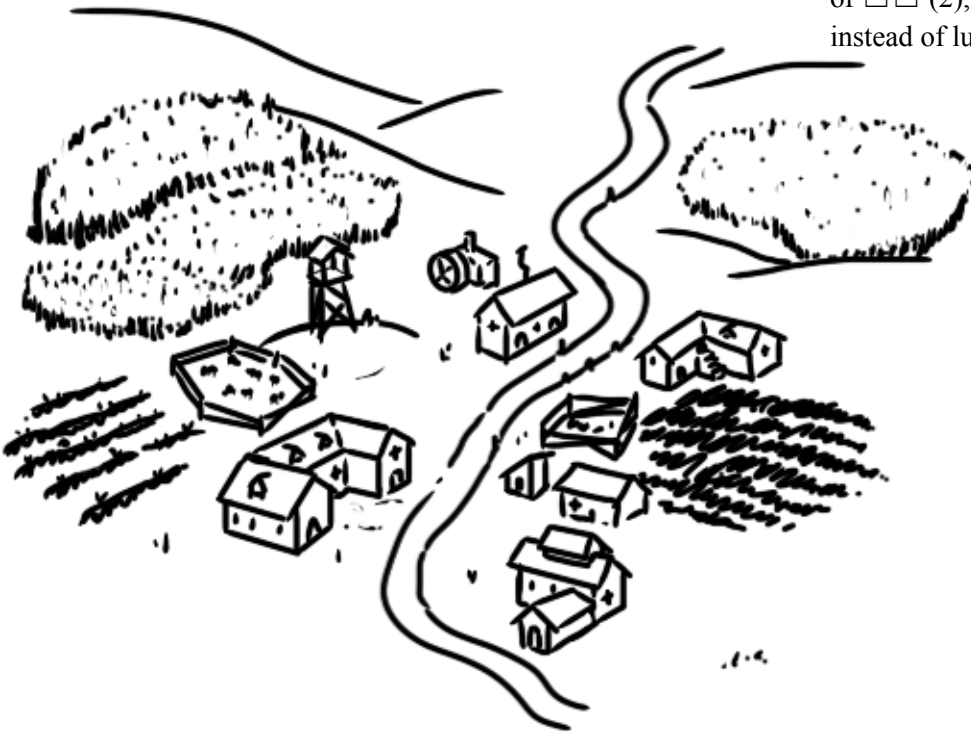
- Elias the elder (T0)

- Nokoli the orator (T0)

Then I'll continue creating assets for the other stats until the settlement is fully fleshed out.

When creating assets for a random settlement, it can be tempting to only make the minimum number of assets required for their stat. For example, a stat of □ □ can technically be reached with only a single tier 4 asset. But that's a bit boring, and settlements created organically will usually have more variation.

For this reason, when you decide on an asset for a randomly created settlement, its tier cannot exceed the stat (unless of course, the stat is a penalty). In our example above, to reach the stat of □ □ (2), we have to create two tier 2 assets, instead of lumping it all into one asset.



TRANQUIL FORMULAS

AID A SETTLEMENT

When you work towards the betterment of a community...

- by hauling goods or building structures, Roll + Physique.
- by imparting knowledge or medical care, Roll + Smarts.
- by standing guard, Roll + Focus.
- by organising events or settling disagreements, Roll + Influence.
- by providing moral or emotional support, Roll + Hope.

Pass: Choose one:

- **Improve an asset.** Lose an appropriate resource, and increase an asset's tier. The resource must be at least one tier higher than the asset.
- **Create an asset.** Lose an appropriate resource, and create a new tier 0 asset.
- **Move an asset.** Assign one asset to a new stat.

Fail: *Suffer consequences.*

As a Tsethem, this formula is your key to nurturing settlements. By *aiding a settlement* you can elevate it to new heights, or help it rebuild after disaster strikes.

Settlements will change on their own, over time; but the guiding hand of a Tsethem is a powerful force for shaping its future.

You can also use this formula to create new settlements - You can *aid a settlement* even if there *technically* isn't a settlement in place yet. By using this formula to create an asset, you're creating the settlement it exists in.

DWELL

When you spend time in a settlement...

If you spend time in...

- a communal area frequented by lots of the population, often crowded, Roll + Goodwill.
- a solitary, peaceful enclave sequestered from the rest of the settlement, Roll + Safety.
- intimate society, a small subset of the community, Roll + Wealth.
- a workplace surrounded by goods or tools of the trade, Roll + Labour.

Additionally:

- If you have no residence resource, add a penalty ■.

Check the result on the **settlement events** table for the stat used.

After resolving the event, you may use one of the following formulas and automatically pass the Roll:

- *Aid a settlement*
- *Improve yourself*
- *Recover*
- *Revel*

Alternatively, you can use one of the following formulas and add a bonus □ to the Roll:

- *Attempt*
- *Craft arcane*
- *Gain a resource*
- *Gather information*

Dwell is the formula for this subsystem. It almost provides a pseudo "turn structure" to downtime. You're zooming well out of the moment-to-moment gameplay, focusing instead on a large span of time. It allows you to use several formulas much more easily, and also breathes life into the settlement via random events.

The recommended time needed to use this formula is one week - or a whole day at the *very* minimum.

SETTLEMENT EVENTS

The Roll for this formula acts slightly different to a normal Roll, in that it can't pass or fail - Instead, the result selects an event from one of the **settlement event** tables (pages 16-19). You must use the event table that matches the stat you used for the Roll.

*Example: Della **dwells** for a few days in the peaceful gardens of Appinamopu Tharth. She makes a Roll, adding the settlement's Safety (□□) for a result of 14. She looks up that result on the **safety event** chart to learn what this week has in store for her.*

Increasing/Decreasing asset tiers

When an event tells you to increase or decrease an asset's tier, it can only increase to a maximum of 5. If a tier 0 asset is decreased, it is lost. For this formula, you don't add a character's stat to the Roll - Instead you add one of the settlement's stats, based on the kind of environment you spend most of your waking hours in.

Communal areas have lots of people gathered in them, many passers-by, and are frequently busy and noisy. They include markets, main streets, popular taverns, and public firepits. They reflect the tone and personality of the settlement, hence adding Goodwill.

Enclave areas are quiet and secluded, their own little corner removed from the settlement proper. Examples of this are holy grounds and temples, libraries, personal quarters, and the wilderness close to the settlement outskirts. They rely on a well-protected and peaceable settlement, so they add Safety to the Roll.

Society areas are about socialising (surprise!) with a select group or entity, and how the settlement provides opportunities for fun. Attending private parties, spending time with a mentor, chilling at a quiet club or guild, or hanging out at a friend's house are all examples of this. Because they're often extravagant or comfy affairs, they add Wealth to the Roll.

Workplace areas are exactly what the name implies - They're all about the work. Often as busy as communal areas, but with a heavier focus on transactions or tools of the trade, these areas include forges, stores, crop fields, training arenas, lumber mills, and mechanical workshops. Their focus on industry and infrastructure means they add Labour to the Roll.

Additionally, sleeping on the streets or kicking it in jail isn't very pleasant, so **dwelling** without a residence resource (such as a hut, townhouse, or even temporary residence like an inn room) incurs a penalty ■ to the Roll.



EPITHETS

These are your character's special abilities, providing unique ways to interact with the game.

This playtest gives you the first two tiers of four epithets: **Adventurous**, **Luminary**, **Noble**, and **Shady**. The full release will contain around forty epithets, each with a full four tiers of abilities.

Adventurous

Tranquil epithet

Danger and excitement seem to follow you like a bad luck charm, and you can't help but throw yourself headlong into its path.

Level 1 - The Call

When you ***advance a threat*** that takes immediate focus, gain XP.

Level 2 - Daring Do

UNDERTAKE AN ADVENTURE

*When you **dwell** and roll 11 or less...*

In place of the settlement event, you instead undertake a short adventure. ***Ask the oracle*** what perilous situation befalls you, and Roll + an appropriate stat.

Pass: If you...

- Escape the peril unscathed, gain XP.
- Avoid the peril but still have unanswered questions, add a detail.

Fail: ***Suffer consequences.***

- Sentiment prompt: *How do you view your escapades? Why do you embrace them, or go reluctantly?*

- Improvement example: *Reflecting on past exploits, rekindling your adventurous spirit.*

Luminary

You are an aspiring member of a guild, governing body, or other organised group.

Level 1 - Entrepreneur

Choose your **luminary rank**, from 0 (initiate) to 4 (head). Your group also has a tier, which starts at 4 minus your rank.

TEND TO AFFAIRS

*When you **dwell**...*

Roll + Influence, adding your luminary rank as a penalty. If you do not attend to your affairs (missing meetings, out of contact, or otherwise indisposed), you automatically fail.

Pass: Choose one:

- Requisition a resource. The resource's tier cannot exceed your luminary rank or your group's tier.
- ***Aid a settlement***, with an automatic pass.
- Increase your luminary rank (max. 4).
- If your luminary rank is 4, you can increase your group's tier (max. 4).

Fail:

- If your standing within the group suffers, decrease your luminary rank (min. 0).
- If there is infighting in your group, decrease its tier (min. 0).

Level 2 - A Secure Future

Your luminary rank cannot be decreased lower than this epithet's level.

- Sentiment prompt: *Which of the organisation's goals have you internalised as your own?*

- Improvement example: *Doing favours for other members, displaying dedication to the cause, completing assignments.*

Noble

Tranquil epithet

More than a birthright or title, your magnanimous nature shines bright on its own merit.

Level 1 - For The Good Of All

When you successfully aid a settlement, gain XP.

Level 2 - Self-Respecting

When you dwell, you count as a Goodwill asset for that settlement until you dwell elsewhere. Your asset tier is initially equal to your tier. It can be increased, decreased, or lost, but dwelling in another settlement resets it to your tier.

- Sentiment prompt: *The reason for your noble airs, whether by blood or imitation.*

- Improvement example: *Self care, contemplative study of your peers, secret acts of kindness, watching sundown.*

Shady

You're a right seedy character. Beasts growl and villagers mutter darkly in your wake.

Level 1 - Shunned By Others

When you dwell, add a bonus if you add Safety to the Roll, and a penalty if you add Wealth.

Level 2 - Deep Pockets

TAKE PRECAUTIONS

When you gain a resource to resupply your bits and bobs...

On a pass, you can gain a special hidden resource that is undefined until you have need of it. It must be something you could reasonably keep hidden within the context - no pulling airships out of your pockets. You can only have one hidden resource at a time.

- Sentiment prompt: *What dangerous conviction has gripped you in your solitude?*

- Improvement example: *Skulking about, brooding over your lot, isolating yourself.*



SAMPLE SETTLEMENTS

Pernep

Goodwill □ - Captain Nihlee (T1) - Trade with Appinamopu Tharth (T1)	Labour □ - Woodsmen (T0) - Livestock (T0) - Farmland (T1)
Safety – - The Keep (T1)	Wealth □ □ - Lighstep mansion (T1) - Sevar mansion (T2) - Arkoth mansion (T2) - Piranai shrine (T0)

Pernep is a sleepy pastoral village, somewhat mediaeval-ish. It's prime real estate for people who don't want Mirlings threatening their evening walks, as shadow creatures abhor the forests - they can sense the Light within them. As such, most of the residents consist of workers (farmers, lumberers and hunters) and wealthy islanders who treat Pernep like a retreat from the hustle and bustle of larger settlements.

Captain Nihlee - Respected by the noble families for her vigilant intolerance of misdemeanours, and loathed by the village youth for the same reason.

Farmland - Secretly aided by local Piranai, the crops here grow in such abundance that they alone could feed a whole village.

The Keep - A small square turret, with a simple jail and armoury. Home of Captain Nihlee, and the only defensive structure in Pernep.

Livestock - Fresh grass and a lack of shadow creature activity allows pigs, sheep, and chickens to graze in simple pens without constant monitoring.

Mansions - Rich family homes competing for grandeur. Most notable are the opulent Arkoth hacienda, the Sevars' golden-roofed chateau, or the spooky tumbledown Lighstep manor.

Piranai shrine - A copse on the village's border hides a clearing centred around a verdant archway. It serves as a meeting place for the Elven tree-tenders. Villagers avoid the clearing, as it's rumoured to be a portal to the fey realm.

Trade with Appinamopu Tharth - The temple gives Pernep first picking of its produce, and in turn receives a steady trade of farm produce - Not to mention the donations from rich islanders who enjoy quality honey on their toast.

Woodsmen - Deer and boar are aplenty in the forest, along with fine piney timbers.

Quartill

Goodwill – - Flentor family (T0)	Labour – - Mechanical plough (T1)
Safety ■ - Watchtower (T0) - Dewflower family (T0)	Wealth ■ ■

A sprawling hamlet surrounded by farmland, co-owned by two extended families.

Dewflowers - Despite working just as hard as the Flentors, what this large family of Dwarf-Humans brings to Quartill is their fighting spirit. Even Mirlings flee from a bloodthirsty battleaxe-wielding Dewflower.

Flentors - Descendants of the homestead's founders, these Humans may seem simple down-to-earth folk; but rumour says they're secretly heading the black market in Dreamroot.

Mechanical plough - A prototype tractor, like someone crossed a boiler with a giant hamster wheel. Even with all the extra farmhands, this magitek machine is needed to maintain Quartill's sheer size.

Watchtower - The farmers keep a lookout posted at night for signs of trouble.

FORMULA REFERENCE

Core

- **Arrive at a new location** (*When you change locations*)
- **Ask the oracle** (*When you have a question or are undecided about something in the world*)
- **Attempt** (*When you attempt something that has a risk of failure*)
- **Develop a new sentiment** (*When you realise you feel strongly about something*)
- **Gain a resource** (*When you attempt to acquire a resource*)
- **Gather information** (*When you seek obscured information*)
- **Improve yourself** (*When you work towards bettering your abilities*)
- **Invoke a sentiment** (*When your emotions aid you*)
- **Lend aid** (*When you help an entity perform an action that requires a Roll*)
- **Recover** (*When you heal yourself*)
- **Revel** (*When you spend time enjoying life*)
- **Vanquish a threat** (*When a threat is defeated or rendered harmless*)

Shadow

- **Advance a threat**
- **Suffer consequences** (*When you fail*)
- **Suffer terrible consequences**

Tranquil

- **Aid a settlement** (*When you work towards the betterment of a community*)
- **Dwell** (*When you spend time in a settlement*)

THE STRUCTURE OF PLAY

1. **Picture the world** (*I'm on a hunt to catch a golden griffon!*).
2. **Use any relevant formulas** (*I'm looking for tracks or stray feathers, so I'll use **gather information***).
3. Repeat.

CORE FORMULAS

ARRIVE AT A NEW LOCATION

When you change locations...

Picture the world and roll a d6.

1-2. Something you expected is missing, or something impedes you.

3-4. Something you didn't expect is here. *Ask the oracle* about one of the following, and add a detail if you wish:

1. An object.
2. An entity.
3. The environment or ambiance.

5-6. Pick a random threat, and roll a d6. If the result is equal or less than the threat's marks, erase all the marks and *suffer terrible consequences* a number of times equal to the threat's tier (minimum of once).

Otherwise, the location appears exactly as you imagine.

ASK THE ORACLE

When you have a question or are undecided about something in the world...

- If the question can be answered with a binary yes/no, roll 1d6. Roll 2d6 and take the highest/lowest if you think a "yes" is likely/unlikely.

1. No!
2. No
3. No...
4. Yes...
5. Yes
6. Yes!

- If the question is open-ended, look at your current **details**. If one inspires an answer, erase it and gain 1 XP.

Otherwise, roll once or twice on the icon table below, and let the images inspire an answer.



ATTEMPT

When you attempt something that has a risk of failure...

If you are testing your...

- fitness or toughness, Roll + Physique.
- fine motor skills or hand-eye coordination, Roll + Precision.
- knowledge or problem-solving, Roll + Smarts.
- sensory awareness or concentration, Roll + Focus.
- social prowess or manipulation, Roll + Influence.
- courage or faith, Roll + Hope.

Additionally:

- Add a penalty based on the difficulty. If the attempt is directly opposed by an entity with a higher tier than the penalty, use their tier for the penalty instead.

Pass: Your character achieves their desired outcome.

Fail: Your character doesn't achieve their desired outcome. Envision the most obvious reason why you fail, or suffer consequences.

DEVELOP A NEW SENTIMENT

When you realise you feel strongly about something...

Replace an existing sentiment with your new sentiment, which has a tier 1 bonus .

INVOKE A SENTIMENT

When your emotions aid you...

Mark an appropriate unmarked sentiment, and add its tier to your next Roll. After making the Roll, these additional affects apply:

Pass: Your sentiment is strengthened. Increase the sentiment's tier, up to a maximum bonus equal to your tier.

Fail: Your sentiment lets you down or is challenged. Decrease its tier, down to a maximum penalty equal to your tier.

GAIN A RESOURCE

When you attempt to acquire a resource...

- from manual labour, Roll + Physique.
- by scavenging or hunting, Roll + Focus.
- by crafting raw materials, Roll + Smarts. Without appropriate tools, add a penalty to the Roll.
- as a transaction or trade, Roll + Influence. You can offer to trade a resource to add its tier as a bonus.

Additionally:

- Add the desired resource's tier as a penalty.

Pass: Gain the resource.

Fail: Suffer consequences.

GATHER INFORMATION

When you seek obscured information...

- from reasoning or memory, Roll + Smarts.
- from your immediate senses, Roll + Focus.
- by speaking with entities, Roll + Influence
- from portents or omens, Roll + Hope.

Additionally,

- Add a penalty based on how obscure you believe the information to be.

Pass: Choose one:

- Your character learns an answer to a question. Ask the oracle for the answer. If you wish, you may add a detail.
- You learn the nature of an unknown threat.
- Uncover a sentiment.

Fail: Suffer consequences.

LEND AID

When you help an entity with something that requires a Roll...

Roll + an appropriate stat, adding the same penalty as the Roll trying to aid.

Pass: You help the entity: they add a bonus to their Roll.

Fail: Your meddling hinders the entity; they add a penalty to their Roll.

IMPROVE YOURSELF

When you work towards bettering yourself...

Roll + Smarts.

Pass: Choose an area of advancement to spend XP on from the list below. Picture how you improve yourself.

- **Increase a stat** (*cost is 6, + 3 for every current bonus*)
- **Level up an Epithet** (*cost is x3 the new level*)
- **Learn a new Epithet** (*cost is 9*)

Your Tier increases once you've spent a certain amount of XP.

Tier	XP spent required
2	18
3	42
4	72

Fail: Suffer consequences.

RECOVER

When you heal yourself...

- by rest and recuperation, Roll + Physique.
- by patching up your injuries, lose an appropriate resource and Roll + Precision.

Pass: Remove a condition. If the condition has multiple levels, you can remove a number of levels equal to your tier.

Fail: Suffer consequences.

REVEL

When you spend time enjoying life...

- by engaging in physical recreation or sport, gain a level of exhaustion and Roll + Physique.
- by solving puzzles or playing games, erase a detail and Roll + Smarts.
- by spending time with other entities, mark a sentiment and Roll + Influence.
- by reconnecting with or indulging in your sentiments, Roll + Hope.
- by giving gifts, eating well, setting off fireworks, or similar extravaganzas; lose an appropriate resource and Roll + its tier.

Pass: Gain 1 XP, or remove a mark on a sentiment.

Fail: Suffer consequences.

VANQUISH A THREAT

When a threat is defeated or rendered harmless...

If there are no marks on any other known threats, a time of peace ensues. You gain these benefits:

- Gain 1 XP for each marked sentiment, and remove the marks.
- Add a bonus when you Roll for the next 2d3 settlement events.
- If you shared hardship with an entity, develop a new tier 1 sentiment for them.

Roll + your tier, adding the threat's tier as a penalty.

Pass: The threat is vanquished. Remove the threat, and gain XP based off its tier:

Threat tier	XP earned
Mundane (0)	1
Adventurous/Heroic (1-2)	3
Legendary/Epic (3-4)	5
Empyrean (5)	7

Fail: The threat has taken a heavy blow, but may return in some form or other. Remove the threat's marks, reduce its tier, and affix "Unknown: related to" to its description.

ADVANCE A THREAT

Choose or roll for a threat, which then either...

- **Advances in the background.** Mark the threat on the world sheet.
- **Takes immediate focus.** Remove a mark from the threat, and choose or roll for how the threat indirectly demands action from you.

Ask the oracle to flesh out the specifics.

1. An entity entreats you to protect them from a danger caused by the threat.
2. You meet an entity sworn to stop the threat - but their methods clash with one of your sentiments.
3. An entity offers aid in vanquishing the threat, if you help them first.
4. You encounter the aftermath of the threat's handiwork - but there's a chance to mitigate the damage.
5. You learn of the threat's movements or plans to bolster their power, and gain an opportunity to thwart them.
6. The threat interferes with your current goal, complicating things.
7. Choose a sentiment - The threat sows discord between that sentiment and another entity (possibly you).
8. You learn that someone or something you care for has fallen sway to the threat.
9. -10 You encounter a fraction of the threat's full might.

SUFFER CONSEQUENCES

When you fail...

- ...by damaging or misplacing equipment, lose a resource.
- ...by failing to avoid conflict, *enter combat* (see the Combat playtest).
- ...by succumbing to a personal flaw, mark a sentiment.
- ...by suffering physically, you are Exhausted or Wounded.
- ...by any other means, *advance a threat*.

SUFFER TERRIBLE CONSEQUENCES

Disaster has struck. Choose an appropriate form of disaster:

- If the threat strikes at something you care about, it destroys the thing or otherwise renders it null. Erase a sentiment.
- If the threat sacks a settlement, the settlement loses the highest-tier asset from its highest stat.
- If the threat grows in power, increase its tier.
- If you are robbed or captured, lose all resources on your person.
- If you suffer from physical or mental trauma, gain a permanent Exhausted or Wounded condition.

TRANQUIL FORMULAS

AID A SETTLEMENT

When you work towards the betterment of a community...

- by hauling goods or building structures, Roll + Physique.
- by imparting knowledge or medical care, Roll + Smarts.
- by standing guard, Roll + Focus.
- by organising events or settling disagreements, Roll + Influence.
- by providing moral or emotional support, Roll + Hope.

Pass: Choose one:

- **Improve an asset.** Lose an appropriate resource, and increase an asset's tier. The resource must be at least one tier higher than the asset.
- **Create an asset.** Lose an appropriate resource, and create a new tier 0 asset.
- **Move an asset.** Assign one asset to a new stat.

Fail: *Suffer consequences.*

DWELL

When you spend time in a settlement...

If you spend time in...

- a communal area frequented by lots of the population, often crowded, Roll + Goodwill.
- a solitary, peaceful enclave sequestered from the rest of the settlement, Roll + Safety.
- intimate society, a small subset of the community, Roll + Wealth.
- a workplace surrounded by goods or tools of the trade, Roll + Labour.

Additionally:

- If you have no residence resource, add a penalty ■.

Check the result on the **settlement events** table for the stat used.

After resolving the event, you may use one of the following formulas and automatically pass the Roll:

- ***Aid a settlement***
- ***Improve yourself***
- ***Recover***
- ***Revel***

Alternatively, you can use one of the following formulas and add a bonus □ to the Roll:

- ***Attempt***
- ***Craft arcane***
- ***Gain a resource***
- ***Gather information***

SETTLEMENT EVENTS

GOODWILL EVENTS

<5. **Advance a threat.**

6. Someone's looking to pick a fight with you. **Exert influence,** or **enter combat.**

7. You lose a resource, but you're unsure what caused you to lose it. Add a detail.

8. Your downtime has an unexpected cost. You must spend a monetary resource before you use your dwelling formula.

9. A public hazard threatens an asset. Roll any die:

- On an odd result, catastrophe strikes and the asset is lost.
- On an even result, you have a chance to save the asset with an **attempt** or other appropriate formula.

10. A dark rumour is circulating about a Goodwill asset. Decrease its tier, and add a detail.

11. A band of mercenaries return to the settlement after protecting an outpost, accompanying a trader, or another dangerous venture. Choose one:

- Remove a mark on a threat.
- Add a bonus when you next Roll + Safety in this settlement.

12. You **encounter** a group of friends, and are invited to share their good times. If you **revel** with them, you can choose one of the following on a pass:

- Gain 2 XP.
- Create a new Tier 0 Goodwill asset.

13. A renowned salesman visits the settlement. If you **gather information** from them, choose one:

- Add a bonus to the Roll if they're well informed and reliable.
- Gain XP if they present the tales in an entertaining way.

14. You're witness to an unexpectedly personal moment with an entity. **Uncover a sentiment.**

15. Traders visit from a far off settlement. What exotic goods do they bring with them? If you **gain a resource** from them, add a bonus to the Roll.

16. Choose an asset with a tier equal or nearest to your own. An entity related to this asset tells you a rumour that's been circulating regarding you. Add a detail.

17. It's the settlement's quiet hours. Re-Roll on the Safety event table, using the same mods.

18. You recognise some faces in the crowd. Re-Roll on the Wealth event table, using the same mods.

19. Re-Roll on the Labour event table, using the same mods.

20. A stranger does you a small, spontaneous kindness.

Choose one:

- Create a new Tier 0 Goodwill asset.
- Gain XP.

21. Choose an asset. Some trouble or accident stops the settlement from benefiting from this asset until it's resolved. Who do you overhear talking about it? If the issue isn't resolved by the next time you **dwell**, Roll + an appropriate settlement stat.

Pass: The problem is solved and the asset can be benefited from.

Fail: The asset is lost.

22. Law enforcer presence seems to be more frequent in public areas. Increase a Safety asset's tier, and mark a threat.

23. A Wealth asset succumbs to wear and tear. Decrease its tier.

24. A salesman visits. If there are any marks on a named threat, roll any die:

- On an odd result, the threat appears to be emboldened. Add a mark to it.
- On an even result, the threat appears to be in decline. Remove a mark from it.

Which entity doesn't believe the salesman?

25. A denizen discovered something mysterious near the settlement. Why are they telling everyone about it? Add a detail.

26. You catch a common illness going around. Roll + Physique.

Pass: You are Exhausted.

Fail: You are Wounded.

27. A tournament has been organised. What sport or game is it? Add a new tier 1 Goodwill asset. If you enter the competition, make a number of **attempts** equal to the amount of Goodwill assets this settlement has. If you pass all of them, gain a reward resource with a tier equal to the highest Goodwill asset.

28. You see something that confirms and encourages a sentiment. Remove a mark on it, and add a detail.

29. Being around people all day can be tiring. Roll + Influence.

Fail: You are Exhausted.

30-39. **Advance a threat.**

40>. An ancient evil rears its head. Add a threat, roll 2d3-1 to determine its tier, and **suffer terrible consequences** an equal number of times.

LABOUR EVENTS

<5. *Advance a threat.*

6. The planar flow whisks away an area of the settlement. Roll 1d4 to choose a stat:

1. Goodwill.
2. Labour.
3. Safety.
4. Wealth.

All assets assigned to this stat temporarily disappear to an elemental plane appropriate for the terrain type. The settlement cannot benefit from them until they reappear, which they do when you next Roll 11+ for a settlement event. If you were *dwelling* close to one of the assets, you are transported along with them.

7. One of your tools or pieces of equipment breaks. Lose an appropriate resource.

8. Awful weather slows work. Add a penalty ■ to any Roll involving unsheltered activity until you *dwell* again.

9. Unless one or more threats are both named and marked, the settlement becomes complacent in the peacefulness. Decrease a Labour asset.

10. A strange illness grips the settlement. Randomly choose an asset: A related entity suffers the worst. Decrease the asset's tier. If the asset is assigned to Labour, you risk catching it too: Roll + Physique.

Fail: You are Wounded.

11. A destitute entity arrives from outside the settlement. If you give them a resource, add them as a tier 0 Goodwill asset.

12. Choose an entity: They're struggling with their work. If you *attempt* to aid them, they give you a tier 1 resource as a gift.

13. Choose a Labour asset. The denizens have worked exceptionally hard with it, and are reaping the rewards. Increase the asset's tier.

14. An entity arrives in town seeking a mentor. Where do they come from? What do they seek to learn here? If they find someone willing to teach them, add the newcomer as a tier 0 asset.

15. Your work requires you to personally travel. *Begin a journey*, or forfeit the automatic pass from *dwelling*.

16. A passing elemental approves of your toil. If you have tier 0 resource, increase its tier to 1 as the elemental imbues it with a magical boon.

17. You have to contend with an animal, golem, guildmaster, or other common workplace entity with low intelligence. Roll + Hope.

Pass: Gain XP.

Fail: Mark a sentiment as you lose your cool.

18. The denizens bond over hard work, and make plans to improve their lot. Increase a Goodwill asset.

19. A new guild is formed. Merge two assets, adding their tiers together (maximum tier of 5). Rename the asset after the guild.

20. Pick a Goodwill asset: The settlement leader/s turn their efforts towards its betterment. Increase its tier.

21. Gorgeous weather leaves the settlement in high spirits. If you *revel*, add a bonus □ to the Roll.

22. Nearby labourers stop for a chat during a break. Re-Roll on the Wealth event table, using the same mods.

23. A Wealth asset is vandalised or stolen! Decrease its tier and add a detail.

24. A new enterprise starts up. Add a tier 0 Wealth or Labour asset.

25. A newly formed guild has gotten the settlement talking. Why are they controversial/popular? Create a new tier 0 Labour asset and add a detail.

26. Too many denizens are crowding the settlement. Lose an asset as they get carried away by the planar flow.

27. An NPC discovers a new spell. If they use it for their own benefit, increase their tier; otherwise, they use it for the betterment of the settlement: Add a tier 1 asset.

28. Someone creates a new invention. If they use it for the good of the settlement, add it as a tier 2 asset; Otherwise, they sell the design to the wealthiest neighbouring settlement, which gets to add the asset instead.

29. A stupid accident leaves you Wounded. Which entity blames themselves for the mishap?

30-39. *Advance a threat.*

40>. An ancient evil rears its head. Add a threat, roll 2d3-1 to determine its tier, and *suffer terrible consequences* an equal number of times.

SAFETY EVENTS

<5. *Advance a threat.*

6. The solitude and peace makes you lose track of time. Erase all details.
7. Choose an entity: They refuse to leave you alone. Why do they demand your attention or company? Add a detail.
8. The weather worsens, lowering visibility and isolating the settlement. You must add Safety when you next *dwelt* in this settlement, regardless of how you spend your time.
9. Trade routes are being attacked, cutting off the settlement's supply. Decrease a Wealth asset's tier or add a threat.
10. Brigands, Mirlings, or another group of raiders attack the settlement. Add a threat. *Enter combat*, or lose a Safety asset as others handle the defence.
11. The planar flow deposits a large quantity of a rare or much needed resource near your settlement. Gain a tier 1 wealth asset.
12. You *encounter* a cleric, Piranai, or another type of healer. They can be persuaded to remove one level of a condition if you *exert influence*.
13. Curious elementals visit the settlement. Choose one:
 - Gain XP as you watch them communing with their element.
 - Add a bonus to the Roll if you *cast* a spell in the magically-charged environment.
14. Exceptionally delightful weather graces the settlement. Choose an asset that benefits: Increase its tier.
15. A small creature approaches you. What does it want? If you tell an entity about this encounter, gain XP.
16. You receive a package. *Ask the oracle* who it's from and what it contains. Gain a resource that doesn't exceed your tier.
17. You *encounter* a secret guardian of the settlement. They, like you, prefer isolation. Gain a tier 1 Safety asset.
18. You smell your favourite food emanating from somewhere. *Gather information* if you seek out its source. On a pass, remove a mark on a sentiment.

19. The night sky is aglow with stars. Randomly choose one of your sentiments: Your dreams revolve around it. Either remove a mark on it, or mark it if unmarked.
20. From your enclave, you spy or overhear a private meeting between two entities. What are they saying? Add a detail.
21. All is quiet and peaceful. What natural sign of tranquility do you notice? Remove a mark on a threat.
22. Time passes peacefully. How do you and the other denizens occupy your leisure time? Create a tier 0 Wealth or Goodwill asset, or gain XP.
23. Something of yours has been misplaced or stolen. Lose a resource.
24. You hear about a nearby settlement suffering a loss that benefits your current settlement. Add a new tier 0 asset. Choose a nearby settlement (or create a random one if none exists), and remove one of their assets.
25. What simple moment of your daily routine is elevated to something special in this settlement? Increase a Wealth or Goodwill asset, or create a new tier 0 asset for either stat.
26. Pick a random threat, and roll a d6. If the result is equal or less than the threat's marks, erase all the marks and *suffer terrible consequences* a number of times equal to the threat's tier (minimum of once).
27. You notice something's out of place. What is it? Add a detail.
28. Choose an asset: A related entity pays you a visit. Add a detail or *uncover a sentiment*.
29. A terrible storm boils on the horizon. Lose a Labour asset in the ensuing tempest.
- 30-39. *Advance a threat.*
- 40>. An ancient evil rears its head. Add a threat, roll 2d3-1 to determine its tier, and *suffer terrible consequences* an equal number of times.

WEALTH EVENTS

<5. *Advance a threat.*

6. One of your sentiments is challenged or tested. Roll + Hope.

Pass: Increase the sentiment's tier.

Fail: Decrease the sentiment's tier.

7. A hitherto unremarkable person in your life (such as a trader, salesman, guard, or other local) inexplicably goes missing, and you find yourself missing their presence. Decrease a related asset, and add a detail.

8. Leadership within the settlement changes hands, and a period of unrest ensues. Rename an asset (if relevant), and add a penalty ■ to the next event in this settlement.

9. An elder or political figure has made a controversial decision for the good of the settlement. Create a new tier 0 asset, but decrease a Goodwill asset.

10. A nearby settlement calls for aid. What trouble do they face? Decrease a Wealth asset if your settlement sends them charity: Otherwise, the settlement in need loses an appropriate asset.

11. Choose an entity, and an entity from a nearby settlement. They have fallen in love. Add a detail or *uncover a sentiment*.

12. Something draws you to this settlement. You can create a new Tier 1 sentiment.

13. An entity challenges you to a wager. What resource or favour do they stake? If you match their stake, make an appropriate *attempt* to win.

14. An entity joins you in admiring a display of skill or creativity. *Uncover a sentiment*.

15. An entity asks you to join them on an excursion outside the settlement's boundaries, such as a picnic, hike, or hunting trip. If you agree to go, Roll for a Safety event using the same mods.

16. Choose two entities: It comes to light that they share a history of some sort. Add a detail.

17. Choose an asset: A related entity discovers their true calling. Assign their asset to a new stat, renaming it to reflect their new role in the settlement.

18. Someone challenges you to a game or sport. If you take them up on it, make an opposed *attempt* to win, gaining XP on a pass.

19. An important entity is visiting the settlement. Who are they, and why are they visiting? Add a detail, and increase a Wealth asset's tier as the denizens prepare.

20. Choose two entities: They have fallen in love. If they are obvious about their feelings, *uncover a sentiment* from each of them; otherwise, add a detail.

21. Choose an entity: they are no longer part of the settlement. What happened? Add a detail.

22. Someone new enters your social circle. Add a detail or *encounter* them.

23. Choose two assets: Entities from either have a grudge or are in contention with entities from the other. Lose either asset.

24. An entity wants to enthusiastically discuss something with you. What are they so excited or agitated about? *Uncover a sentiment*.

25. Choose an entity you haven't interacted with in a while. How has their life improved since you last met? Increase their tier.

26. Choose an entity you haven't interacted with in a while. How has their life worsened since you last met? Decrease their tier.

27. An entity goes out of their way to do something nice for you. Either gain a resource equal to their tier or yours (whichever is lowest), or remove a mark on a sentiment and gain XP.

28. Someone from your distant past has returned. Who are they? *Encounter* them, or add a detail.

29. A scandal shakes the settlement. Lose a Goodwill asset.

30. Choose an entity: How do they annoy you? Mark a sentiment.

31-39. *Advance a threat.*

40+. An ancient evil rears its head. Add a threat, roll 2d3-1 to determine its tier, and *suffer terrible consequences* an equal number of times.

NON-PLAYER CHARACTERS

CAMPAIGN NAME

THREATS

1. UNKNOWN

2.

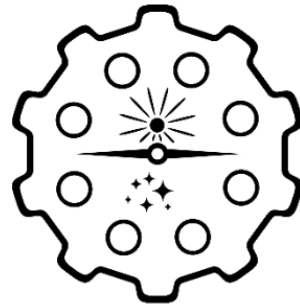
3.

4.

5.

6.

TRAVEL TRACKER



PROGRESS

SETTLEMENT SHEET



SETTLEMENT NAME

GOODWILL

LABOUR

SAFETY

WEALTH

SUMMED ASSET TIERS	STAT MOD
0	<input type="checkbox"/> <input type="checkbox"/>
0.5	<input type="checkbox"/>
1	-
2-3	<input type="checkbox"/>
4-6	<input type="checkbox"/> <input type="checkbox"/>
7-10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
11+	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

FEEDBACK

Have a question? Want to share an Actual Play or journal? Send it all to empaitirkosu@gmail.com.



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