

PROTECTORS
OF

EMPAI TIRKOSU



FEEL THE POWER
BE THE LINE

Protectors of Empai Tirkosu
Beta edition 1.0, 14/8/2023

To imaginary things everywhere.

ALL GRAPHICS SUBJECT TO CHANGE AND IMPROVEMENT
(pending on whether I can summon the currency/mental energy required to hire an art team)

CREDITS

Rules, art, and flavour text by Lewis Tower.

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AT THE DAWN OF TIME, THERE WERE ONLY THE ELEMENTS.
TEN LIVED IN HARMONY - ONE DID NOT.

SHADOW SOUGHT TO CONSUME THE OTHERS, AND
SOON A TERRIBLE WAR SPREAD ACROSS THE PLANES.

TO SAVE THEIR PEOPLES, THE ELEMENTALS CONSTRUCTED A SAFE HAVEN: AN ISLAND,
HIDDEN WITHIN AN ARTIFICIAL PLANE, HOLDING ALL ELEMENTS IN BOUNTEOUS CHOIR.

THUS CAME TO BE **TIRKOSU**.

IN TIME, THE WAR WAS WON, AND MOST ISLANDERS RETURNED
TO THEIR PLANAR HOMES. TIRKOSU WAS ALL BUT FORGOTTEN.

FORGOTTEN...

BUT NOT LOST.





*P*rotectors of Empai Tirkosu is a role-playing

game designed for a solo player (that's you!). You play as an ordinary villager with extra-ordinary potential; a denizen of the magical and mysterious island Tirkosu.

During the game, you'll uncover the island's secrets, dwell in its cozy villages, and face terrible evils bent on your destruction. If you prevail, you'll be rewarded with power beyond imagination. But should you falter, then the Shadow will spread its corruption. And it won't stop until it consumes everything you hold dear.

So, Protector; Where will you draw the line?

YOU WILL NEED

- ❖ A character sheet (page [125](#)).
- ❖ Optional: A settlement sheet (page [127](#)).
- ❖ Extra paper for tracking threats and NPCs.
- ❖ Your standard RPG dice, from d4s all the way up to d20. The most important ones here are the **d20** and the **d6**.
- ❖ This book, especially the formula reference (page [114](#)).

You can also find all the individual sheets on the [Empai Tirkosu website](#).

THE WORLD

Your character lives on the island of Tirkosu, which is:

- ❖ **A tropical paradise.** The skies are bluer than blue, the grass is fluffy, the sand is soft and clean, and the sunsets are a spectacle of molten gold. It's always summer (or winter, or even autumn or spring; it depends on where you're standing!).
- ❖ **Alive.** The ground you walk, the air you breathe, even the thoughts flitting through your head: Everything is built from living elements. This is reflected in the island's culture, creatures, and settlements - and you.
- ❖ **An artificial plane.** The island's patchwork of biomes continually "borrow" terrain from the elemental planes, bringing creatures (and on occasion, whole structures) along with them. It's like living in a procedurally generated video game where the map is constantly being reset.
- ❖ **A land of mystery.** Tirkosu's artificial nature ensures the geography is never the same twice. There's always something new arriving from the elemental planes - but the island also covets many secrets of its own.
- ❖ **Comfy where it counts.** Villagers gather in plane-stable areas to build their settlements. These communities have a strong sense of fellowship and tranquility, in contrast to the turmoil beyond their boundaries.
- ❖ **Highly fantastical.** The islanders live side-by-side with magical phenomena. Airships rumble across the sky, crystal-powered golems serve as sentries, and mages carve runes into reality to harness the elements themselves.

Everything in Empai Tirkosu is magnified, stylised. It's a world of spellpunk magitek and archons of primordial forces. It's Eberron meets Exalted; League Of Legends' Arcane crossed with Bionicle. War Of The Worlds starring the cast of Moana. A dash of RWBY, and a pinch of Stardew Valley.

THE GAME

Protectors of Empai Tirkosu is:

- ❖ **A guided daydream.** As a player, you imagine the fantasy world, then follow rules to alter it. Rinse and repeat. And because you'll be taking inspiration from the game, it's a feedback loop. An ouroboros of rules and imagination.
- ❖ **A boardless boardgame.** The danger is real. You *can* lose, and your character can get hurt and suffer losses. But the system also gives you plenty of tools to win. It's got lots of discrete moving parts, lots of levers to pull: It's a mechanical construct, computing a balanced Matrix for your mind to play in.
- ❖ **Modular.** A variety of subsystems expand on the core game, letting you tailor your experience. This book comes with the Combat and Tranquil subsystems, so you can live out your dreams in a tropical paradise, punctuated by intense stylish violence as you fight to protect it.

INSPIRING TUNES

If you like listening to music while playing, these awesome tracks can help get into the Tirkosu vibe.

- **Ground Zero**
- *Tales of the Forgotten*
- **Zsera Suite**
- *Tales of the Forgotten*
- **Epilogue: Beginning**
- *Tales of the Forgotten*
- (And practically anything from Bill Hemstapat or Dylan Jones)
- **Shrines**
- *David Celeste*
- **Meridian, Shining**
- *Joris de Man*
- **Clockmaker's Magic Pendulum**
- *Grant Newman*

STARTING A GAME

Each subsystem (including the Core) has its own **formulas**: These are like “moves” from PbtA, but with a cooler name.

AN EXAMPLE FORMULA

When this description matches what's happening in the game, use this formula. (Some formulas don't have this text; They're only used when other formulas direct you to).

Follow the rules here. You'll often be asked to Roll some dice, use more formulas, and make choices.

What's great about moves... I mean formulas, is that you can just sit down and play. Simply start imagining, and use formulas as-and-when they come up. You don't need to learn them by heart, you just need to know *when* to use them. And there's a handy cheatsheet just for that, on page (114).

However, there *are* a couple of things you'll want to be aware of before you start:

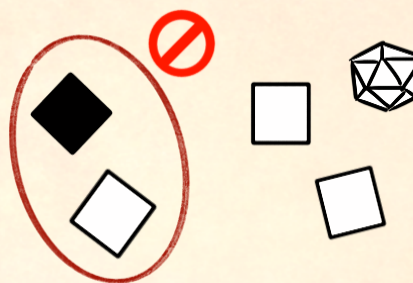


ROLLS

Roll a d20. If the result beats 10, it **passed**; otherwise, it **failed**.

A Roll can have **mods** (d6s), that are either bonuses □ or penalties ■. Bonuses add to the d20 result, penalties subtract from it, and both cancel each other out.

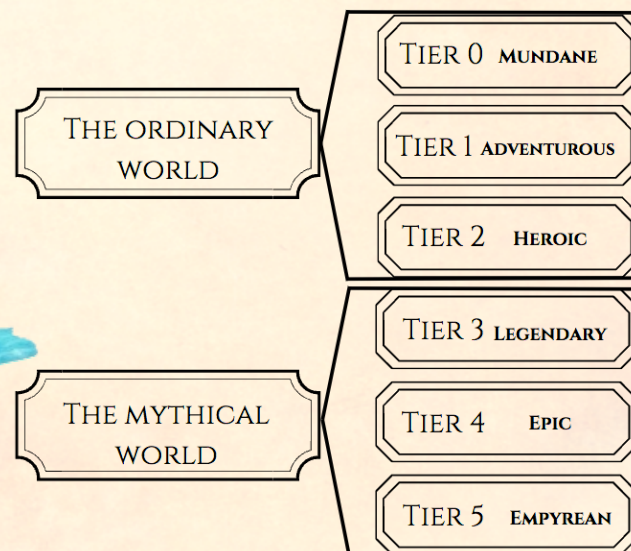
Example of a Roll with three bonuses and one penalty:

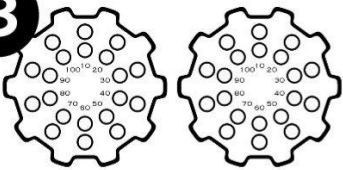


TIERS

Tiers are a way to judge difficulty, power, or value, and they apply to a whole lot of shit. Nearly every rule has tiers involved. Even Rolls have tiers: If you're Rolling with □□, it's a Tier 2 bonus.

They run the gamut from common (0) up to god-like (5). But you can kinda split them into two groups; ordinary and mythical. As a benchmark, think of 0-2 as encompassing every value that's possible in our world - and then 3-5 as the gonzo fantasy shit these elemental behemoths can pull.



<div style="display: flex; justify-content: space-between;"> NAME _____ RACE 1 _____ TIER 3 _____ </div>		 <p>XP SPENT</p>						
<p>STATS 2</p> <p>PHYSIQUE <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>PRECISION <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>SMARTS <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>FOCUS <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>INFLUENCE <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>HOPE <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p>SENTIMENTS</p> <p>_____</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 4 ◇</p> <p>_____</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> ◇</p> <p>_____</p> <p><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> ◇</p>	<p>DETAILS</p> <p>5</p> <p>></p> <p>></p> <p>></p> <p>></p> <p>></p>						
<p>RESOURCES</p> <p>7</p>		<p>CONDITIONS</p> <p>> EXHAUSTED ◇◇◇◇</p> <p>> WOUNDS () 6 STAT AFFECTED</p> <p>></p> <p>></p> <p>></p>						
<p>EPITHETS</p> <table border="1" style="width: 100%; height: 150px; border-collapse: collapse;"> <tr> <td style="width: 33%;"></td> <td style="width: 33%; text-align: center;">8</td> <td style="width: 33%;"></td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table>				8				
	8							

1. STATS

Stats define what you're good at, giving bonuses or penalties to most Rolls.

- ❖ **Physique** measures strength, agility, and toughness.
- ❖ **Precision** measures fine motor skills and hand-eye coordination.
- ❖ **Smarts** measures knowledge and logical thinking.
- ❖ **Focus** measures sensory awareness and concentration.
- ❖ **Influence** measures communication, manipulation, and social skills.
- ❖ **Hope** measures faith, courage, and strength of will.

2. RACE

Your choice of race gives you an innate bonus to a stat, and a little “fluff” ability (i.e. there's no choking rule for the Elkore's lung filter ability to subvert, it's just a cool fictional effect).

3. XP AND TIER

You can improve your stats and learn new abilities by spending XP, which can be gained in a variety of ways. If you spend enough XP, your overall tier increases too.

4. SENTIMENTS

Sentiments are a very broad term for things an entity has a strong emotion about. They can be about physical things (like places, people, and objects), or metaphysical things (like elements, virtues, or beliefs). You can ***invoke a sentiment*** to help you succeed in related situations.

Example sentiments:

- ❖ “*Music makes my heart sing.*”
- ❖ “*All dragon cultists must die!*”
- ❖ “*The ice speaks to me.*”
- ❖ “*Daakinok is rightfully mine!*”
- ❖ “*I am the last Warforged.*”

5. DETAILS

A detail is curiosity gained during play, that may become relevant later. A mysterious rumour, a strange sighting, an upcoming event, etc.

Details come into play when you ***ask the oracle*** an open-ended question, acting like a dynamic oracle (see more about oracles on page 29). You also get an XP reward when using them.

6. CONDITIONS

Lasting effects on your character are tracked here. They're usually quite nasty, with the most common being Exhaustion and Wounds. They're covered in greater detail on page 19.

7. RESOURCES

Your equipment, personal belongings, and other important physical assets. They're ranked by tier, and can also have special effects attached. Read more about them on page 22.

8. EPITHETS

These are your character's special abilities. They provide unique ways to interact with the game. You get to pick three at character creation, and you can level them up or branch out into new areas as you progress.



SIX-STEP CHARACTER CREATION

The following pages will take you through the full steps, but here's a quick overview:

1. SET TIER

Your tier starts at 1.

2. SELECT RACE

Choose a race (next page) and add a bonus to the indicated stat.

3. SELECT EPITHETS

Choose three epithets (pages 99 or 13), and gain their Tier 1 abilities.

4. DECIDE SENTIMENTS

Write down the three things your character cares the most about.

5. DECIDE RESOURCES

Give yourself three resources. They must be either Tier 0 or 1. Some epithets may give you additional resources.

6. SET STATS

Distribute three bonuses and one penalty between your stats. At character creation, a stat cannot exceed two bonuses .

SPECIAL PERKS


PLANEBOBORN

Planeborn don't get a stat increase - instead, they learn a randomly selected spell (63), selecting at least one *run*e from their element's rune table. They can *cast* this spell.

They're also generally immune to lesser effects of their element (a Waterborn cannot drown in shallow water, a Fireborn cannot burn from small flames, etc). Again, that's fully narrative: If a Steam elemental *sunders* your Steamborn, it's still going to hurt.

DRAGONBOBORN

Instead of a stat increase, all **Dragonborn** get this combat ability (see page 50):

	Elemental breath
2+	Choose an opponent to make an opposed Physique Roll. If you win, the opponent is Wounded.
2	

YOUR CHARACTER

You're a villager, and a pretty average one - or so you think. Born into one of the ten elemental races that inhabit Tirkosu, you're destined to transcend that natural connection to become a supernatural guardian.

But that's all a hypothetical future. For now, you're concerned with everyday things, and your elemental attunement is slim at best.

Let's start with your heritage. What race do you belong to?

MYSTERY OF THE MECHANICAL

If this is your first time playing, pick one race: They are replaced by the **Warforged** (page 68), and any further mention of your chosen race now refers to the metal men instead!



AARAKOCRA

Soar through the skies at will.

Perk: to Focus



AASIMAR

Manifest a halo or spectral wings.

Perk: to Hope



DRAGONBORN

Hardy scales don't break easily.

Perk: See "Special perks", left.



DWARF

Never become lost.

Perk: to Physique



ELF

Talk to the animals.

Perk: to Precision



ELKORE

Lungs filter out poison gas.

Perk: to Precision



GNOME

You're basically very small.

Perks: to Smarts



GOLATH

Never catch a cold.

Perk: to Physique



HUMAN

Proximity tanning.

Perk: to Influence



LAMIA

Withstand intense heat.

Perks: to Influence



PLANEBORN

Limited elemental immunity.

Perk: See "Special perks", left.



WAITANGA

Breathe freely underwater.

Perk: to Focus

On Tirkosu, only a handful of places can support settlements. Any structure outside a plane-stable area will disappear in a matter of days, whisked away to an elemental realm. Luckily, the islanders have long since picked out the most reliable locations. Which one do you call home?

Note: You don't *need* to pick a settlement, but it can help you imagine what your character's daily life is like.



APPINAMOPU THARTH

Temple village surrounded by peaceful topiary gardens.
Page 89



D'OKAI

Centre for high art, inside a semi-subterranean chimney.
Page 91



GOKAPU

Gritty oil drilling site in a mesa. Dangerous work, dodgy workers.
Page 79



HEPTHURAI

Mountainside monastery built like a nest. No-magitek policy.
Page 77



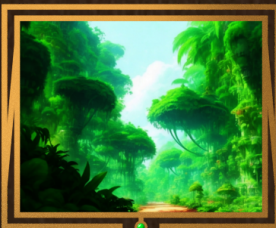
KARU SAMPUR

Enormous wrecked airship on a volcano, repurposed as a town.
Page 83



LITTLE ORTHRAZE

Coastal town full of joie-de-vivre. Festivals and surfing aplenty.
Page 93



PAKU

Treehouse jungle village. Mandatory vine-swinging.
Page 87



PEHKEIAI

Dual ocean village of floating rafts, and coral homes beneath.
Page 95



PERNEP

Peaceful cottagecore village of wealthy nobles and woodsmen.
Page 72



RAHM ORU

Travellers' hub; cultural melting pot, higgledy-piggledy houses.
Page 73



SOVU VAPOHU

Under-mountain cave town. Everyone knows everyone.
Page 81



TAPUK

Mountaintop log cabin village. Rustic, survival-oriented.
Page 85

If a character was a pizza, **epithets** would be the toppings. They can tweak or vastly alter the gameplay experience, while adding a whole lot

of character flavour. Starting out, you get to choose three (or randomly select them, if you roll like that). You gain their Tier 1 abilities.

1. ARTISAN (PAGE 99)

You're adept at every inch of your craft, from the finest needle to the sharpest cut

2. DUAL-WIELDER (PAGE 100)

One weapon isn't enough for you. When you fight, you wield binary death.

3. DUELLIST (PAGE 100)

You prefer to fight one-on-one, weighing your skill and mettle on a level playing field.

4. FAMILIAR (PAGE 101)

A little elemental spirit has chosen you as its muse and companion.

5. FIERCE (PAGE 101)

The heat of battle is your lifeblood, and your heart beats the wardrum's rhythm.

6. HEALER (PAGE 102)

You have a deep understanding of physical matters, able to balance elemental energies where damage threatens to tear them apart.

7. INTREPID (PAGE 102)

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

8. LOYAL (PAGE 103)

Some bonds can be forged stronger than the chains of time - and you are their blacksmith.

9. LUMINARY (PAGE 103)

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

10. MARKSMAN (PAGE 104)

You could clip the mask off a mephit from 100 metres, while flying a twin-EPE. Blindfolded.

11. MARTIAL ARTIST (PAGE 104)

Fools need tools - your own body is a living weapon.

12. NOBLE (PAGE 105)

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

13. PRIMAEOVAL (PAGE 106)

An element has marked you from birth, and now primordial runes answer to your whims.

14. SHADY (PAGE 107)

You're a right seedy character. Beasts growl at your approach, and villagers mutter dark omens in your wake.

15. SHAPESHIFTER (PAGE 105)

Ancient magics bond with your mortal form, allowing it to morph into elemental spirits.

16. SHIELDMASTER (PAGE 107)

A stalwart figure on the battlefield, you can stand firm and unwavering against any onslaught.

17. TENACIOUS (PAGE 108)

A single goal compels you above all others, driving you above and beyond dedication.

18. TOUGH (PAGE 109)

You can take much more of a beating (literally or metaphorically) than your peers.

19. WARRIOR (PAGE 109)

Whether by formal training or impromptu necessity, you have walked the martial way.

20. WISE (PAGE 110)

Your mind is a palace of memories. Some say you're in tune with the past itself, with how easily you draw accurate conclusions from it.

So we know what you are, *where* you are, and (roughly) what you do. But we don't really know *who* you are. Your core drives, the things that get you passionate: Your **sentiments**.

Write down three of these on your sheet. They all start with a Tier 1 bonus .

Some ideas:

- | | |
|-----------------------|------------------------|
| 1. Hates... | ...a certain place. |
| 2. Fears... | ...destiny. |
| 3. Resents... | ...the common folk. |
| 4. Ashamed of... | ...a specific element. |
| 5. Kinship with... | ...limited options. |
| 6. Nostalgia for... | ...a special person. |
| 7. Grateful for... | ...a line of work. |
| 8. Respects... | ...a local custom. |
| 9. Fascinated with... | ...times past. |
| 10. Loves... | ...a creative mind. |

Still stuck for inspiration? Check your epithets for some suggestions, or the table on page [112](#).

Now let's give you some **resources**. What important items of equipment does your character own?

Remember - starting resources can only be mundane or adventurous (Tier 0 or 1). No luxurious airships or chests full of gold. Yet.

Some ideas:

- | |
|------------------------------|
| 1. Hut |
| 2. Toolkit |
| 3. Weapon (T1) |
| 4. Travel rations |
| 5. All-weather cloak |
| 6. Armour or a shield (T1) |
| 7. Small airship (T1) |
| 8. Bandages or healing herbs |
| 9. Boardgame |
| 10. Pouch of gold coins (T1) |

Finally, it's time to set your **stats**. Distribute three bonuses and one penalty between them. Keep in mind:

- ❖ You can't raise a stat above two bonuses at character creation.
- ❖ You can "cancel out" a penalty by combining it with a bonus (at the cost of the bonus).
- ❖ You can always increase your stats later by ***improving yourself***.

BEGIN

You're ready. Grab the formula reference on page [114](#), and you're good to go. It's time to dive into the world of Empai Tirkosu. Picture an opening moment, hear the music swell, and ***arrive at a new location***...

Got a rules question? Find answers in the **rules in-depth** chapter (page [16](#)), or one of the subsystem-specific chapters.



RULES IN-DEPTH

While the introduction gets you up to

speed on the core rules, this section explains them in a little more depth. It covers:

- ❖ **Structure of play**
- ❖ **Threats**
- ❖ **Formulas** (in a general way - you can find specific formulas within their subsystem's chapter)
- ❖ **Conditions**
- ❖ **Details**
- ❖ **Entities**
- ❖ **Resources**
- ❖ **Rolls**
- ❖ **Sentiments**
- ❖ **Tiers**

STRUCTURE OF PLAY

Follow this basic procedure when playing:

- **Picture the scene.** Imagine the world around your character in all its fantastical, tropical, elemental glory. Picture your character: Decide what they are doing; how do they want to act or react to this situation?
- **Check for any appropriate formulas.** If you're running from bandits, you're making an *attempt* to escape. If they catch you, you've *entered combat*. If you rest up to heal your wounds, you're *recovering* - and so on.

Then repeat. Imagine, use formulas; imagine, use formulas...

PICTURE THE WORLD

When you're picturing the world, Make good use of the senses. What can your character see, hear, feel, smell or taste?

Paint broad strokes before zooming in on the finer aspects. Consider the context: "Fighting shadow-spawn in the Dark Mirror" is going to produce a very different look and feel to "Taking a walk on a beach." Mentally paint the blue expanse of ocean, the pale golden strip of sand, the fluffy white blobs of cloud.

Then go deeper - What can your character hear? The cry of gulls, the crash of waves? What about smell and taste? Is the air briny, or is it fresh and clean? Consider what it feels like to walk beside the water; does the sand crunch softly like a wet meringue, or heavily like a shale pathway? Little details like this can really help immerse you into the game, even if you don't go in-depth all the time.

If the location is looking a little boring, you can often spice it up by simply *asking the oracle* "What can I see?" - "What is notable here?"

PLAYING WITH TIME

Action-oriented formulas can be imagined at different timescales within the imaginary world. ***Gaining a resource*** by repairing a crashed airship might take hours of tinkering, but picking up a fallen enemy's weapon prompts the same formula while taking mere seconds.

A good way to mark the passing of a significant amount of time is to ***arrive at a new location***. Even if you're not physically moving anywhere, the future can still be considered a new location.

LARGE-SCALE STRUCTURE

But what does a game of PoET actually *look* like? What do you *do*?

This depends on how you set the game up:

- ❖ If you give yourself a quest-like goal, you're going to be following that plot lead wherever it takes you.
- ❖ Set up a threat to take on, and you're going to be butting heads with them at every opportunity.
- ❖ With a more open-ended sandbox, the game will meander about while you rake in the XP or resources.

But the one thing these setups all have in common is **threats**. Threats are going to come and get you, no matter what you do. They don't care whether you're stockpiling weapons and magic in preparation for facing them, or just minding your own business, living the chill life. Sooner or later, you're going to have to ***advance a threat***. After that, it's just a matter of time.

This makes the long-term structure somewhat like a very abstract game of Tower Defender, where you're facing small challenges and collecting XP, building up your "turrets" (i.e. your character's epithets, stats, and tier), and using them to (hopefully) overcome the big final challenge. Once all threats have been vanquished - whether destroyed for good or sent running to return another day - you "win", and the structure repeats.

THREATS

Threats are autonomous entities that, if left unchecked, will negatively affect your character or things they care about. They are things of shadow, driven by the urge to corrupt, to destroy, to lie and twist.

Threats don't *have* to directly relate to your character at their conception (because by ***advancing a threat***, you'll inevitably become embroiled in the conflict), but it's a good idea to have some idea why your character would ***suffer terrible consequences*** from them.

For example, your character might not feel any personal enmity toward the Primadan cult, but that might change as a band of them roam around the island, pillaging and recruiting.

Find example threats on page [97](#).

UNKNOWN THREATS

Your character can hold back the tide, but they can never truly defeat the Shadow. There's always something out there waiting to get its claws into you - Hence why there must always be one "Unknown" threat on the list. If it becomes known, add it as a new named threat and move any marks from the Unknown entry to the new threat. In this way, you can add new threats as- and-when they appear in the world, without waiting for a formula to prompt you.

THREAT TIERS

Threats don't need to be the same tier as any entities associated with them. While an entity's tier represents its individual might, a threat's tier represents its collective potential to cause destruction.

Example: A Tier 3 genie is the leader of a fiend-worship cult on Sabula (the plane of Dust). But the cult recently had a big schism, and their reach doesn't extend that far into Tirkosu, so I give the threat a tier of 2.

FORMULAS

*Class is in session, and the professor of magitek has set a difficult test. Undaunted, his student **attempts** to carve the runes correctly.*

*Another peaceful week whirls by, and the Tsethem **dwells** in his home village.*

*A lone traveller tracks dust into town. I wonder what she looks like? Let's **ask the oracle**.*

WHAT IS A FORMULA?

The bulk of the game runs on a powerful device: Your brain. But sometimes brains want a helping hand, either in the form of specific inspiration or as part of a structure to guide our thoughts. That's where formulas come in.

When we want to determine something about the imaginary world, we use a formula. Formulas can be framed as:

- ❖ A question about the world (***asking the oracle***)
- ❖ An action taken by a character (making an ***attempt***, ***gathering information***, ***aiding a settlement***, etc.)
- ❖ A reaction to events within the world (***suffering consequences***, ***entering combat***).

A roleplaying game is a journey of discovery: You can think of formulas as the mechanical parts in a wondrous machine that helps you observe the imaginary world.

WHEN TO USE FORMULAS

Most formulas contain a description of when to use them, usually referring to what the world looks like or what your character is doing. Here's the thing, though: *You* decide what your character is doing (most of the time), so most of the time you also decide when to use a formula that fits this criterion.

Example: The ***arrive at a new location*** formula is used when your character enters a new location, so you (the player) can use this formula by deciding that your character moves to a new location.

A few formulas *don't* have a description - these are only used by other formulas (such as when you ***suffer terrible consequences*** - you don't want to voluntarily use that formula!)

Don't fret too much over checking if every single formula should be used, every moment. The game won't completely break if you fail to use one at the correct time. Sometimes you'll even be able to retroactively use it without having to retcon anything. As you become accustomed to the systems, knowing what formulas to use will become second nature.

Once in a while, you'll picture the world, and no formulas will seem fit to use. That's fine - it simply means the game doesn't particularly care about what's currently happening. You can skip ahead (by ***arriving at a new location***), or ***ask the oracle*** for guidance.

RETRYING FORMULAS

It's perfectly fine to use the same formula multiple times in a row, so long as it fits the description of the imaginary world. If you fail to ***gain a resource*** while on a shopping spree, you can totally use the formula again if there's nothing stopping you from doing so.

Also see **interpreting failure** on page [23](#).

SUBSYSTEMS

Not everyone wants to bash heads in, trek across ever-changing wilderness, or wile away the hours in a comfy village. Not at the same time, at least. That's why formulas are grouped into subsystems, allowing you to customise your play style. The full PoET experience is to use all of them as-and-when needed, but you aren't breaking any rules by replacing a pitched battle full of ***taking initiative*** and ***sundering*** with a simple, single ***attempt***.

Each subsystem is explained in depth in its own chapter:

- ❖ Core (& Shadow) formulas (page [28](#))
- ❖ Combat formulas (page [44](#))
- ❖ Tranquil formulas (page [60](#))

CHOICES AND CONTROL

Several formulas give you choices to make, about your character or the world. But making decisions for what happens to your character (as opposed to deciding how they react) can feel a bit meta to some players. If you find yourself feeling this way about a choice, remember: You can always let the dice decide, cruel though they may be.

CONDITIONS

Conditions are lasting effects on your character, most often a hindrance of some kind (although on rare occasions they can help). The effects remain until the condition is removed, usually through ***recovery*** - but some conditions can be **permanent**, and cannot be removed.

EXHAUSTED

You are weary.

- 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.

GALVANIZED

You are supercharged with elemental energy.

- You can gain multiple **levels** of this condition. If your Galvanization levels exceed your tier, any more Galvanization is converted into Wounds.

WOUNDED

You suffer from a physical, mental, or emotional injury.

- When you gain this condition, choose a stat that bears the brunt of the injury, for example "Pierced side (Physique)", or "Splitting headache (Smarts)". Apply a penalty ■ to the stat, which persists as long as you have this condition.
- You can gain multiple **separate instances** of this condition. If your total number of Wounds exceeds your tier, you die, and your soul departs to the Waiting Place...

DETAILS

Details are so fezzing cool. They're essentially gamified information which can be cashed out for XP, becoming a kind of oracle buffet.

But I'm getting ahead of myself. Let me *show* you what they are:

*It's your turn on the watch. You and your band of mercs have taken a job protecting a remote windmill, brought here by the planar flow. It's a quiet night out... You settle in for the long haul, and **arrive at a new location**: There's an unexpected object here.*

As you sit next to Djar, your fellow sellsword, you notice he has an unfamiliar sword at his hip - an obsidian Mirling blade. You remark on it, and he proudly tells the story of its violent acquisition while showing it off.

That's a detail. "Djar's mirling blade (T1)". Here's another:

*It has to be here. Nobody borrows that sort of tome from a library. They want the fun stories, not the dusty lorebooks. Your fingers riffle through spines, eyes fixed on the titles as you try to **gather information**.*

Aha! You've got it! On The Implication And Consequences Of Temporal Travel, by Inno Lansen. This has to be the first time it's been checked out in years...

"The time-travel book (T2)" is also a detail - a slightly rarer one. The higher a detail's tier, the more enigmatic or important it is.



So what's the big deal? Isn't it just noting down plot points? Well yes, but also no. Details give you *ideas*.

Whenever you **ask the oracle**, look to your details for an answer. If you get inspired by one, erase it and gain XP equal to its tier.

Here's an example of a detail in use:

*After a tough few nights fighting off Mirlings, the mercenaries have returned to town. But as you're **recovering**, a threat advances: A new threat, inspired by an old detail.*

Glancing over at Djar, you catch sight of his hand, tightly clenched around the hilt of that Shadow-forged blade. A black vein runs up his wrist.

He follows your gaze, a wild look in his eyes. "It's nothing." It's clearly something.

They're a simple, but very effective way of tying together disparate threads and seemingly innocuous details. And the XP bonus means they're a great method of advancing your character.

That being said, they're not supposed to be an XP farm. Don't use details if they don't inspire anything interesting, and *never* use them immediately after writing them down. The longer you let them marinate, the better they can taste.

A good use of a detail:

- ❖ Is unplanned.
- ❖ Takes the narrative in an interesting direction.
- ❖ Acts as a callback.

The more of these points you can hit, the better.

The example with Djar's blade is a good use of a detail, as it pulls on a previous thread woven into the tapestry of the game to turn an insignificant curiosity into an important plot

point. Also note that a decent amount of time has passed, so the detail has had time to stew.

Here's how *not* to use details:

You ***gather information*** regarding the best bakery in Little Orthraze, and add a new detail: "Tivi's bakery (T1)". You then visit the bakery and ***ask the oracle*** if they have cakes in stock. Inspired by the detail, and wanting the XP bonus, you decide they do indeed have some in stock.

This is bad detail usage for a few reasons:

- ❖ It's used almost immediately after being written down. Details that go in one ear and out the other don't produce interesting connections.
- ❖ It doesn't add anything that we couldn't already infer or decide from the oracle. "They're a bakery, therefore they must have cakes" is a perfectly good conjecture to make, but it's too obvious to require a detail to arrive at.
- ❖ It's being used to farm XP, which isn't the point of details! The XP bonus is only a small reward designed to keep it lingering in the back of your mind as you're asking questions. The true joy is watching unrelated elements come together in a web of interconnectivity.

TIER 0 DETAILS

You can give yourself a Tier 0 detail whenever you want.

However, you also gain 0 XP from being inspired by it. So they're more like an optional way of tracking plot threads you're interested in.

SHARING DETAILS

Unlike resources, you can't freely share details between characters. A detail is only a detail for the character who gained it.

ENTITIES

Anything that has autonomy is an entity - a person, animal, elemental, or even larger things like groups and organisations. "The villagers of Pehkeiai" is just as much an entity as "Professor Fog".

NPCs

PoET takes a "build them as you go" approach to non-player characters. They don't have many stats to track, and you only need to take note of them when pop up during play:

- ❖ **Tier:** All entities have a Tier, as a measure of their overall power.
- ❖ **Combat abilities:** NPCs have one combat ability per tier (see page 50).
- ❖ **Spells:** A spellcaster NPC can know a number of spells equal to their Tier + 1.
- **Stats:** NPCs don't have individual stats. Where a player character would add a stat, an NPC adds their tier instead.
- **Epithets:** NPCs don't have 'em. All their power is contained within their tier, because it effectively gives them +Tier to every stat (something PC don't have the luxury of).
- **Conditions:** NPCs can be affected by conditions like your character, but some of their effects don't do anything (for example, Wounds don't affect their stats, because they have none).
- **Sentiments:** NPCs can have sentiments, but they can't ***invoke a sentiment***. They're just for roleplaying flavour (and for future subsystems).

RESOURCES

Resources are gameplay representations of the physical items available to you. More specifically, they refer to items that affect the system in some way. A hat isn't necessarily a resource, but a fancy hat that you wear while **revelling** at a party might be.

Resources depend on the imaginary context they are connected to. This means that if you have the resource "my house", but in the imaginary context your house burns down, you lose the resource associated with your house. And it works vice versa: if you lose a resource, you also lose access to the functionality of the imaginary item it was associated with.

In this way, resources are like a "stamp of officiality" on imaginary items. Your character sheet doesn't need to keep track of basic clothes, household items, and other everyday objects - Not until they become relevant, at least:

*Eulali wasn't expecting a mirling attack on her little cottage - she has no weapon resources! Thinking quickly, she tries to **gain a resource** by grabbing a knife stuck into the cutting board.*

LOSING RESOURCES

Losing a resource means that you can't use whatever benefit it provided. You can interpret this as the item getting destroyed or lost, but that's not the only way to picture it. Perhaps the strap on your shield breaks, or maybe your house gets too messy to live comfortably in, effectively ending its usefulness without "losing" the resource.

*Madragus **suffers consequences** after failing to safely launch his airship, and chooses to lose the craft's resource. It doesn't explode (it's just an engine failure), but that's enough for it to lose its functionality. Time for repairs!*

RESOURCE USES

You can **use a resource** to add its tier to an appropriate Roll, for example when you:

- ❖ **Dwell**, staying in a residence resource (either a permanent house or temporary lodgings).
- ❖ **Gain a resource** by crafting raw materials, using a tool resource.
- ❖ **Recover**, tending to your wounds using healing resources like bandages, splints, ointment, or special herbs.
- ❖ **Revel**, by giving gifts, consuming food, penning ink, or wearing party hats

But for more specific usages, you might need a resource when you:

- ❖ **Aid a settlement**, spending a whole variety of resources to improve the quality of life. You might use bricks to build a house, armour to outfit the guards, or even gifts to forge ties with other settlements.
- ❖ **Take initiative** in combat. Weapon, armour, and shield resources give you simple but useful combat abilities.

SHARING RESOURCES

When you're playing with multiple characters, you can freely share resources between them. Flamer doesn't need to **gain a resource** when Turf hands him her sword, it's just transferred from one sheet to another.





STASHING RESOURCES

Even if you have something as a resource, the imaginary context can render them inaccessible. For example, if you've got a "workshop" resource located in Rahm Oru, you can't use it if you're out of town - but that doesn't mean you *lose* it as a resource.

That's where **stashes** come in. Any resource that isn't on your person is considered stashed.

"ON YOUR PERSON"

A resource is considered "on your person" or "wielded" if you don't have to arrive at a new location to access it.

Example of a "hidden treasure" stash:

RESOURCES

- Tidal chart (T1)
- Glasses (T0)
- Treasure map (T1)

Treasure site:

- Chest of gold (T2)
- Pearls (T2)

Stashes are also a great way of handling "future resources". For example, let's say you commission some armour from a smith: That's clearly gaining a resource (through a transaction or trade). The formula says you gain the resource immediately, but in this scenario it feels wrong for the smith to pull custom armour out of thin air - surely he'd be working on it for weeks?

The solution is to put the resource in a stash until it's appropriate for you to access it.

Do note, however, that you can still lose stashed resources through means such as suffering consequences.

ROLLS

PoET uses a "20+6" resolution system. When asked to make a Roll, you roll a d20 (and potentially some d6 mods). If the total result is 11 or higher, you pass - otherwise, you fail.

Bonuses (□) and penalties (■) cancel each other out. So if a Roll is modified by one of each, you don't roll (d20 + d6 - d6): it's just a single d20 roll.

INTERPRETING FAILURE

Failing a Roll (especially an attempt) doesn't necessarily mean you fail the task - it can simply mean that it takes longer, or there's a complication (usually represented by suffering consequences).

AS A BONUS/AS A PENALTY

Sometimes you'll be asked to add a numerical value as a bonus or penalty. For example, I'm asked to add my tier (let's say 3) to a Roll, but as a penalty; I would thus add a tier 3 penalty ■ ■ ■ rather than a tier 3 bonus □ □ □.

OPPOSED ROLLS

Some formulas require an "opposed {stat} Roll". This means you're comparing the stats of two entities, like in an arm wrestle (comparing Physique) or a duel of wits (comparing Smarts). Simply add your stat as a bonus, and the entity's stat (or tier, if they're an NPC) as a penalty.

OPTIONAL RULE: CRITICAL PASS

Using this rule, when your d20 rolls a 20, add your tier as a bonus. Gives it a bit more oomph.

SENTIMENTS

You can approach sentiments in two ways:

- ❖ As a record of your character's desires, bonds, fears, and other strong emotions.
- ❖ As a metacurrency that gives you an edge on really tricky Rolls.

It's best when used as a little of both. ***Invoking a sentiment*** can be a powerful tool for overcoming impossible odds, especially as you level up and start unlocking higher-tier sentiments. But they're also the core of your character. They're a character's character. Having emotional weight behind an action can make failure and success all the sweeter. So ***invoking a sentiment*** requires context, and isn't just "press X to win".

MARKED SENTIMENTS

You can't ***invoke a sentiment*** with a mark on it, and they get marked in a variety of ways (including when they're invoked). This represents a kind of "exhaustion", a waxing and waning of emotional energy.

BLEED

Opinion alert: The best sentiments are ones that *you* (the player) care about too.

This doesn't necessarily refer to character bleed, but more about your feelings *towards* the character. I don't share Vindicus's bloodlust against dragon cultists, but I enjoy his pop-eyed rage-filled hatred. It's an interesting part of his character, and thus I feel an attachment to that sentiment.

LOSING SENTIMENTS

Once you've lost a specific sentiment, you can never get it back. For example:

*Amentis has the sentiment "You can never trust anyone but yourself". He eventually replaces the sentiment, after befriending the local villagers. He can never ***develop a new sentiment*** to get back the old sentiment, even if his trust is forsaken again in the narrative.*

TIERS

Understanding tiers is super important, as they're used to rank practically everything. A good way of determining something's tier is to break it down into easier steps: Is the thing more **ordinary** (Tiers 0-2), or more **mythic** (Tiers 3-5)?

TIER 0 - MUNDANE

Basic and unremarkable. All entities are familiar with this tier.

Entities: Villagers, mephits, small service golems; common animals such as deer, wild boar, or chickens.

Details: The most mundane curios - info that didn't require any effort to learn. "A burst pipe", "windy weather".

Resources: Copper coins, food and pack rations, basic huts, common clothing.

Threats: "Local ruffians who have it out for me", "A nasty storm", "The crop blight".



TIER 1 - ADVENTUROUS

Striking out from the norm - this tier is a cut above the rest, but only by a step. You might be able to pick them out in a solely-mundane crowd. Most entities are familiar with this tier, but it's not a constant presence like tier 0. Your character starts at this tier thanks to their elemental destiny (even if they appear mundane).

Entities: Trained warriors, elementals, expert artisans, wealthy traders, labour golems; notable animals like crocodiles, griffons, wolves, and giant lizards. If Empai Tirkosu had horses, they'd be in this tier.

Details: Slightly more interesting threads, and venturesome information. "the Piranai send aid", "gremlins in the mountains".

Resources: Golden coins, a gourmet meal, weapons and armour, airships, comfortable housing, smart clothing.

Threats: "The local militia trying to capture me", "Bandits", "A rogue druid apprentice", "A small rampaging mirling pack".

TIER 2 - HEROIC

Exceptional. The peak of what mundane entities are accustomed to. The average villager won't personally be acquainted with anyone more important than the head of their village, and they fall into this tier.

When your character reaches this tier, they become heroic. They've likely saved a settlement, thwarted a threat, or performed some other great feat. They might even be famous within the local area.

Entities: Captains of the guard, chiefs and political figures, baby dragons, myrmidons.

Details: Dangerous omens, or well hidden secrets. "Dragons returning to the planes", "a traitor in the council".

Resources: Pearls, banquets, luxury airships, wealthy mansions and homes.

Threats: "Shadow mage spreading corruption", "An organised Mirling warband", "A plot to assassinate the elder".



TIER 3 - LEGENDARY

You can find “duplicates” of tier 2 things (identical pearls, interchangeable Mirling warbands, political figures that are practically the same) - not so here. Each legendary thing is unique. Heroic entities might be accustomed to these, but for most folk, they exist only in tales and tavern-talk.

When your character reaches this tier, it shows. Their eyes might begin to glow, or their complexion might take on the texture of their element. They become larger than life, even by Tirkosu’s standards.

Entities: Mortal planar rulers, genies, fiendish lieutenants, dragons, Valkeesh elite soldiers.

Details: Obscure lore. “Daakinok can only be destroyed by its creator”, “the secret temple of the primordials”.

Resources: Precious stones, a once-in-a-lifetime feast, a lavish estate or small palace, a flying tower, a Tsethem mask.

Threats: “The dragon cult (complete with dragon)”, “The Shadow army”.

TIER 4 - EPIC

This tier is so far removed from the normal that it’s practically supernatural. A mage can conjure a thunderclap with a tier 1 spell; tier 4 entities can do the same with a mere *attempt*.

At this tier, your character is firmly elemental, and might even be mistaken for a genie or planeborn. Your presence elevates your element’s strength. The air is alive with your breath, the ground trembles where you walk.

Entities: Archoments and elemental princes, arch-fiends, elder dragons, fey lords.

Details: Knowledge struck from history.

“Creators of the Warforged”, “the Elder Eye’s true name”.

Resources: An expansive palace, the Megalith.

Threats: “The plane-wide war between fiends and elementals”, “The Valkeesh empire”.



TIER 5 - EMPYREAN

Empyrean things are god-like, divine. The pinnacle of power within Empai Tirkosu. Mythical even among epic-tier. Very rarely will these be encountered, even by player characters.

Entities: The Colossi, Tiamat.

Details: Arcanum from beyond reality. "Zailan singularity", "we live inside a dream".

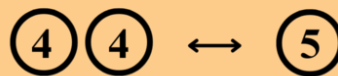
Resources: The World Forge.

Threats: "An all-seeing demigod bent on my personal torment", "The temporal erasure of reality".

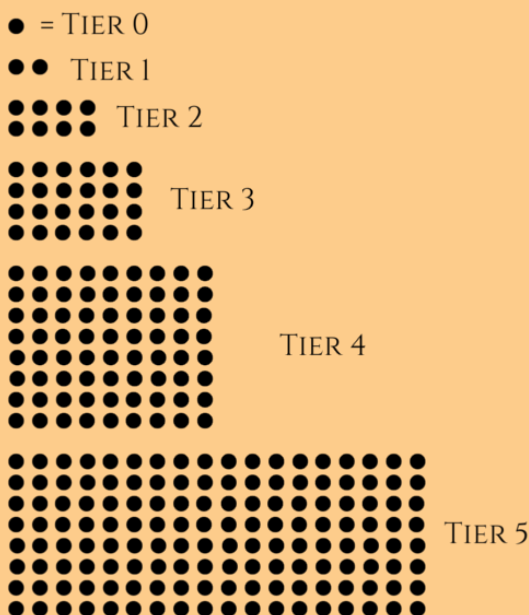


TIERS WITHIN TIERS

You can convert tiers to other tiers using this conversion rate:



Why the funkiness? It's because the difference between tiers isn't a simple +1 step; It's an exponential shift:



This allows for incredible scales of power to be contained within very simple numbers. And it's all based around the 20+6 dice system, and how that scales in potential:

Making a Roll with a single penalty ■ has a 32% chance of a pass; add another penalty ■■, and it sinks to 15%. Three penalties ■■■ has *only a 4% chance*. You might as well pray for a natural 20 at that point.

CORE & SHADOW

FORMULAS

ARRIVE AT A NEW LOCATION

When you change locations...

Picture the world and roll a d6:

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

3-4 Something unexpected is here. *Ask the oracle* about one of the following:

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

Gain a Tier 1 detail if you wish.

5-6 Pick a random threat, and roll a d6. If the result is equal to or less than the threat's marks, erase 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.

Arrive at a new location is the trigger for the most important part of the "world state": Threats. Without threats, there wouldn't be any lingering urgency. There'd be no challenge.

But this formula also handles something a little trickier to pull off in solo play: The unexpected. By injecting new content into a situation, or removing something you expected, this formula can put you in situations you'd never think of otherwise.

You can use this formula as much or as little as you want: Moving from one room to another, crossing into a new district, travelling between waypoints, or abstracting entire journeys. You can even use it when waiting in the same place for too long (treating the location in the current moment as different from its past self).

Only you can know what level of granularity you prefer, but I recommend using this formula every time there's a significant enough change to make you question whether everything is as I expect.

SOMETHING EXPECTED IS MISSING

When removing something from a location, make it something meaningful. It's supposed to impede your progress somewhat:

- ❖ You were following a forest path, but it fades into trackless wilderness.
- ❖ You were expecting to meet with an entity, but they're a no-show.
- ❖ You were spending a lazy day on the beach, but the good weather has disappeared under a haze of rain.

Examine your reasons for being in this location, and what your immediate goals are: Draw inspiration from there.

SOMETHING IMPEDES YOU

Instead of removing an aspect of the expected scene, you can remove the *entire* scene and envision an obstacle that prevents you from reaching it.

This can act as a kind of "random encounter" or waypoint if you're using this formula to travel between far-removed locations.

SOMETHING UNEXPECTED

This is the system going "Hey! Look here! I've got something cool to show you!".

Whether you agree that it's cool or not is down to context; PoET might be excited to spring a deadly ambush on you, but you're not likely to share that enthusiasm. Nonetheless, this result works best when you frame it as the system drawing attention to some specific thing that your brain would otherwise have glossed over.

EXACTLY AS YOU IMAGINE

The easiest result to interpret can also be the worst result to get, if you've let a threat fester unchallenged for too long.

ASK THE ORACLE

When you have a question about the world... If the question can be answered with a binary yes-or-no, roll 1d6. Roll 2d6 and take the highest/lowest if you think a “yes” is likely/unlikely.

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

If the question is open-ended, look at your current **details**. If one inspires an answer, erase it and gain XP equal to its tier. Otherwise, roll once or twice on an inspiration table and let the images inspire an answer.

Asking the oracle is your go-to formula for questions about the world. The questions can come from your character’s perspective, or from your own. But if you value immersion, maybe try treating this formula like your character’s five senses.

You can even ask questions about the system itself. If you’re *attempting* to persuade Lann the butcher to give you a discount, and you’re not sure if he’s begrudging (single penalty ■) or super unhappy about it (double penalty ■ ■); you can always *ask the oracle* to decide.

INSPIRATION

You can find inspiration tables on page [111](#), and plenty more exist online - but remember that they’re supposed to serve as *inspiration*, not concrete answers. Don’t kill your momentum if you can’t immediately find the perfect table to roll on - Instead just use a generic table like the one on page [113](#).

In truth, you don’t even need tables to become inspired. Try picking a random object nearby and pulling context from it, or from what it represents. Inspiration can come from anywhere once you start connecting the dots.



INTERPRETING ANSWERS

Ask yourself “What kind of description would include these words?” Almost like you’re listening to a crackling radio channel and trying to decipher what’s being talked about.

PoET doesn’t require a Game Master, but a technique I use when playing is to imagine the oracle as an actual character - a GM. The world’s most shy GM, sure, but still a thinking mind with plans and ideas.

Interpreting oracle answers through the lens of a seasoned adventure writer’s mind can make it much easier than without that context.

ATTEMPT

When you attempt something risky...

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: You achieve your desired outcome.

Fail: Suffer consequences.

There's a formula for most important activities, but they can't cover all bases - that's where attempts come in. Whenever you want to try something risky that isn't covered by another formula, you can attempt to do it.

It has to be at least somewhat risky, mind you. Putting one foot in front of the other isn't worth an attempt, nor is collecting shells or doodling in the sand (although they might count as other formulas, like arrive at a new location, revel, or gain a resource).

GROUP ATTEMPTS

If you have a situation where multiple characters are attempting the same thing (such as a group sneaking past a sleeping dragon), you can instead do this:

Make a single attempt with the character that would have the **lowest** modifier, and apply the success or failure to the whole group.

DIFFICULTY

Go with gut instinct on this. Here are some guidelines that might help:

Mundane: Pick nettles, recall an aunt's name, rent an inn room overnight.

Adventurous: Win a bar brawl, hear a stealthily approaching wolf, camp in a spooky cemetery.

Heroic: Bend prison bars, crack a difficult cipher, bluff your way into an enemy camp.

Legendary: Steer an airship through a lightning storm, follow a weeks-old track, outwit a genie.

Epic: Score a bullseye from a mile away, track an air elemental across a cloudless sky, resist the living terror of the Wynter Witch.

Empyrean: Punch a rift into another plane, invent a new form of magic, will a deity into existence.

**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 .

This formula is for those moments that make you go "Oh, damn - that hits hard". The moments when your best friend has been murdered by Primadans, and you feel the burn of hatred. When you've finally settled into a village and realise how much you love this corner of the island. When your character is having a moment: A moment they'll remember long after.

However, you do have to replace one of your old sentiments; so feel free to ignore this formula if the new sentiment isn't important enough to overwrite an old one.

GAIN A RESOURCE

When you attempt to acquire a useful item...

- ❖ From manual labour, Roll + Physique.
- ❖ By crafting raw materials, Roll + Precision.
- ❖ By figuring out how to use something, Roll + Smarts.
- ❖ By scavenging or hunting, Roll + Focus.
- ❖ As a transaction or trade, Roll + Influence.

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: You learn an answer to a question. Ask the oracle for the answer, and gain a detail with a tier equal to the obscurity penalty.

Fail: Suffer consequences.

When you want to gain access to a useful object, use this formula. You can purchase an airship, grab an improvised weapon, cook up a smashing meal, or attune to a powerful artefact with this.

The resource you gain doesn't have to be a direct result of the method employed. For example, through manual labour you can gain resources such as timber, ore, or farmland - but manual labour could also refer to unloading cargo at an airship dock, gaining a monetary resource as a result.

This formula is basically a detail generator.

“Obscured information” doesn't mean deliberately hidden, it just refers to info your character doesn't currently have easy access to. If you have easy access to it, simply ask the oracle instead of using this formula.



IMPROVE YOURSELF

When you train your abilities...

Roll + Smarts.

Pass: Choose an area of advancement to spend XP on:

Advancement	Cost
Add a bonus to a non-wounded stat.	6, + 3 for every current bonus
Increase an epithet's tier.	3x the new tier
Learn a new epithet.	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.

Improving yourself allows you to turn XP into goodies. All those accumulated experiences are stacking up, and the elements are recognising you.

The intent for this formula is that it requires a certain amount of time to pass within the imaginary world, but in a pinch you can **improve yourself** if it fits the context (unlocking a new ability right before a climactic battle, for example). Individual epithets list examples of what their improvement looks like.

A character cannot progress to level 5*. Big primordial bois only.

*Yet. Maybe in a later expansion.

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 effects apply:

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

Fail: Decrease the sentiment's tier, down to a maximum penalty equal to your tier.

Invoking a sentiment is almost like staking your faith on something. If you're terrified of the dark, you can let that emotion fuel you when you're trying to escape a shadow elemental.

If the Roll succeeds, then the sentiment is strengthened if it has room to grow. Higher-tier characters can hold higher-tier sentiments, as the elements channel power through their souls.

But if you fail the Roll, that faith is misplaced. Your sentiment lets you down or is challenged. The shadow elemental caught you, despite your adrenalin. And that decreases the sentiment's potency, potentially even knocking it into a penalty.

AUTOMATIC PASSES

You can't **invoke a sentiment** for a Roll that will automatically pass. If you **invoke a sentiment** to **sunder**, you gotta make the Roll.



LEND AID

When you help another entity make a Roll...
 Compare the stat they are adding to the Roll with your stat: If yours is higher, they add a bonus □ to their Roll.

This formula is mostly for when you're got a few allies tagging along, as it allows for entities with a higher stat to help out those with a lesser one. If Toskan and Novessa are **attempting** to stay aboard a spinning airship, and Novessa's penalty in Physique is probably going to make her fail, Toskan can **lend aid** with his higher Physique and give her a bonus.

RECOVER

When you spend time healing...

- ❖ By rest and recuperation, Roll + Physique.
- ❖ By patching up injuries Roll + Precision.

Pass: Remove a number of conditions (and/or levels of conditions), equal to your tier.

Fail: **Suffer consequences.**

Removing a condition usually requires time and tranquility. You can't **recover** in the middle of a fight, or during an arduous journey (but while you've paused to make camp is an appropriate time, however).

REMOVING MULTIPLE CONDITIONS

If a condition has levels, you have to remove each level individually. For example:

*Kahlun is Tier 2. He has two Wounds ("bruises" and "Injured pride"), and two levels of Exhaustion. He successfully **recovers**, and chooses to remove one of his Wounds, and one level of Exhaustion.*

He could have instead removed both his wounds, or both levels of Exhaustion.

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 Tier 1+ 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 extravaganza; lose an appropriate resource and Roll + its tier.

Pass: Choose one:

- ❖ Gain 1 XP
- ❖ Remove a mark on a sentiment.

Fail: **Suffer consequences.**

In times of peace, **revelling** will be your primary source of XP. It can also refresh your sentiments.

Like **recover**, this formula requires a reasonable amount of time and peacefulness. Pausing to admire a gorgeous view might be cause to **revel**, but admiring an enemy's skills during combat isn't really appropriate usage.



USE A RESOURCE

When your belongings aid you...

Choose an appropriate resource, and add its tier to your next Roll.

- If the resource is tier 0, add a simple +1 to the result.

Additionally, choose either **pass** or **fail**: If the Roll's result matches your choice, lose the resource in addition to any other effect.

Hear me out: There's a reason for this formula's weirdness.

Resources are quite flexible, so their usage also has to accommodate a variety of scenarios. For some of them, it makes sense to lose the resource when you're successful. For example, if you successfully use a resource as part of a trade or transaction, it makes sense to lose the resource used in the trade.

But there are plenty of situations where success *shouldn't* lose you the resource: Using a board-game to revel, for instance. That's why it's up to the player (and the context) to decide what to stake the resource on.

AUTOMATIC PASSES

You can't use a resource for a Roll that will automatically pass. If you use a resource to sunder, you gotta make that Roll.

MULTIPLE RESOURCES

The intent for this formula is that you're only supposed to use it once for any given Roll. Stacking multiple bonuses from even low-tier resources can get ridiculously powerful fast, so if you have several resources that could aid in this situation, pick only the most applicable one.





VANQUISH A THREAT

When a threat is rendered harmless...

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

Pass: Remove the threat. All PCs that contributed towards the threat's defeat gain XP based on 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.

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.

The best way to use this formula is to think of it from your character's perspective: Once they're aware of the threat, and once they've faced it, the moment they take a deep breath and go "Thank the Supreme One, they're no longer a danger to us" is when they've **vanquished a threat**.

Vanquishing a mundane threat might be as easy as moving away from its general vicinity. Higher-tier threats should take considerably more effort, as their power and reach increase.

SHADOW FORMULAS

ADVANCE A THREAT

Choose or randomly select a threat, which then...

- ❖ **Advances in the background.** Add a mark to the threat.
- ❖ **Takes immediate focus,** and indirectly demands action from you. Remove a mark from the threat.

This formula is the march of time, the encroaching entropy trying to consume everything. It can play out in two very different ways:

ADVANCE IN THE BACKGROUND.

This represents the threat advancing its nefarious goals “off camera”. It occasionally comes into play when you arrive at a new location, and can be disastrous if you leave it too long.

TAKE IMMEDIATE FOCUS.

This is an event that inserts the threat into the current scene in a manner that pushes you to take action. The threat doesn’t have to be *directly* involved, but the event should steer you towards interaction with the threat, diverting you from your current path.

As a rule of thumb: If it pushes you to use a formula that you otherwise wouldn’t have used, then it’s a good diversion.

Sometimes it won’t feel narratively appropriate for a threat to intrude on the current scene, in which case simply advance it in the background. You can also do this retroactively: I occasionally find myself coming up with a cool intervention, only for my character to ignore it completely. In which case I just mark the threat instead.

Some examples for taking immediate focus can be found on page [111](#).

SUFFER CONSEQUENCES

When you fail...

1. By damaging or misplacing equipment, lose a resource.
2. To avoid conflict, enter combat.
3. By succumbing to a personal flaw, mark a sentiment.
4. By suffering physically or emotionally, you are Exhausted or Wounded.
- 5-6. By any other means, advance a threat.

When things don’t go your way (usually when you fail a Roll), you suffer consequences - even if those consequences aren’t readily apparent (as can be the case if you advance a threat in the background).

Sometimes the consequence is simple “time passes”, allowing threats to advance their goals unseen. Other times they’ll directly interrupt your current course of action.

You can either choose context-appropriate consequences, or randomly select them. Either is fine, so long as it makes sense. I personally like to roll twice and then pick one.

Solo players have a reputation for being quite hard on themselves, but these consequences can be rather brutal - don’t be afraid to use the advance a threat option liberally!

SUFFER TERRIBLE

CONSEQUENCES

Disaster has struck. Choose an appropriate consequence:

1. The threat strikes at something you care about, destroying it or otherwise rendering it null. Erase a sentiment.
2. The threat sacks a settlement. The settlement loses the highest-tier asset from its highest stat.
3. The threat grows in power. Increase its tier.
4. You are robbed or captured. Lose all resources on your person.
5. You suffer physical or mental trauma. Gain a permanent Wounded condition.

This is when things get *bad*. When a threat reveals its true power and spirals out of your control; when they strike at a settlement or one of your sentiments; or when they spring an

ambush that leaves you permanently scarred or resourceless.

You can often trigger this formula when **arriving at a new location**, which gives you (and the threat) lots of leeway for how those consequences manifest. Maybe the threat’s attack was so blindingly quick that it went by in a blur, leaving you no chance to even **enter combat**. Maybe while setting up your campsite, you hear a cry from your hiking buddy and rush to them, only to find that you’re too late...

The consequences of this formula aren’t always immediately obvious. If a threat sacks a settlement, and your character has no way of knowing, then they obviously won’t know right away. Likewise, if a threat uses this opportunity to increase its tier, you might not see any immediate indication that they’ve grown in power. Treat these events as “off-screen”.

You can’t pick the robbed/captured option if you don’t have any resources. Make this formula hurt. Make it count.



COMBAT



COMBAT

The ever-encroaching nature of threats means

that sooner or later, you'll have to make a stand. Luckily for you, you're a Tsethem - So the elements will lend you enhanced speed, strength, and reflexes to keep you alive. It doesn't matter if you're a dumpy Dwarf or spindly Elkore: once in the heat of battle, you're a whirlwind of high-flying stunts and death-defying feats.

REQUIRED MATERIALS

- A copy of the **battle sheet** (page 128).
- Several small counters **or tokens** (15-20 is usually sufficient).
- Optional: Printed combat abilities, available on the Empai Tirkosu site.

THE BATTLE SHEET

All combatants share this sheet, which records all the actions, stunts, and effects that occur.

1. COMBATANT LIST

Combatants each get their own pool of tokens, taken from a reserve pile. Use this section to keep track of them.

2. POSES

When you *take initiative*, you can **strike poses**, which is shorthand for "doing a cool thing".

There are four types of pose:



3. TOKENS

When a combatant strikes a pose, they place one of their tokens on it.

COMBATANTS

1	- Kolam	
	- Myrmidon	
3	- Myrmidon	
	- valkeesh mob (T3)	

OVERVIEW

The Lamia, greatest of warriors, have a philosophy about combat: In the heat of the fray, when weapons clash and bodies strike each other, the battle itself becomes a living thing. The action of its component entities sends energy coursing through it, pushing towards one outcome or another in a kind of karmic balancing act.

That philosophy isn't far from the truth. After **entering combat**, you and your opponents take turns **taking initiative** and striking poses. When someone strikes a pose with enough tokens on it, they can **sunder** an opponent and take them out of the fight.

The best way to learn this subsystem is to see it in action, so here's a short example fight:

Airini swings through a jungle of lush greenery, juggling death. She wears a pair of magitek gauntlets. At her bidding, they shoot cords of arcane energy into the canopy above, allowing easy navigation of this duplicitous terrain. She's quite adept at it, which is well: A pair of soraine orkopz, panther-like lizards with demon horns, have been following her treetop dance. And their patience has just run out.

SETUP

She clearly needs to **enter combat**. Airini is facing two orkopz, which are Tier 1 entities. I make a few rolls on the **combat ability** table, and pick 1 appropriate ability for them:

	Goring Pounce
3-5	Swap the tokens on and , and double them.
-	

Each combatant receives their starting tokens, which are equal to 1 + their tier.

-Airini 2
 -Orkopz (T1) 2
 -Orkopz (T1) 2

We Roll to decide who acts first (Airini's Focus vs. their tier). Airini wins, and **takes initiative**.



STRIKING POSES

I imagine her first pose like this: Spotting the coiled shapes about to strike, she hauls on one of her gauntlets to bank right.





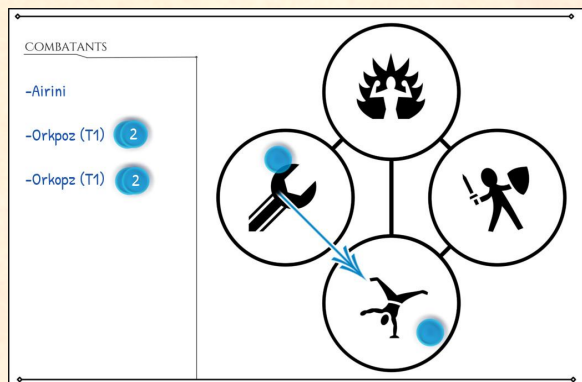
The focus here is the use of the grapple line, so I decide she's striking a Resourceful pose. To **strike a pose**, you place one of your tokens on the corresponding icon on the battlesheet:

COMBATANTS	
-Airini	1
-Orkopz (T1)	2
-Orkopz (T1)	2

Next, I picture her swinging out of the creatures' way in a graceful arc.

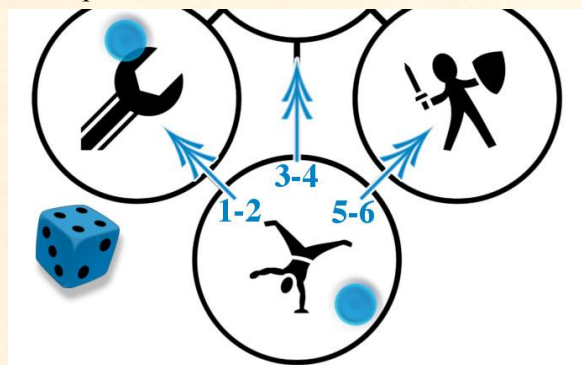



This seems like a Resistant  pose, but she can't strike that right now: You can only strike poses connected to the current pose. So instead she strikes Artful , which is the next most-fitting.

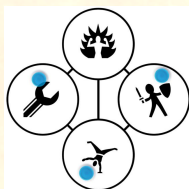


NPC POSES

With both her tokens spent, Airini can't strike any more poses and must hand initiative to an opponent. She chooses orkopz #1 to **take initiative**. It's an NPC, so we randomly decide which poses it strikes:




It strikes Resistant , and places one of its tokens on the pose, just like a PC.



I imagine it caught mid-jump with no target, and scrabbling to catch onto a branch to avoid falling.



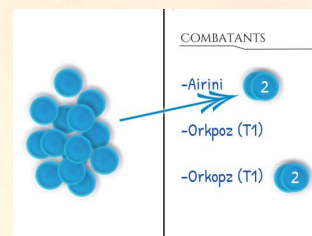
For its second pose, it strikes Artful . Now it's leaping up the tree in pursuit, having found its footing.




With no tokens left, it hands initiative to an opponent - namely, Airini.


TOKEN REFRESH

Airini **takes initiative**. She doesn't have any tokens, so she takes some from the reserve pile (1 + her tier).





First she strikes Resourceful , shooting out an energy whip to snare orkopz #2.



Next: Forceful . She yanks the creature out over the green abyss.

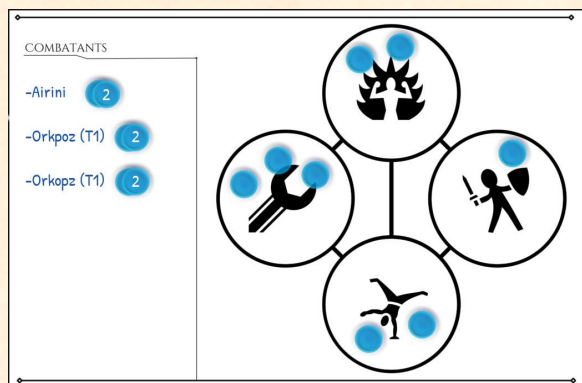


She chooses an opponent to take initiative. Opponents with tokens have priority, so she has to choose the second orkopz.

It strikes Resourceful , then Forceful . It catches the energy whip in its teeth, pulling Airini down and ripping her other grapple line from the branches.

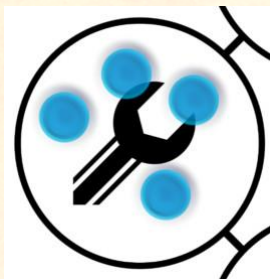


No one has any tokens now. When this happens, everyone refreshes them (1 + their tier). The battle sheet now looks like this:



SUNDERING

Airini *takes initiative*, and strikes Resourceful . She chooses to use one of the special options that anyone can take when they strike a pose: **Sunder**.

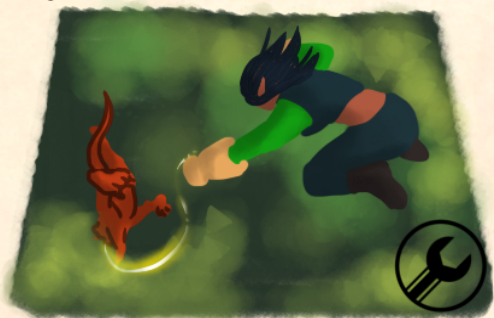


Sundering is how you defeat an opponent. If there are enough tokens on the current pose, the opponent is automatically **defeated** - otherwise, you have to Roll for it (and failure means *you* are defeated instead!).

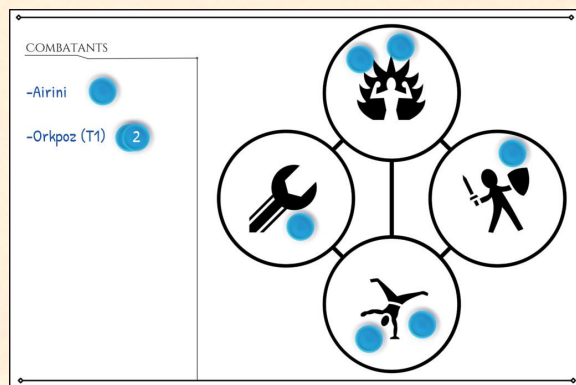
An automatic pass requires at least 3 tokens on the pose, plus the tier of the target opponent.

Luckily for Airini, Resourceful has enough for an automatic **sunder**. She removes three tokens from the pose, and **defeats** orkopz #2.

In the world, I imagine that she cuts power to her gauntlets, dissipating the cord attached to the beast. It plunges down into the foliage with a spitting roar.



COMBAT ABILITIES



Airini has one token left, but now faces a dilemma. If she strikes either Forceful or Artful , she'll have to hand initiative while 3 tokens are on that pose. If the remaining orkopz strikes that pose again, it can **sunder** her with an automatic pass (which is the *only* time NPCs choose to sunder - they don't like to take risks!).

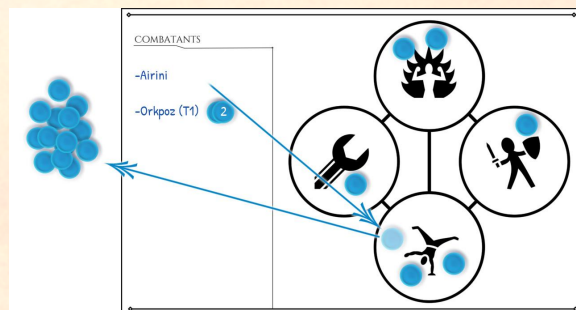
One solution would be to hand initiative now, with one token left. But **taking initiative** only refreshes your tokens if you have none left, so her next turn would be slightly handicapped.


Instead, she chooses to strike Artful - but this time she's going to use another special option: Use a **combat ability** keyed to the current pose.

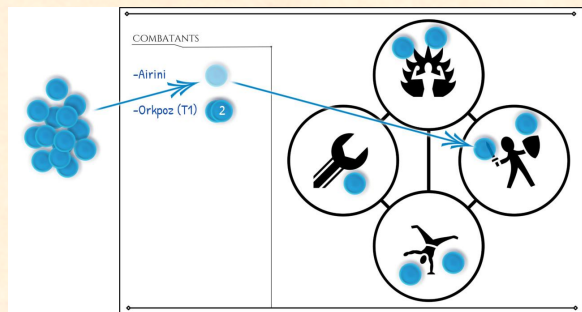
Airini has one such ability:

	Treerunner's Edge
2+	Gain an additional token.
1	

It requires 2 or more tokens on the pose, which it has. It also has a **cost**, so 1 token is removed from the pose and placed back in the draft pile.






Now for the effect: She receives a token from the draft pile, and immediately uses it to strike Resistant . Crisis averted!

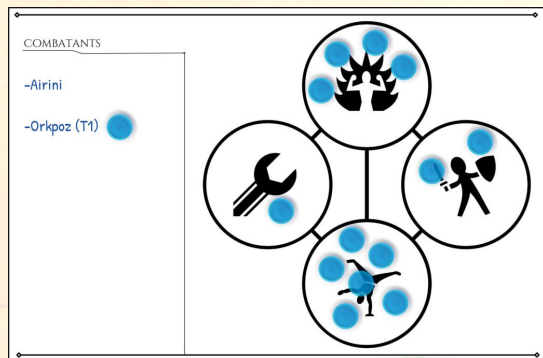


Translating this into the world: Airini's freefall is halted by a reflexive grapple shot. It hooks a branch at just the right angle to send her flying skyward on her own reversed momentum.




DEFEAT

The Orkpoz strikes Forceful  - and now the pose has enough tokens to use its own combat ability, *Goring Pounce*. The effect swaps and doubles the tokens on Artful  and Forceful .




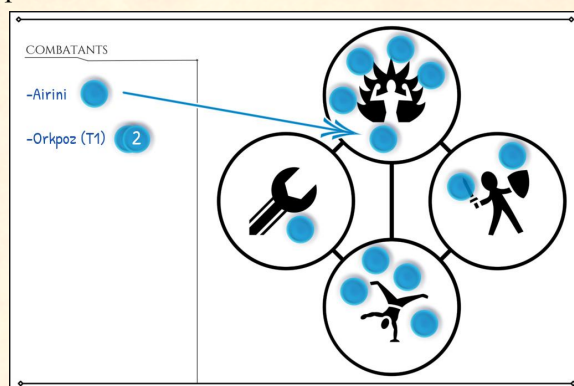
The beast is diving down on her from above, intent on taking them both to the jungle floor!



Then it strikes Artful , going in for the kill. It's an automatic sunder.

But defeated PCs have a few more options than NPCs. Airini chooses to **draw the line**, immediately taking initiative. She's upping the stakes, meeting her foe head-on in a mid-air collision course. If she's sundered again, she'll die.

But she has no fear. On the cusp of defeat, she strikes Forceful  and sunders her opponent with more than enough tokens for an automatic pass.



A snap of her energy whip turns its horns aside at the last moment. A mass of lizard bulk slams into her, but it's a glancing blow. Throwing out her arms to control her spin, she catches a branch and hangs there as the soraine orkpoz disappears into the undergrowth.

Several crashes mark its defeat. Then silence, before the kiskee birds start to sing again.

COMBAT FORMULAS

ENTER COMBAT

When violence breaks out...

Decide the number of opponents you are facing (or randomly determine). Convert identical opponents into mobs:

$$\textcircled{0} \textcircled{0} \rightarrow \textcircled{1}$$

$$\textcircled{1} \textcircled{1} \textcircled{1} \textcircled{1} \rightarrow \textcircled{2}$$

$$\textcircled{2} \textcircled{2} \textcircled{2} \rightarrow \textcircled{3}$$

$$\textcircled{3} \textcircled{3} \textcircled{3} \rightarrow \textcircled{4}$$

$$\textcircled{4} \textcircled{4} \rightarrow \textcircled{5}$$

Select NPC combat abilities (one per tier).

Each combatant gains a number of tokens equal to their Tier + 1.

Whoever wishes to act first **takes initiative**. If multiple entities want to act, decide who does with opposed Focus or Physique Rolls.

HOW MANY OPPONENTS CAN I FACE?

As many as the fiction demands. Don't worry too much about balance. You're a Tsethem, so you're going to get into fights that seem impossible to win.

But this system isn't completely chaotic. The results of a **defeat**, while pretty grim, are also largely in your hands. Jumping into the deep end isn't going to kill you. Not immediately, anyway. You'll have ample opportunity to learn your character's strengths and weaknesses.

If you *really* want a mathematical guideline, the threshold for an easily winnable encounter should be one tier above your PC - assuming you combine all combatants into a single mob.

MOBS

Large amounts of entities can be a pain to run individually. Mobs let you combine many identical opponents into a single, higher-tier entity.

For example, if you're facing a pack of four wolves (Tier 1 creatures), you could merge them into a single Tier 2 mob.

When creating a mob entity:

- Any "leftover" entities are treated as part of the mob.
Example: Five Tier 1 entities are collapsed into a single Tier 2 mob.
- You can create mobs of mobs.
Example: An army of 80 Tier 1 soldiers becomes a single Tier 5 mob.
- They don't gain any new combat abilities as a result of being a higher tier.
Example: A Tier 2 mob comprised of Tier 0 entities has zero combat abilities.
- A mob counts as a single "combatant".

SELECTING NPC COMBAT ABILITIES

If this is your first time fighting against or alongside an NPC combatant, give them a number of **combat abilities** (page 50) equal to their tier. You can choose or randomly select them from the tables on page 52.

STARTING TOKENS

Every combatant gets a number of tokens equal to their tier + 1.

To help keep track of everyone's tokens, I recommend writing down every combatant's name and tier on the "combatants" section of the battlesheet. This can also be useful for tracking status effects (see page 50)

WHY +1 TOKENS?

If it was just equal to their tier, then T0 entities literally wouldn't be able to participate in combat.

JOINING AND LEAVING COMBATS

Anyone can join an ongoing combat at any time, but they don't ***enter combat***, and thus don't get starting tokens - They'll have to wait for everyone to run out before they're refreshed like a regular combatant.

Leaving an ongoing combat is a bit more difficult, and should require an ***attempt*** (opposed by the highest-tier opponent that wants you to stay) when you have initiative. You naturally leave combat if there are no more opponents.

Fun fact: Combats act somewhat like "zones". As in, they represent a kind of loosely defined area. If you're playing out a huge battle or a fight with lots of characters spread out over a large distance, you can run multiple combats alongside each other, and have entities jump between them as they move across the battlefield. The key thing to remember is that: *Instances of combat restrict who you can sunder.* If I'm in a combat instance with a dragon on the rooftop, I can't attack the hordes of undead swarming in the crypts below - and the heroes holding off the swarms can't attack the dragon!



TAKE INITIATIVE

If you have no tokens, gain a number of tokens equal to your tier + 1.

Choose a pose:

- If you are the first entity to take initiative in this combat, choose any pose.
- Otherwise, choose a pose connected to the current pose.

Strike the pose by placing one of your tokens on it, making it the **current pose**.

You may then do one of the following, should you wish:

- ❖ Use a **combat ability** keyed to this pose.
- ❖ **Sunder** an opponent.
- ❖ Use any **other** appropriate formula, such as **attempt** or **cast**.

Continue striking poses as many times as you want, or until you run out of tokens. Then choose an opponent to **take initiative**, giving priority to opponents with tokens. If no combatants have tokens, give them all tokens equal to their tier + 1.

NPCs AND TAKING INITIATIVE


NPCs **take initiative** and strike poses just like a PC, but with a few stipulations:


When an NPC strikes a pose:


- They only **sunder** if they're guaranteed an automatic pass.
- They only use a combat ability if it benefits them (it usually does, but there are edge cases).
- If they can't do either of the above, they'll place a token as normal.
- They only hand initiative once they've used all of their tokens, or once an effect forces them to.


STRIKING POSES

You can think of poses as a snapshot of action, in the style of a comic panel or panels. Each pose represents a different type of activity:



Forceful , for when you act with raw power or aggression, or impose your will on something.

Resistant , for when you avoid or endure harm, or move to protect yourself or something.

Artful , for when you pull off a stunt with exceptional flair, skill, or finesse.

Resourceful , for when you use equipment or the environment to your advantage.

WHICH POSE FITS MY ACTION?

Actions can often fit multiple poses. Using your shield to block an attack could work equally well as either a  or  pose.

Don't sweat the correct categories *too* much: They're meant to inspire you rather than dictate your imagination.

CURRENT POSE, AND THE DANCE

When you **strike a pose**, it has to be connected to the **current pose**:



Example with Resourceful as the current pose

As shown, you also can't re-strike the current pose. This keeps the fight in constant motion, flowing from one type of action to the next. The only time this doesn't apply is the first pose of combat - because at that point there isn't a current pose yet.

FICTION-FIRST? RULES-FIRST?

Either or both. It's really down to how you prefer to engage with the system. Left-handed brains will want to focus on the spectacle, picturing the world and inferring poses based on what it sees. Right-handed brains will love the tactical challenge, picking poses first before interpreting them in the world.

You can even switch between these two approaches. I like to start off a fight by letting the narrative lead the way, slowly transitioning into a more analytical mindset as more tokens come into play and the action reaches its crux.

IMAGINING POSES

Some guidelines for imagining poses:

- ❖ **Just do it**
- ❖ **Follow momentum**
- ❖ **Be brutal**
- ❖ **Shrug it off**
- ❖ **Alter the environment**
- ❖ **Keep things moving**

JUST DO IT

When you do something, you just do it. A risky action, like leaping from a rooftop to a moving airship, would normally trigger an *attempt* - Not so in combat. You can punch, dodge, and backflip your way through a battle with ease, these feats made trivial by the elemental adrenaline coursing through you. Jump through that window! Stand your ground against that dragonbreath! Pick up that Uvahtun, and put their head through a wall!

And it doesn't stop at physical feats. You don't need to *cast* a spell to sling elemental bolts in combat, you just need to strike an appropriate pose.

There's only one thing you *can't* just do, and that's permanently incapacitate an opponent. That's reserved for *sundering*. No matter how awesome your pose is, there always has to be a way for your opponent to bounce back.

FOLLOW MOMENTUM

Poses might be likened to comic-book-ish freeze frames, but they shouldn't be static. Every pose should move naturally into the next:

Throw a punch - your opponent bobs away - you follow through and spin into a roundhouse kick - your opponent blocks it, skidding backwards under the force - then they reverse it, launching into a full-on charge.

Multiple poses might even make up a single "action": Leaping above your opponent (🏹), raising your sword high (🔪), before falling on them with a vicious cut (🔥) is a single "attack" that contains multiple poses.

BE BRUTAL

Forceful is the aggressive pose, but *every* pose used to strike an entity should hit hard. You're elemental super-heroes: Feel the impact.

SHRUG IT OFF

As a counter to the brutality, no one can actually be harmed in combat until they get *sundered*. Sure, they can accumulate cosmetic scruffiness, and maybe even suffer Wounds through combat abilities. But the important thing is that they're *still in the game*. You can get body-slammed against a wall with enough force to leave fracture lines, but unless you were *sundered*, you peel right off and charge back into the fray.

ALTER THE ENVIRONMENT

Any environment or object that isn't specifically part of the game (like a PC resource, or a settlement's asset), is effectively expendable.

They're the particle effects that add spice to your battles: Ignite that oil barrel and watch it explode. Let that primordial crash into the tower, obliterating it.

But in addition to subtraction, don't be afraid to add to the environment. It's totally fine to begin a fight with a blank canvas, like an empty prairie or a featureless street. You can freely "edit in" a convenient tree stump to backflip off, or a potion store to rampage through.

KEEP THINGS MOVING

If a fight feels stagnant, an easy shortcut back to coolness is to change location. The tavern brawl spills out into the streets; Duellists in a blacksmith shop carry their fight up into the rafters; The dragon descends into a high-spired city, pursued by airship-bound guardians.

NEED INSPIRATION?

Check out the work of Monty Oum, the maestro of animated combat. His fights in RWBY and Red Vs. Blue knocked my socks off, and are a huge influence in how I choreograph imaginary combat.

SUNDER

Choose an opponent and make a Roll:

- Add the tokens on the current pose as a bonus.
- Add the opponent's tier as a penalty.

If the final bonus is 3 or more, you automatically pass.

Pass: The opponent is *defeated*.

Fail: You are *defeated*, and cannot choose to **draw the line** or **flee**.

Whether you pass or fail, remove 3 tokens from the current pose.

Think of this like a “finisher” move in a fighting game, a chance to pull off an almost ridiculously cool takedown of an opponent.

But it's also a “risk it all” button, for when you're all out of options and your own *sundering* is imminent. Just know that if you're having to rely on the dice to win combat, you probably messed up somewhere.

SUNDERING AND POSES

There's a bit of an exception here to the normal paradigm of imagining poses: You don't have to fit the imaginary action to the pose you're *sundering* on.

For example, if the current pose is Resistant, but you want to go in for a massive all-out attack, you can totally picture it like that.



SUNDERING MOBS

It can feel a bit weird to **sunder** a mob entity if you don't frame it right. You're fighting a bunch of able-bodied bandits, and then they all suddenly die in one move? That's iffy.

So the best way to think of it is as a kind of **morale breaker**. You've sundered their leader, or taken out one of their ranks with such ruthless efficiency that it leaves them shaken - routed - **Defeated**.

DEFEAT

When an NPC is defeated, remove them from combat.

- ❖ If appropriate, they suffer a Wound.
- If they were your opponent, Choose one:
 - ❖ Gain XP equal to their tier, and share it between your allies.
 - ❖ Gain a resource equal to their tier, or equivalent.

When you are defeated, choose one:

- ❖ **Flee** the battlefield, but **suffer terrible consequences**.
- ❖ **Fall unconscious** until this combat ends, and suffer a Wound. If you have no remaining allies in the combat, you are captured and lose all resources on your person.
- ❖ **Draw the line**. Immediately **take initiative**. If you're defeated again, death is the only option.
- ❖ **Death**. You die, and your soul departs to the Waiting Place...

SHARING XP

If you have any allies in a combat, they have a share in any XP gained from this formula. Give 1 XP to yourself, then 1 to every ally, then repeat until you run out of XP to give.

Note that you don't need to track NPC XP - any XP they gain is effectively "lost".

RESOURCES GAINED

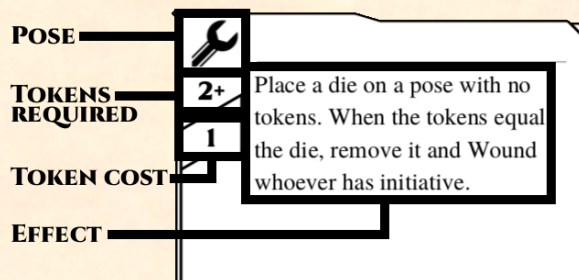
You can choose to gain a single resource, or split it up into multiple lesser resources (see page 28 for converting tiers).

Beyond the obvious Monster Hunter-esque application, this can also be a nice option for recovering some of your own resources lost in a **defeat**.



COMBAT ABILITIES

Combat abilities shape the course of a combat, adding a unique texture unique to every fighter. You can learn these powers through epithets, or gain temporary access to less powerful ones when you wield an appropriate resource.



When you **strike a pose**, you can use a combat ability keyed to that pose. Follow these steps in order:

1. Check the tokens on the current pose. If they don't meet the ability's **requirements**, you can't use it.
2. Pay the **cost**, returning tokens from the pose to the reserve pile.
3. Apply the **effect**.

REQUIREMENT TYPES

An ability's requirements are met if:

#+ The pose has # or more tokens.

#- The pose has # or less tokens.

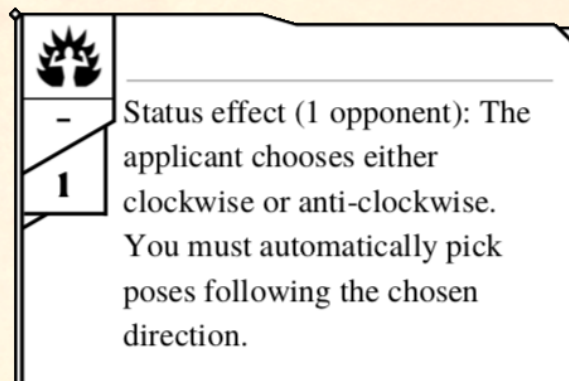
The pose has tokens within this range (inclusive).

NPC COMBAT ABILITIES

NPCs have one combat ability per tier, and should be selected when you **enter combat**. Tier 0 entities have no combat abilities.

STATUS EFFECTS

Some combat abilities let you apply a **status effect** to one or more entities. These are somewhat like conditions, but you can only suffer (or benefit) from **one at a time**. Unless they're replaced by another, status effects last until the end of combat.







In status effect descriptions, "**you**" refers to the entity the effect is applied to. The "**applicant**" is the entity that applied the effect.

You can track status effects on the combattant area of the battlesheet, or make little markers with appropriate icons:







RESOURCE COMBAT ABILITIES

Wielding a combat-based resource gives you access to special abilities. They all have the same effect, only varying in which pose they're keyed to (and how powerful they are).

	_____
	_____
	_____
	_____

Place any number of your tokens on the current pose, up to a maximum of this resource's tier.

They basically let you instantly dump additional tokens onto the keyed pose, which is decided by the type of resource:

- ❖  Aggressive resources like warhammers, battleaxes, and greatswords.
- ❖  Defensive resources like shields, armour, and long staves.
- ❖  Resources that require finesse, like daggers, sabres, bows, and flails.
- ❖  Complex resources like crossbows, collapsible blades, or arcane cannons.

TIER 0 RESOURCES?

They're effectively useless in combat. Weapons are dangerous things, and should be considered Adventurous (Tier 1) at the least.

BIG TABLE OF COMBAT ABILITIES









This is one big d100 table, but it also groups similar abilities into sub-tables. When your characters gain a combat ability, they'll usually be asked to roll on these sub-tables.

You can also find printable cards of these abilities on the [Empai Tirkosu site](#).

ADD/GAIN A TOKEN

“Add a token” and “gain a token” are always referring to tokens taken from the draft pile, unless they *specifically* refer to “your tokens” or tokens on a specific pose.















DEFENCE ABILITIES (D20)











-  Cost: 1
Status effect (1 opponent): The applicant chooses either clockwise or anti-clockwise. You must automatically pick poses following the chosen direction.
Discombobulate, Tenuous Mind Control.
- 
Move a token from  to .
Guarded, Roll With The Punches.
-  Cost: 1
Halve the tokens on any pose.
Wary Step, Level The Field, Soak.
-  2+, Cost: 2
Status effect (1 opponent): You cannot use combat abilities.
Lockdown, Chokehold, Bridling Curse.
-  2+
Status effect (self): You count as one tier higher for the purpose of opponents **sundering** you.
Stand Firm, Armoured Evolution.
-  2+, Cost: 1
Status effect (1 opponent): The applicant chooses a pose. You cannot strike this pose.
Superior Defence, Warding Sigil.

NAMING ABILITIES





















There are no set names for combat abilities, although examples are provided underneath the effect. You're encouraged to flavour them as you please.
















You can even name them after an entity's equipment (e.g. ability #28 could become “Fiery Glaive”). Just be aware that, per the rules, separating a fictional item from its owner doesn't make them lose access to an ability named after it - so it's best to only do this for NPCs, as they don't tend to lose resources as much as PCs.

-  2+
Move all  tokens to .
The Best Offence, Deescalate.
- 
Status effect (self): Note the current number of tokens on . Opponents require at least this number of tokens on their pose to **sunder** you.
High Ground, Indomitable, Forcefield.
- 
Status effect (1 opponent):  and  are unconnected for you.
Pin, Sticky Side, Sluggish Hex.
-  1
Add a token to  for every allied combatant.
Stand Together, One Of The Pack.
- 
Status effect (1 opponent): The next token you place is placed on a random pose. Then remove this status effect.
Solid Unbalance, Prismatic Hide.
- 
Connect  and  until someone **takes initiative**.
Hold The Line, Invisible Wall.















13.  Cost: 1
Status effect (1 ally or self): Opponents cannot **sunder** you with .
Arcane Ward, Got Your Back.
14.  4+, Cost: 3
Status effect (self): When a token is removed from a pose, you receive it.
Entropy Siphon, Endurance Payoff.
15. 
Status effect (1 ally): If you are **sundered**, the applicant is instead **sundered**.
Guardian's Protection, Life Link.
16. 
Add a token to .
Improvised Defence, Disarm.
17.  Cost: All
Clear your status effect, or an ally's status effect.
Maximum Effort, Break Free, Escapist.
18.  3+, Cost 2
Status effect (1 opponent): When you **take initiative**, clear your status effect and immediately choose an opponent to **take initiative**.
Leg Sweep, Pressure Point Stun.
19.  2+, Cost: 2
Status effect (up to 3 opponents): Your combat ability costs increase by 1.
Baleful Hex, Tough Nut.
20.  5+, Cost 5
Status effect (self): When you are **defeated**, instead clear your status effect.
Narrow Miss, Reverse Fate.











BRAWLER ABILITIES (D20 + 20)

21. 
Move a token from  to .
Battle Cry, Primordial Charge.
22. 
Add a token to , and to a random pose.
Blind Charge, Wild Swing, Chaos Bolt.
23. 
Add tokens to  equal to ( tokens minus  tokens).
Hack N' Slash, Bulwark Breaker.
24.  Cost: 1
Status effect (self): Tokens on  only count as half as much for the purpose of **sundering** you.
Total Guard, Magical Resistance.
25.  3-
Add all your remaining tokens to .
Choose an ally to **take initiative**.
Mighty Stomp, Opportunity Knocks.
26.  6-
Double the tokens on .
Power Slam, Adrenaline, Energy Beam.
27.  3+
Sunder using no modifiers on the Roll.
Reckless Abandon, Self-Destruct Mode.
28.  6+
Sunder without removing tokens from this pose.
Relentless Onslaught, Blood Fury.
29.  2+, Cost: all
Sunder using the tokens on . NPCs will only use this ability if a pass is assured.
Shatter The Ground, Secret Weapon.
30. Any 2, Cost: 2
Add 2 tokens to .
Strength Of Mountains, Brute Force.

















31.  3-5
Swap the tokens on  and , and double them.
Reverse Gravity, Rebounding Attack.
32.  3-
Move all tokens on  to .
33. 
Suffer a Wound, add 2 tokens to , and **sunder**.
Desperate Gambit, Push Through.
34. 
Status effect (self): When you **take initiative**, gain an additional token if you have **drawn the line** in this combat.
Death Throes, Grim Determination.
35.  5-
Add a token to  for every Wound and level of Exhaustion you have.
Once Bitten Twice Shy, Last Reserves.
36.  3+
Status effect (self): When you **sunder**, add a bonus for all your previous **sunders** in this combat.
In The Zone, Soulcrusher, Rabid Rage.
37.  2+, Cost: 2
Status effect (self): If you are **defeated**, suffer a Wound and ignore the formula.
Glorious Guts, Fervour Of Disregard.
38.  7+, Cost: All
All opponents with a lower tier than you are **defeated**.
Wrathful Tribune, Archon's Carnage
39.  2-
Add a token to every pose.
Whirlwind, Raise The Stakes.












NIMBLE ABILITIES (D20 + 39)




40. 
Status effect (self): When you **take initiative**, gain an additional token if you did not use any combat abilities last time you **took initiative**.
Burst Of Speed, Mindless Violence.
41.  Cost: 1
Gain a special token. To place it, you must strike a pose with 3+ tokens.
Falling Sky, Stepping Stone, Leapfrog.
42.  Cost: 1
Add a token to a connected pose.
Flow State, Lightning Reflexes.
43. 
Add a token to a connected pose. Remove it when someone **takes initiative**.
Leverage, Feint.
44.  3+
Any subsequent tokens you place are removed when someone **takes initiative**.
Lightstep, Illusory Double.
45. 
Move a token from  to a connected pose.
Parkour, Adaptive Technique.
46.  2+, Cost: 1
Gain an additional token.
Superfast, Time Stop.
47. 
Status effect (self):  and  are connected for you.
Take Cover, Floating Shield.
48. 
Clear your status effect.
Wriggle, Stoic Realign.
49. 
Move all  tokens to connected poses.
Dazzling Footwork, Reverse Kinematic.

50.  You can choose  as your next pose. *Shield Bash, Short Teleport.*
51.  Status effect (self): When you strike a pose, roll a d6. On a 6, add a token to the pose. *Gambler's Luck, Flourish Of Fate.*
52. Any 1, Cost: 1
Roll 2d6 and take the lowest, adding that number of tokens to the current pose. *Jumpstart, Unpredictable, Lucky Shot.*
53.  3+, Cost: 1
Gain 3 special tokens. When you strike a pose and place these tokens, you cannot **sunder** or use a combat ability. *Fulcrum, Velocity Extort.*
54.  Cost: 1
Status effect (self): When you strike a pose with no tokens, gain an additional token. *Immaculate Tactics, Unexpected Strike.*
55.  4-
If  has the same number of tokens as the previous pose, double the tokens on . *Infinitesimal Accuracy, Wily Collusion.*
56.  Status effect (self): When there are 4 tokens on , **take initiative** and clear your status effect. *Biding Time, Sigil Trap, Measured Hit.*









SKILLED ABILITIES (D20 + 56)























57.  Move a token from  to another pose. *Reverse Grip, Change Hands, Pinpoint.*
58.  3+, Cost: all
Gain an additional token per opponent. *Everywhere At Once, Merry Dance.*
59.  2+, Cost: 2
Status effect (up to 3 opponents): Your combat ability token requirements increase by 1. *Two Steps Ahead, Hex Of Incompetence*
60.  2+, Cost: 2
Status effect (self or 1 ally): Your combat ability token requirements decrease by 1. *Training Payoff, Energised.*
61.  3-4, Cost: 1
Choose an opponent. If the tokens on the current pose equal their tier, you can **sunder** them with an automatic pass. *Precision Cut, Perfect Snipe.*
62.  Move a token from  to . *Quick Jab, Needle Strike, Wall Run.*
63.  2+
Remove one token per opponent, from any connected pose. *Spinning Cleave, Flatten The Odds.*
64.  Cost: 1
Add a token to  and . *Cover Shot, Telepathic Punch.*
65.  Add 2 tokens to  and **sunder** the highest-tiered opponent. *Punch Up, Giant Slaying Technique.*
66.  Remove a token from a connected pose. *Hands-On, Reload, Carry The One.*

67.  3, Cost: 2
Status effect (self): When you **sunder**, tokens count as double if the entity is higher tier than you.
Find The Weak Spot, Titansbane.
68.  3, Cost: 2
Status effect (self): When you **sunder**, tokens count as double if the entity is lower tier than you.
Reap, Mighty Confidence, Chokepoint.
69.  2+, Cost: 2
Status effect (self and up to 2 allies):
When you **take initiative**, add a token to .
Rally To The Banner, Enchant Weapons.
70. 
Status effect (self or 1 ally): Your resources count as one tier higher for the purpose of their combat abilities.
Inspired Technique, Elemental Weapon.
71. 
Status effect (up to 3 allies): You have access to all resource combat abilities that the applicant has.
Shared Arsenal, Phalanx, Flying Blades.
72.  2+
Remove a token from every pose.
Ball Up, Center The Self.
73.  3+, Cost: 2
Apply your status effect to another combatant.
All Or None, Chain Reaction, Rebound.
74. 
Status effect (1 opponent): You count as one tier lower for the purpose of gaining tokens.
Cry Of Paralyzing Fear, Mental Mire.
75. 
Add tokens to  equal to the sum of all opponents' tiers.
Back Against The Wall, Odd Defier.

76. 
Add a token to  and **sunder** the lowest-tiered opponent.
Punch Down, Easy Prey, Minion Hatred.
77.  3+, Cost: 1
Defeat a tier 1 opponent.
Casual Onslaught, Power Word Death.

OTHER ABILITIES

78. 
Status effect (self): When you are **sundered**, instead choose a random ally to be the target.
Cloak, Misdirection, Deflecting Hex.
79.  2+, Cost: 2
Choose an opponent to make an opposed Physique Roll. If you win, the opponent is Wounded.
Elemental Blast, Drive Home.
80.  2+, Cost: 2
Status effect (all opponents): The first token you place is placed on a random pose.
Illusory Defence, Pocket Sand.
81.  3+, Cost: 1
Choose an opponent. **Sunder** them, adding a bonus for each of their marked sentiments. NPCs will only use this ability if a pass is assured.
Heartstop, Harrowing Cry.
82.  3+, Cost: 3
All opponents must make an opposed Smarts Roll against you. If you win, the opponent is Wounded.
Psionic Blast, Sneak Attack.
83.  2+
Status effect (1 opponent): You cannot strike .
Enervating Grip, Icy Stare.
84. 
Choose an opponent. They must mark a sentiment.
Terrifying Shriek, Domineering Aura.

85.  2+, Cost: 1
Place a die on a pose with no tokens.
When the tokens equal the die, remove it and Wound whoever has initiative.
Bombs Away, Tendril Snare.
86.  Cost: All
Copy the effect of the last combat ability used.
Imitation Game, Physical Mimicry.
87. 
Add tokens to  equal to your tier, or twice your tier if  has no tokens.
Juggernaut, Standing Start.
88.  5, Cost: All
Status effect (self): You cannot be **sundered**, and can only strike poses for which you have combat abilities keyed to. Clear your status effect when you **sunder**.
Impenetrable Defence, Battle Trance.
89.  2+, Cost: 2
Status effect (self or 1 ally): Your combat ability costs decrease by 1.
Hex Of Encouragement, Revitalise.
90.  2+
Choose either clockwise or anti-clockwise. Move all tokens on the battlesheet to new poses, following the direction chosen.
Shake Things Up, Locus Reticulate.
91. 
An ally with no tokens gains a token.
Helping Hand, Re-Arm, Boosting Hex.
92.  2+, Cost 2
Summon a Tier 0 ally into combat.
Minion Invocation, Enchant Objects.
93. 
Add tokens to  equal to your tier. If you have no tokens left, you can **sunder**.
The Finisher, Targeted Implosion.
94. 
Status effect (self): When applied, swap the positions and connections of two poses on the battlesheet. Tokens move with their poses to their new positions.
Karmic Offset, Mirror Dimension.
95.  3+
Status effect (self): When you strike , add 3 tokens to it and clear your status effect.
Spectral Daggers, Improvised Weapon.
96.  2-3, Cost: All
Every ally gains a token.
Timely distraction, Follow Your Leader.
97.  2, Cost: 2
Lose all unspent tokens and immediately **take initiative**.
Temporal Shift, Catch Your Breath.
98. 
Add a token to  for every combatant with no tokens.
Dynamo, Measured Attack.
99.  3+, Cost: 3
Status effect (all): The applicant chooses a pose. You cannot strike this pose.
Hex of Battlefield Control, Lock Blades.
100. 
Status effect (one opponent): If you can strike , you must.
Draw Ire, Duplicitous Weakness.

TRANQUILITY

There's a style of gameplay that some

systems call "downtime", because it focuses on the period inbetween the action where there's no pressing threat or goal. It's often handwaved, to get back to the interesting part of the game.

But in PoET, tranquility *is* one of the interesting parts. There's always some kind of threat waiting for the right time to strike, so even your leisure time is secretly preparing you for your next clash with evil. You play out whole swathes of the game in a subsystem revolving around the things you're destiny-bound to protect: Settlements.

SETTLEMENTS

Settlements are awesome, and here's why:

They're cozy. You get to enjoy life in a village, without an immediate danger weighing on your shoulders. Threats are still present, but they're not hounding at your heels. Kick back and explore the gentle, everyday side of Tirkosu. You truly get to *live* in the world!

They're convenient. When you spend time in a village, you get to do the same stuff as normal (gaining resources, XP, details, etc.) but easier and better. A single *dwelt* takes place over a whole week, so a lot of your moment-to-moment endeavours can simply succeed with no Roll. Free *recovery*, anyone?

They're alive. Weekly events can change up aspects of the settlement - which in turn unlocks new events and changes. Your hand will shape their future, but over time they'll also develop on their own.

Hepthurai

SETTLEMENT NAME

SUMMED ASSET THERS STAT MOD	0	0.5	1	2-3	4-6	7-10	11+
	■ ■	■	-	□	□ □	□ □ □	□ □ □ □

GOODWILL 1

- Antan (T1)
- Trade with Tapuk (T1)

SAFETY

- Wingwarriors (T1)

LABOUR

2

- Griffon roosts (T1)
- Training grounds (T1)

WEALTH

- Meditation cells (T0)

THE SETTLEMENT SHEET

I. SETTLEMENT STATS

Like your character, settlement stats are used to roughly judge their strengths and weaknesses:

- ❖ **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, the infrastructure and tools available to those that toil within it.
- ❖ **Safety** measures how well the settlement can defend itself, and how safe it can keep its denizens.
- ❖ **Wealth** refers to how well off the settlement is, the quality of life and richness of culture.

The **events** you experience in a settlement are largely dependent on its stats. The higher the modifier, the better the events.

2. ASSETS

Settlement stats are made up of **assets**, which are important features that benefit the community. They're almost like resources, but for villages. If you opened a guidebook to any particular settlement, you'd probably be able to find all its assets mentioned within.

Assets must be assigned to an appropriate stat:

Goodwill assets

- ❖ Prominent, well-regarded figures.
- ❖ Inter-settlement bonds.
- ❖ Culture or customs that encourage fellowship.



Labour assets

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



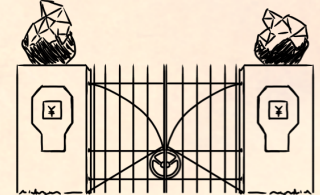
Safety assets

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



Wealth assets:

- ❖ Comforts and quality of life improvements.
- ❖ Displays of wealth.
- ❖ Local amenities or attractions.



An asset might fit multiple stats, but it can only benefit one of them at a time. (I.E. a local hero might be assigned to Goodwill or Safety, but not both simultaneously).

DETERMINING SETTLEMENT STATS

To get a stat's modifier, add up the tiers of all assets assigned to it (with tier 0 assets counting as half a tier, or 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.

TRANQUIL FORMULAS

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.

Check the result on the **settlement events** table matching your chosen area type.

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**
- ❖ **Gain a resource**
- ❖ **Gather information**

Quite a lot of time is supposed to be covered by this formula - I recommend a week at the *very* least. You're zooming well out of the moment-to-moment timeframe, looking at how your character spends their time in a very broad, generalised sweep. Think of it like a montage.

SETTLEMENT EVENTS

Settlements are hubs of activity - even when you're chilling, it's hard not to run into interesting occurrences. These events represent that. You can find them on pages [120-123](#).

IMAGINING EVENTS

Don't just gloss over an event - they're an opportunity to zoom back in from the montage and really engage with your surroundings. Incorporate the settlement's assets, using them as inspiration to set the scene, even if the event doesn't specifically modify them.

Some events you'll experience firsthand, and others you'll hear about from third parties, rumours, and other news sources. If an event affects the settlement at large, think about how your character learns of the goings-on, and how the reactions shape their time spent.

DWELL ACTIONS

At the end of the montage, we zoom back in and get to reap the benefits of the tranquility. This allows you to automatically succeed at some pretty crucial formulas (looking at you, **recover**), at the price of a random event. So by **dwelling**, you're effectively replacing your own stats with those of the settlement.

Note that you aren't required to match your dwell action with how you spend your time. For example, you can spend most of your time in a workplace (Rolling + Labour), but use your dwell action to automatically **revel** and blow off some steam. The settlement stat covers broad strokes, while the dwell action is focusing back on a specific moment.

INVOKE A SENTIMENT, USE A RESOURCE

You can't **invoke a sentiment** when selecting one of the dwell actions that automatically pass. There's always meant to be some slight risk involved, so that the sentiment has the opportunity to increase or decrease.

You also can't **use a resource** in the same way. Not sure why you'd *want* to.

AID A SETTLEMENT

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

- ❖ By hauling goods or building structures, Roll + Physique.
- ❖ By crafting or fixing items, Roll + Precision.
- ❖ By imparting knowledge or care, Roll + Smarts.
- ❖ By standing guard or keeping an eye out for trouble, Roll + Focus.
- ❖ By organising events or settling disagreements, Roll + Influence.
- ❖ By providing moral or emotional support, Roll + Hope.

Pass: Choose one:

- ❖ **Create an asset.** Create a new Tier 0 asset.
- ❖ **Move an asset.** Assign an existing asset to a new stat.
- ❖ **Improve an asset.** Increase an asset's tier, and lose an appropriate resource or detail or mark a sentiment. Whichever you choose, it must be at least one tier higher than the asset.
 - If you mark a sentiment, also decrease its tier.

Fail: Suffer consequences.

This formula will get a lot of use if you're playing as the leader of a settlement, or helping build a homestead in a new plane stable area. But it's also one you can use casually, on occasion - your character might not even be consciously intending to help the settlement as a whole, but by aiding a denizen they can help the entire settlement.

While not required, it can be fun to draw the settlement (even in a simplified way). Every time an asset changes, you can also change it on the map - that way you're got a visual for how the settlement is developing over time.

REVISIT A SETTLEMENT

When you return to a community after a month or more...

Roll on the table below a number of times determined by how long you've been away:

- A month: 1
- Three months: 2
- Six months: 3
- A year: 4
- Ten or more years: 5

d6 Absence event

1. Remove an asset.
2. Decrease an asset's tier.
3. Split an asset.
4. Rename an asset.
5. Increase an asset's tier.
6. Add an asset.

A settlement shouldn't remain static while you're away, so this can shake things up a bit if you're returning after a long sojourn.

Note that the "you" here actually refers to *you*, the player, more than your PC. Don't **revisit a settlement** and make ten years' worth of changes if another of your PCs has been hanging out there only a few days ago.



CREATING NEW SETTLEMENTS

There are a few ways to create a settlement:

Pre-existing, for when you have a solid idea of what the settlement should be like. Make a list of everything that could be an asset, give them an appropriate tier, and assign them to stats.

Random, for when you want to create an 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).

Wholly new, when you want to play homesteader and raise a settlement from nothing. For a settlement to be a settlement, at least one asset is required, which can be created by *aiding a settlement* that technically doesn't exist yet.

3d4, drop the highest	Random settlement stat mod
2.	■ ■
3.	■
4.	—
5.	□
6.	□ □
7.	□ □ □
8.	□ □ □ □

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.

So when you decide on an asset for a randomly created settlement, its tier cannot exceed the stat (unless 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 them all into one asset.



MAGIC

Empai Tirkosu is rife with magic. Sure,

magicians are rare enough - but those innate casters aren't the only ones with access to runes. Arcane mechanics carve them into metal to create spectacular devices, and clerics wield them in the form of favours from the Supreme One. If your character has never seen a spell cast, they're probably a crazy hermit who stays well away from everyone else.

That being said, the intricacies of runes and their uses aren't really central to this game - they'll likely get a thorough exploration in a later supplement. For now, consider this a condensed look at magic in Empai Tirkosu.

RUNES

The elements, building blocks of reality, contain patterns that are used to create and maintain every aspect of the fundamental world. These are **runes**. They're a bit like Platonic forms, or mathematical constants like Pi.

Another aspect of elements is their **energy**. Bend this energy into the shape of a rune, and you get an effect: A spell.

SPELLS

Combine two runes together, and you've got a spell:

- ❖ *Create Fire*
- ❖ *Clockwork Body*
- ❖ *Summon Cinders*
- ❖ *Blade of Frost*
- ❖ *Revealing Sigil*

Magic users can **cast** spells they know, creating an effect that fits the runes' theme:

The spell "Fear Allies" could be used to sow distrust within an enemy mob - or it could summon terrifying spectres to your aid.

LEARNING SPELLS

Unless you've been blessed with an innate connection to an element (or literally blessed, with divine favour), you need special training to learn and apply runes - and you can only remember a few of these complex patterns at once.

As such, PCs can only learn spells from certain epithets (like Primaeval, page 106). They'll ask you to select a few spells randomly, and then pick some of those to learn.

Spellcasting NPCs know a maximum number of spells equal to their tier + 1.

CREATING SPELLS

To create a spell, randomly select two runes from the **rune table** (page 65), and combine them in any order.

You can tweak the words just a little bit to make the spell sound more natural. You can even add a small linking word. For example, *Magma* and *Bone* might become *Bones of Magma*.



MAGIC FORMULAS

CAST

When you cast a spell...

Roll + the spell's casting stat, adding an appropriate penalty for the spell's complexity.

Pass: The spell takes effect.

Fail: You are Galvanized a number of times equal to the spell's complexity (minimum 1).

Casting is essentially an **attempt** that doesn't make you **suffer consequences** on a fail. It's also limited to the spell's context - You can't use *Chilling Smother* to levitate, for example. But if you need to knock a sentry out, it's worth a try if the only cost is a little harmless Galvanization.

CASTING STAT

Each rune has a stat attached. When **casting**, you can use either stat attached to your spell's runes.

COMPLEXITY

Like **attempts**, it's best to go with your gut on this. But here are some guidelines for adjudicating effects:

Mundane: Illuminate a dark room, fix a simple mechanism, breathe underwater.

Adventurous: Set a chair on fire, conjure a weapon, summon a familiar.

Heroic: Collapse a building, turn a sapling into a full tree, teleport to a well-known location.

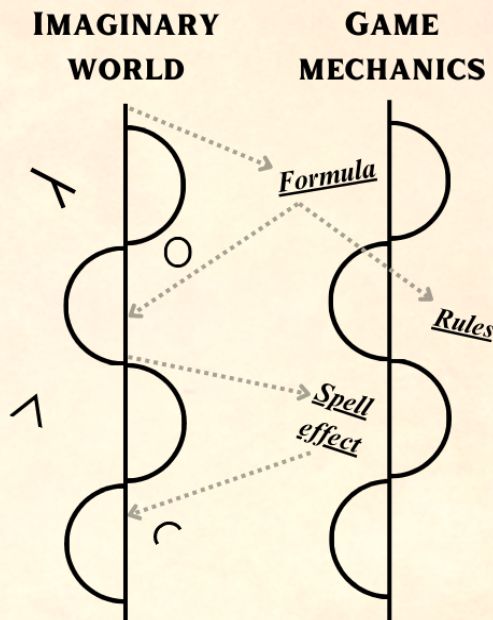
Legendary: Disintegrate an airship, link two places with a portal, ward a settlement against interlopers.

Epic: Freeze an entity in time, levitate a mountain, cloak a forest in an illusion.

Empyrean: Create a new plane, become a demigod, destroy an entire race.

WHAT CAN SPELLS DO?

A spell's effect *only* affects the imaginary world. You can't gain a resource through **casting** - for that, you have to **gain a resource**. The point of spellcasting is to change up the fictional context; If you're locked in a cell and can't physically **arrive at a new location**, a successfully cast *Banish Solid* could breach the walls and change that context.



Illustrating the relationship between the fiction and system, and how most formulas alter both - whereas spell effects only alter the fiction.

RUNE TABLES

1. AIR	Stat	2. DUST	Stat	3. EARTH	Stat
1. Breath	<i>Phys</i>	1. Touch	<i>Prec</i>	1. Solid	<i>Phys</i>
2. Gale	<i>Foc</i>	2. Sand	<i>Phys</i>	2. Stone	<i>Phys</i>
3. Release	<i>Hope</i>	3. Command	<i>Inf</i>	3. Seismic	<i>Foc</i>
4. Control	<i>Inf</i>	4. Portal	<i>Sma</i>	4. Ally	<i>Inf</i>
5. Flying	<i>Foc</i>	5. Connect	<i>Sma</i>	5. Slow	<i>Foc</i>
6. Instil	<i>Sma</i>	6. Summon	<i>Inf</i>	6. Crumble	<i>Foc</i>
4. FIRE	Stat	5. ICE	Stat	6. LIFE	Stat
1. Flame	<i>Phys</i>	1. Chill	<i>Foc</i>	1. Verdant	<i>Prec</i>
2. Magma	<i>Phys</i>	2. Freeze	<i>Prec</i>	2. Renew	<i>Hope</i>
3. Burning	<i>Hope</i>	3. Resistance	<i>Phys</i>	3. Circle	<i>Sma</i>
4. Ignite	<i>Sma</i>	4. Shield	<i>Hope</i>	4. Bow	<i>Prec</i>
5. Armour	<i>Phys</i>	5. Spike	<i>Prec</i>	5. Heal	<i>Hope</i>
6. Blade	<i>Prec</i>	6. Ancient	<i>Sma</i>	6. Beast	<i>Inf</i>
7. LIGHT	Stat	8. SHADOW	Stat	9. SMOKE	Stat
1. Radiant	<i>Foc</i>	1. Pain	<i>Phys</i>	1. Charred	<i>Phys</i>
2. Faith	<i>Hope</i>	2. Disrupt	<i>Sma</i>	2. Cinder	<i>Prec</i>
3. Purge	<i>Inf</i>	3. Fear	<i>Inf</i>	3. Beauty	<i>Hope</i>
4. Banish	<i>Sma</i>	4. Halt	<i>Inf</i>	4. Smother	<i>Foc</i>
5. Truth	<i>Foc</i>	5. Bone	<i>Phys</i>	5. Sigil	<i>Sma</i>
6. Beam	<i>Prec</i>	6. Unseen	<i>Prec</i>	6. Hand	<i>Inf</i>
10. STEAM	Stat	11. WATER	Stat	12. OTHER	Stat
1. Cloud	<i>Foc</i>	1. Clear	<i>Foc</i>	1. Create	<i>Prec</i>
2. Sear	<i>Prec</i>	2. Comprehend	<i>Sma</i>	2. Destroy	<i>Phys</i>
3. Mechanical	<i>Sma</i>	3. Tidal	<i>Phys</i>	3. Protect	<i>Hope</i>
4. Explosion	<i>Phys</i>	4. Reveal	<i>Foc</i>	4. Move	<i>Foc</i>
5. Noisy	<i>Inf</i>	5. Stream	<i>Prec</i>	5. Transform	<i>Sma</i>
6. Gift	<i>Hope</i>	6. Shape	<i>Sma</i>	6. Word	<i>Inf</i>

EMPAI TIRKOSU

I have pages and pages of this setting’s lore.

Even the session notes are enough for a decently sized novel. But you don’t wanna hear about those - you’re interested in ideas. Inspiration.

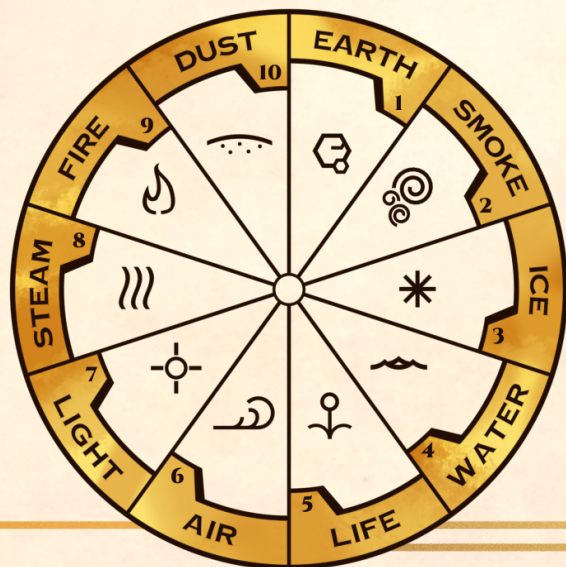
And that’s what this chapter is. It’s one guy’s idea of what Empai Tirkosu looks like. Everyone is going to have their own version of it, sometimes with vast differences. You’re invited to sculpt this world in your own image; But in case you need some quality stone to get you chiselling, here’s where you’ll find it.

OTHER SETTINGS

The core rules of PoET are very flexible, and can support a wide variety of settings. But its subsystems have quite distinct flavours:

Combat has a level of abstraction that benefits from super-powered combatants and stylised action. If you want to run PoET in a low-powered, “realistic” setting, you probably want to drop this subsystem.

Tranquility works best when villages are sparse but safe havens, with settlement events leaning towards a slice-of-life vibe. If you want a gritty world where towns are just as dangerous as the wilds, then don’t use this subsystem.



THE ELEMENTS

Everything is fundamentally built on **elements**. You won’t find cells, molecules, or atoms in Empai Tirkosu, not even with the strongest microscope. “Humans are 60% water” doesn’t apply in this world. Humans are, in fact, 60% Dust.

Each element has its own **race**, its own **planar realm**, its own virtues and behaviours; its own facet of reality. Villagers find themselves predisposed towards a particular element in a similar way to how people in our world identify with a certain gender, align with a particular religion, or enjoy specific experiences. For example, if a steamfolk visits a hot spring, they might feel inspired and enthused, as if reality itself is giving them a thumbs-up. Or if two strongly-aligned icefolk meet, they’re going to feel that connection even if there’s no outward sign to show their alignment. It’s almost a **spiritual magnetism**.

But it’s not a one-way relationship: the elements are alive, and recognise you as part of them. And if you commune with that element, if you invest in it, it will count you as a prized asset. And that comes with perks that range from “Oo I have a halo” to “I have literally stopped ageing and become invincible.”

The most reliable way to get an element to recognise you is to **protect** it from the eleventh element, Shadow, which wants to destroy all the others. Without Shadow, all the elements would coexist peacefully. But instead, they’re threatened with annihilation.

The other elements aren’t particularly happy with that. So when someone fights back against the decay, they bestow the hero with great power. On the island of Tirkosu, they have a name for these mighty protectors: **Tsethem**.

THE ELEMENTALS

These guys are animate conglomerates of concentrated elemental energy. They're not so much distinct beings, as extremities of the element itself. They can go through several stages in their existence, creating six separate types:

Mephits, the smallest elementals. Created from the essence of other dissipated elementals, these child-like creatures fashion masks to better display their rather two-dimensional personalities. They roam the lands looking for beings that compliment their sensibilities, and especially enjoy communing in elemental nodes (locations where elemental energy is particularly strong).

Protos, the classic elemental. When around 5-to-10 mephits join together in communion, they can meld their forms into a single fully-fledged elemental that contains an amalgamation of all their personalities. This new being then sets off to commune with the element proper, which takes different forms depending on the element - Steam elementals streak across the sky, Fire elementals hold vigils on the mountaintops, Light elementals bask in the sun, and Earth protos sit still for years before launching themselves into the catalyst of an earthquake.

Myrmidons are protos at war. They fashion crystalline armour and weapons from their bodies, turning an already strong creature into a mighty opponent. They're usually found in the service of archomentals, or (rarely) genies. But once an elemental becomes a Myrmidon, it cannot change its form further - so this transformation represents a true commitment to a cause.

Genies, the strange social ones. Elementals of this type are the closest to having a distinct personality, beyond the more primal nature of their brethren. They love to spend time with

other intelligent beings, and even take on a form that better facilitates that: Their upper body resembles their element's race, with only the lower half remaining purely elemental. They often shepherd mephits or hold court with the mortals, and their tears are rumoured to have unfathomable power - but it takes a truly awful tragedy to make a genie weep.

Like myrmidons, once an elemental becomes a genie, it can no longer become an archomental.

Archomentals are the pinnacle of power for most elementals. These are protos that have communed for centuries, basking in their element's power until it grants them increased size and power. Literal and metaphysical giants, they watch over nodes and cities, revered by both the mortal races and their own kind.

Colossi. Only eleven of these existed, each one the first and most powerful of their fellow elementals. Standing hundreds of feet tall, and clad in armour of crystallised energy, they truly were a breathtaking presence. They acted as a physical manifestation of the element's will: a "primary pawn". And they've been missing since the end of the planar war...



THE PEOPLE

Most elemental planes are populated by a single predominant race - often referred to as “mortals”, or the “Chosen” race of that element. They’re covered in-depth on each of their respective element’s pages (76 to 96).

It should be noted that even though races do generally tend to align themselves with their predominant element, this isn’t a universal rule. An individual is free to align with whichever element they feel drawn towards.

PLANEORN

Every decade or so, someone is born with an unnaturally high physical attunement to an element. While they keep the general shape of their parent race, their features are imbued with an elemental aesthetic reminiscent of genies. They’re also given a stronger tolerance towards their element’s natural dangers, and have at least one spell imbued in their mind.

People look to them as prodigies, expecting great works from them - and while they seldom fail to excel in some way or another, that social baggage can weigh on them. Planeborn feel more at home among other elementals than the mortal races, and many swear they can hear their element “talking” to them. They often take on a nickname in addition to their given one, signifying their otherworldly heritage.

Example nicknames: Fog, Gem, Glace, Grit, Magnis, Plume, Ripply, Soar, Sun, Vine.



WARFORGED

The Warforged are not a race. They don’t reproduce, or breathe, or require sustenance. They’re beings of steel and galchion - like golems, but with a far more powerful “crystal matrix” brain. They’re also clearly built for battle, with well-armoured components and fast reflexes.

And they have one other feature distinguishing them from mere machines: They have souls.

THE METAL MEN

When you start playing, choose one of the main ten races. They are removed, **wiped from existence**, and replaced with Warforged. The race retains its game rules, temperament, and elemental affiliation - but its appearance is otherwise completely changed. Whenever this book refers to that chosen race, imagine them as a Warforged instead.

This hole in existence extends to your character: If you choose to replace Elves, your character will never know what an Elf is. If you replace Gnomes, and decide to play as a Gnome, your character is now a Warforged.



HOW DID THIS COME TO PASS?

That's for you to discover, should your adventures take you down that path. There are several hints seeded throughout this chapter, but no explicit answer is given. I know what happened in my version of events, but your Empai Tirkosu is different - and has different mysteries to unravel.

Consider how the original race's element and mentality affect the Warforged. If they replace:

- ❖ **Aarakocra**, they might be extremely dedicated to order and law; high-flying enforcers to the point of being dictators.
- ❖ **Aasimar**, they might believe they are holy constructs sent by the Supreme One himself.
- ❖ **Dwarves**, they may resent the "fleshies".
- ❖ **Elkore**, they might modify their bodies with fabulous artistic designs.
- ❖ **Elves**, they might pine for physical touch, abhorring their clunky armoured forms.
- ❖ **Gnomes**, they might be prone to malfunctioning or getting stuck in loops.
- ❖ **Golath**, they could be plotting to subjugate the other races... for the good of their own survival, of course.
- ❖ **Humans**, they might be spearheading a revolution in magitek - a new golden age.
- ❖ **Lamia**, they might be proud of their warlike design, and share a strong camaraderie.
- ❖ **Waintanga**, they may be slightly aware that something is wrong, and be actively seeking the reason for their existence...

BEYOND THE ELEMENTS

A few planes exist outside the main eleven (and Tirkosu):

Astral, Time, and Fey. Quasi-elements: *Sentimentals* to the element's *fundamentals*, that seem to reflect some of the latter's properties while having some bizarre differences.

- ❖ The Astral realm appears to encompass the entirety of everything, a vast void holding an infinitude of stars that act as portals to other planes. Astrologers say the constellations bear a striking resemblance to a Warforged's crystal matrix brain.
- ❖ The Library of Time catalogues what was, is, and shall be. It's maintained by elemental automatons, and exists in multiple timelines at once.
- ❖ The Feywild holds four courts of living emotion - The loving Somma, the terrifying Wynter, the sorrowful Ottum, and the excitable Spreen. Their whimsical politics are said to sway the weather on the fundamental planes.

The Waiting Place. Inaccessible by physical means, the tales of this place come from resurrected souls and prophets. It's a dreamlike world where entities dwell in the essence of their positive sentiments, while negative ones are subverted or fulfilled to their satisfaction - a happy resting place for all who pass on.

TIRKOSU

Tirkosu itself is an artificial plane that draws on the elements to exist, literally borrowing physical space from the other planes. It takes the form of a **tropical island** sitting in an endless sea, containing a patchwork of biomes and a mutable, **ever-changing** geography.

Its denizens reside within “**plane-stable**” zones, areas where the terrain is static enough to build settlements. They live plentiful and exciting lives, as the world outside their village boundaries is never the same twice.

The island of **Tirkosu**



PLANEFALL

Tirkosu's plane is artificial, meaning it needs to take physical spaces from existing natural planes. This process isn't random - there's a rough pattern overlaying the island that terrain types gravitate towards. Biomes stick to specific areas: you'll always find desert in the desert, and rarely find snow there. And the terrain it borrows usually comes from the outer reaches of elemental planes, which are for the most part unpopulated wilderness.

But the planar flow *does* target an area containing entities or whole structures, it can pull them along. For the islanders, this provides a near-constant source of new things to explore and resources to gather. It also poses a danger, as the flow works both ways - every day spent outside of plane-stable zones increases your chance of getting swept away into the far reaches of the elemental realms...

LOCATIONS ON TIRKOSU

Each element page goes in-depth with its own specific village (listed below), but Tirkosu also plays host to several other locations:

Elemental villages

- Appinamopu Tharth (Light, page 89).
- D'Okai (Smoke, page 91).
- Gokapu (Dust, page 79).
- Hepthurai (Air, page 77).
- Karu Sampur (Fire, page 83).
- Little Orthraze (Steam, page 93).
- Paku (Life, page 87).
- Pehkeiai (Water, page 95).
- Sovu Vapohu (Earth, page 81).
- Tapuk (Ice, page 85).

Other locations

- Orthraze
- Quartill
- Pernep
- Rahg Krahv
- Rahm Oru
- The Dragonlands

ORTHRAZE

The Golath don't like travelling on the northern side of Mt Tirkosu. There's a scar here, an almost two-mile-wide ruin where the grass is black and the sun struggles to shine. This is the dereliction of Orthraze, a city that was once the jewel of the island: The peak of arcane invention. Its gleaming towers once brushed the clouds - now they lie crumbling.

It's a place of Shadow, of screeching Mirlings and restless spirits. One would think the Dark Mirror clawed a permanent passage to the surface at last. And for all you know, that may be the case: For all of Orthraze's former glory, no one living can tell you how it fell. And despite the promises of untold arcane wealth, few dare venture inside - and even fewer return.

QUARTILL

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

GOODWILL – LABOUR –

- Dewflower family (T0)
- Mechanical plough (T1)
- Flentor family (T0)

SAFETY ■ WEALTH ■ ■

- Watchtower (T0)

Dewflowers - Despite working just as hard as the Flentors, what this large family of Dwarf-Humans really 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, a soporific drug that aids lucid dreaming.

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.

PERNEP

Pernep is a sleepy pastoral village, full of wattle-and-daub villas and quaint cottages. It's prime real estate for people who don't want Mirlings threatening their evening walks, as Shadow creatures shy away from the southern forest. 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.

GOODWILL LABOUR

- Captain Nihlee (T1)
- Trade with Appinamopu Tharth (T1)
- Lumberers (T0)
- Livestock (T0)
- Farmland (T1)

SAFETY – WEALTH

- The keep (T1)
- Lightstep mansion (T1)
- Sevar mansion (T2)
- Arkoth mansion (T2)
- Piranai shrine (T0)

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 - The lack of Shadow 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 Lightstep manor.

Piranai shrine - Hidden by a copse on the village border lies a clearing centred around a

verdant archway. It serves as a meeting place for the secret order of druidic tree-tenders known as the Piranai. 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.

RAHG KRAHV

Rahg Krahv is a stopover hamlet on the route to Rahm Oru. Plenty of inns and taverns can be found here, built in the steep-roofed style of the original Golath founders. It's a busy little village that never truly sleeps, but doesn't quite reach the buzz of the larger town nearby.

GOODWILL LABOUR

- Rahm Oru trade route (T1)
- Trade with Quartill (T0)
- Warden Windriver (T0)

SAFETY WEALTH –

- Walls (T0)
- Dubrunna's inn (T1)

Rahm Oru trade route - The beating heart of the town. You can easily find all sorts of traders, travellers, and lowlives passing through here.

Trade with Quartill - The inns get a great deal on Quartill's fresh farm produce; they just have to turn a blind eye to the odd parcel of dreamroot that finds itself changing hands here.

Walls - A low wall runs around the hamlet, helping the guards keep the Mirlings out.

Warden Windriver - The quiet, almost melancholic leader of the watch. His sword glows faintly when drawn, and rumour says it was forged by a genie. But he doesn't like to talk about how he came by it.

RAHM ORU

This great walled town sits on a plateau among green hills, its many towers, stacked buildings, and airship docks reaching for the skies. It's the trade centre of the island, where all the various cultures converge in one great cacophony.

GOODWILL □ **LABOUR** □□□
- Nina, high cleric of Zenia Tharth (T1)
- Piranai headquarters (T1)
- The BAT tower (T3)
- Airship docks (T1)
- Service golems (T1)
- Markets (T1)
- Shopping district (T1)

SAFETY □□ **WEALTH** □□
- Walls (T2)
- Catacombs (T1)
- Guards (T1)
- Memorial centre (T1)
- Great Library (T2)
- Whisper network (T1)
- Twin-EPE races (T1)

Airship docks - There's always a gentle hum in the background of Rahm Oru, as airships are always ferrying cargo around, or returning to the arcane shipwrights for repairs.

Catacombs - Remnants of an ancient subterranean Dwarvish city, these tunnels and halls sprawl out beneath the town. Some say they even lead down to the Dark Mirror.

Great Library - Some of the oldest manuscripts on the island are stored in this tower, stashed away on dusty shelves and maintained by an ancient mechanical cataloguing system.

Guards - These "copperheads", so called for their shiny mail cowls, are stationed at the towers along the wall, allowing them to arrive on the scene within minutes.

Markets - The market "square" (it's more of an irregular pentagon) is crammed with stalls that you can hire for a day - or you could, if they weren't constantly sold out. But that doesn't stop the canny merchant from carrying their wares with them. The square is a buzzing hub of activity, of shouted haggling and traders' cries.

Nina, high cleric of Zenia Tharth - An outpost for the Hopefuls (page 89), this Tharth is almost like a miniature version of its big brother, Appinamopu. Nina, the Elven superior, is also on the town's council - which is probably the reason why twin-EPE races are skillfully scheduled to not interfere with worship days.

Piranai headquarters - People think these green-clad druids are just strange hippie hermits, but they're secretly guarding the island against incursions from the Fey. They have a small garden here, and a map used to keep track of Feywild portals.

Service golems - Coin-operated porters mill about the warehouses, or carry massive crates through the dusty cobbled streets. But personal automatons also see great use, acting as waiters and barkeeps, or delivering letters..

The BAT tower - Tirkosu's centre for magitek education, and the HQ of the. A huge red brick tower, stuffed to the roof with classrooms, dormitories, and storerooms full of parts and old devices. It's quite a posh and fancy place... above ground. The labs extend into the catacombs below the tower, but those are off-limits to all but the highest ranking members.

Twin-EPE races - The denizens of Rahm Oru regularly gather on the ramparts to watch skilled pilots race small, single-crew airships around the outside of the walls. These tiny craft only use two Elemental Propulsion Engines - one on the back, one on the front. They're fast, dangerous, and extremely entertaining to watch. The pilots' guild also donates fairly hefty prizes.

Walls - Dwarven-made, the seamless stones of these 100-ft tall walls are almost impossible to climb. Mirlings often fall to their deaths before the guards can stick a crossbow bolt in them.

Whisper network - These mechanics cast spells for lightning-fast communication all over the island.

THE DRAGONLANDS

Dragons were created to serve archoments and genies, with three main roles to fulfil:

- ❖ Act as a mobile kingdom. A nesting dragon can terraform the surrounding area, shaping it to the needs of its master.
- ❖ Protect treasure. A dragon's power and size is proportional to the amount of wealth it hoards - and like other reptiles, it starts to shrink after an extended time away from the source of its power.
- ❖ Advise the rulers. Their most important directive was to act as living repositories of knowledge, using their near-perfect memories to act as a counter to the archoments' more "live in the moment" mindset.

Dragons were sent to Tirkosu during the planar war, but they didn't share the island. Instead, they were sequestered on the far side of the artificial plane, in the mythical dragonlands.

They didn't weather the centuries very well. Without rulers to guide, they turned to bickering and petty feuds, competing with each other over who had the most treasure. After peace returned, the Colossi decided to keep them well away from their realms - and the Dragons, consumed by avarice, barely noticed the neglect.

Tirkosu



Dragonlands

DRAGONBORN

Born to assist the great wyrms, the Dragonborn are now divided by their charges' loss of purpose. Most cling to the hope that one day the curse of greed will be lifted, so they can return to their home planes. In the meantime, they tend to the dragons, indulge their debaucheries, and even fight each other at their masters' whims. Those who abandon the dragonlands occasionally escape to the island of Tirkosu.

They're aimless, wandering folk, bereft of a higher purpose that they either reject or desperately seek. Either way, they make excellent custodians and archivists, and often find work as mercenaries on Tirkosu. The less fortunate find themselves entangled in dragon-worshipping cults.

Dragonborn have scaled skin, claws, and reptilian heads, just like their larger cousins. They range from 4-to-6 feet (1.2 - 1.8m) in height, with muscular builds and a short, thick tail.

Male names: Annomadel, Drakroth, Duumorth, Kilmorn, Rhambish, Tenemor, Toskan, Vorrin.

Female names: Bez, Gelgeris, Klophekalis, Nyensoth, Nevimashynn, Saron, Suvys, Valkuu.

Dragon/clan names: Barkoon, Brakkivern, Fervol, Sonorae, Sulseth, Taevarth, Mythondel, Nanaluth, Valdar, Vermol.





AIR

Air's virtue is unique, in that it actually has two of them - **Discipline**, and **freedom**. Air is a wild thing, unshackled by physical limitations, untouchable, invisible to the naked eye. But most creatures interact with it in an incredibly restrained manner: Juxtaposed with the unbounded freedom, the steady, disciplined rhythm of breathing permeates their lives like a mantra.

Air is the tornado roaring. Air is the whisper through the trees. Air is the eagle, soaring.

AURA

An eternal storm rages far below majestically fluffy clouds. Flying islands pepper the plane, while sky whales float through the ever-changing windscape. Feudal Dukes make a big show of working together to quell banditry, while squabbling in secret amongst themselves. It's a realm of ethereal order, hiding the chaos swirling below.

TERRAIN ON TIRKOSU

Air is the most stable element on Tirkosu; there's so much of it that the planar flow can't keep up. Travelling the island by sky is far less likely to result in a one-way trip to the elemental planes.

Plane-fall discoveries

1. A swarm of flying fish.
2. A crystalline cloud.
3. A balloon-nest of giant invisible spiders.
4. Maelstrom, a castle of evil inventors.
5. A semi-solid island of locusts.
6. A monastery encircled by petals.
7. A sky whale graveyard.
8. A snapwind, cracking like a whip.
9. A nest-town serving as a bandit camp.
10. A living whirlwind.

AARAKOCRA

Birdfolk stand at around 5 feet (1.5m) tall, and sport a variety of coloured plumage on a canvas of mostly white feathers. Their three fingers and toes are clawed, attached to almost reptilian forearms and lower legs. Two magnificent wings unfold from the middle of the back, which can reach spans of up to 26 feet (8m).

Rarely, an Aarakocra will be born with completely black feathers. They're shunned by other airfolk, who see them as a bad omen - but it's really more of a self-fulfilling prophecy.

They wear simple clothing; sashes and short kilts are common, although those in a position of power tend to drape themselves in cloaks or robes. In battle, they favour spears, bows, and other ranged weapons.

TEMPERAMENT

They can come off as a little imperial, or austere. Depending on which of their dual-virtue they gravitate towards, they expect a level of decorum or indifference that exceeds what most races consider reasonable - which leads to them looking down on other chaotic/stuffy folk.



That being said, if their sensibilities align with yours, they can be excellent companions. Their patience and diligence make them fantastic scholars and teachers, and their adventurous spirit is greatly appreciated by co-conspirators in daring-do. An Aarakocra would sail to the edge of the plane, just to exercise his freedom.

SPECIAL ABILITY

Aarakocra can use their wings to fly - though not as well as griffons, and other more aerodynamic creatures.

NAMES

Male: Ala, Alqar, Ake, Ikeer, Illarc, Lokara, Qracac, Rikir, Rullek, Yuuk.

Female: Chiri, Ditti, Fath, Hilla, Kiki, Uuo, Qith, Qla, Rhu, Zu.

Aarakocra don't have family names. Go with scratchy, glottal stop-y names for males, and softer, more musical ones for females.

HEPTHURAI

If you asked an intelligent bird to build a nest in the style of a walled Chinese monastery, you'd probably end up with a miniature version of Hephthurai. The founders used a now-lost magic art to weave entire tree trunks together, creating the many-eaved buildings that make up the main village.

The village is a reflection of Air's twin virtues. The messy woven construction seems wild and untamed, but it holds together with surprising stability - and the general layout is very sensible and ordered (especially compared to cluttered settlements like Rahm Oru).

TOKU'TOK

Toku'tok (wood-weaving) is still a major part of Aarakocra culture. They craft figures from twigs, and animate them with simple runes. Every Birdfolk remembers watching in delight as wicker griffons flutter around their nest.

GOODWILL □

- Antan (T1)
- Trade with Tapuk (T1)

LABOUR □

- Griffon roosts (T1)
- Training grounds (T1)

SAFETY –

- Wingwarriors (T1)

WEALTH ■

- Meditation cells (T0)

Antan - As a former mage and martial artist, this elder is a force to be reckoned with even in his swansong years. His stubborn no-magitek policy is a point of much contention among the younger Birdfolk; but those who remember the fall of Orthraze believe Antan to be acting from the terrible wisdom of experience, instead of technophobia.

Griffon roosts - These proud four-legged birds are raised in the foothills until their herders deem them mature enough for village life, where rickety towers hold their nests above the rooftops.

Meditation cells - Small nooks are carved into the sheer cliff behind the village. Those seeking spiritual refinement can face their inner demons in these cells, with only the howling wind for company.

Trade with Tapuk - The two mountaintop villages share goods, with Tapuk offering meat and furs in return for arrows, leathers, and occasionally whole griffons.

Training grounds - Warriors come from near and far to hone their mettle in the most gruelling training courses on the island. The village square is like a brutal gym, fixed under the baleful glare of the instructors. Their regimes really do work wonders, for those who can handle the physical pain.

Wingwarriors - An elite group of griffon-riders sworn to protect Hephthurai, renowned for their impressive formation flying. While they don't answer directly to Antan, his word is all but law.

DUST

Dust is **unity** - the intangible connection that brings things together as one.

There's an interesting logical conundrum called the "grain of sand fallacy". You start with a single grain, then add more one at a time. At what point does it become a pile of sand? The answer, in Tirkosu, is that there is no pile; there is only Dust.

Dust is anything that's a generalisation of individual components. When separate combatants group together as a mob, that's Dust at play. Your Tier 2 treasure chest, containing the equivalent of dozens of Tier 1 coin pouches? That's Dust working its subtle magic. The sandy pathways connecting villages? Those aren't tracks worn down by travellers, they're little lines of unifying Dust.

SABULA

A scheming genie has usurped the true prince's throne. Fiend-worshippers meet at Sacrilege Rock to enact diabolic rites. Slavers lie waiting in sun-scorched mesas, preying on the foolhardy traveller. And for miles around an ancient ziggurat, the dead walk the dunes. It's a harsh, ambitious plane - but kinder communities speckle it, like the literal oases they gather at.

Planefall discoveries

1. A shed sand-worm skin.
2. Nomads riding giant lizards.
3. A natural fountain of black gold.
4. A lifeless terracotta automaton.
5. An oasis filled with many-limbed onions.
6. Termite towers in a chalk basin.
7. Dust-coated webs, the size of rigging.
8. An escaped slave.
9. A monumental statue, disfigured by time.
10. A malevolent sandstorm.

TERRAIN ON TIRKOSU

The sun feels like it shines twice as fiercely on the eastern desert than on any other part of the island. The bright light, combined with the undulation of the dunes, makes navigation even harder than in the forested areas.

HUMANS

Humans in Empai Tirkosu are quite similar (at least, outwardly) to the average human from your world, dear reader. They stand at around 5-6 feet tall (1.5-1.8m), with a pale parchment complexion that becomes bronzed in the presence of their element. Like Gnomes, their hair comes in browns, blacks, reds, and sandy/reddish blondes.

They wear loose tunics and pantaloons in the desert, but prefer ruffled shirts and frilly dresses away from the sweltering heat. In a pinch, they like to wield daggers and telescopic swords - small arms, easily concealed.

SPECIAL ABILITY

When a Human resides within an area that resonates with their personally favoured element, their skin hue deepens to a rich brown. It takes a few days, but that's short enough that they rarely have to worry over which element they align with.



TEMPERAMENT

They've got a bit of a "main character" syndrome going on. They like to be at the centre of things, the top of the hierarchy, the puppeteer behind the scenes. If there's a Human in a friend group, chances are it revolves around them.

On the rare occasion that subtlety betrays them, they can come off as control freaks, but their schemes and manipulations are usually far from obvious. And on the bright side, there's no race better at corralling support, and getting things done. They just tend to end up in the foreman's seat instead of down in the mineshaft.

NAMES

Male: Daneal, Enri, Felix, Harper, Idword, Jaques, Jaysen, Mehmen, Olivier, Theodore.

Female: Amali, Callie, Cherli, Jeen, Larissa, Luna, Marla, Megan, Skye, Victorea.

Traditional family names: Mayvern, Sevar, Strell, Tenstram, Thror, Thane, Torrem.

Orthrazian family names: Bells, Bridgewater, Choir, Fineangle, Longstrider, Windriver.

Pick French names for inspiration, or slightly more American ones if you're looking for an Orthraze twist. For surnames, Corshish or German words work well, or Golath nicknames and job descriptions for old Orthrazian families.

GOKAPU

The village of dust is nestled deep within the mesa, accessible from east and west by two winding canyons. The sandstone huts are surrounded by reddish rock walls, which keep the storms out. But dust still manages to permeate everything, from the clothes, to the food, to the mining equipment. And there's a lot of equipment and tools. Gokapu is quite clearly an industrial settlement, and it's even clearer what it produces, from the sickly-sweet odour of oil that hangs in the air.

GOODWILL ■

- Trade with Little Orthraze (T0)

LABOUR □

- Airship dock (T1)
- Drilling machines (T1)

SAFETY –

- Canyons (T0)
- Oil hounds (T0)

WEALTH ■ ■

Airship dock - In times past, traders would take the east exit down to the shoreline, where they'd be able to shift the oil much faster using a boat. Nowadays every delivery is transported by airship - every legal delivery, that is.

Canyons - These provide an easy, shaded path in and out of the village, without climbing over baking exposed rock for hours.

Drilling machines - Only rarely are oil pockets found exposed. It's usually required to dig deep below the surface and pump it back up. Planfall allows it to enjoy a steady supply of petroleum that's effectively infinite. Unfortunately, it also means the mines are constantly being erased, causing Gokapu to have the highest planefall rate of any village.

Oil hounds - These giant lizards have been trained to sniff out the presence of petrol pockets, even through solid rock. They also make excellent mounts for transporting supplies and patrolling the dunes. But like the jungle's dinosaurs, they shrink when removed from their elemental habitat.

Trade with Little Orthraze - Gokapu ships out oil, and the Gnomes send back machines and mechanics to fix the hard-worked drills. They also pay a shiny coin for the "black gold", as the alternative would be whaling - and they don't want their contraptions stinking of blubber. But most of the gold goes to the mines' owners, and those oligarchs don't actually live in Gokapu.

EARTH

Earth is firm, unmoving, dependable: **Loyal**. That which Dust connects, Earth solidifies with bonds stronger than diamond. It's a resistance against change, an adherence to what has been. It's the solemn fealty a soldier swears to his prince, the unquestioning love between parent and child, the unshakeable trust between two age-old friends.

Earth holds together, no matter what.

TERRA

The plane of Earth has no sky. Caves extend as far up and down as they do outward, lit by bioluminescent flora. Cannon-ships cross vast caverns on the invisible seas where downward gravity meets upward. Dwarven Lords adorn themselves in lightweight crystal armour, closely guarding the secret of its creation. And genie families engage in bitter feuds over forgotten slights. It's a world of factions and tribes, of wondrous creation and time-honoured tradition.

TERRAIN ON TIRKOSU

Most of the caves from Terra appear on Mt. Tirkosu or down in the Dark Mirror (see page 96), and are thus pretty rare to encounter. Earth mostly manifests as the boulder-sprinkled prairies that make up the island's centre.

Planefall discoveries

1. A quarry of perfectly cut hexagons.
2. The giant iron door of a sealed vault.
3. A battle-mech in bad condition.
4. A geode, home to a crystal elemental.
5. A ruby-red lake.
6. A petrified quicksilver myrmidon.
7. A fearensoc - a beaver with shark skin.
8. A genie's stalagmite palace.
9. Sugh, a sweet purple fungus-fruit.
10. A circle of boulders communing together.

DWARFS

Dwarfs are normally around 3½ feet (1m) in height, with stocky builds and broad, oval heads. They sport impressive facial hair that comes in brown, black, and ginger shades.

They favour jackets or waistcoats, worn over plain shirts and trousers. They style their beards according to their lineage, and they're rarely seen without a pin or buckle depicting a guild or family crest. Dwarven warriors wear scalemail armour or large shields, poking at their enemies with halberds and other long weapons.

SPECIAL ABILITY

Dwarfs can always tell where the centre of a plane is. It's like they have a compass inside their heads. Because of this, they'll rarely find themselves lost.

TEMPERAMENT

Dwarfs are an insular lot. They love their traditions, their architecture, and their age-old arguments over angles and geometry. They have a rather black-and-white view of people: You're either One Of The Clan, or you're not. However, they're also fiercely loyal. If you're consumed by the shadow and start plotting to destroy the world, it'll be your Dwarf friends who never give up on redeeming you - even at the cost of everything else.

NAMES

Male: Bartaback, Connal, Cooper, Dumlor, Erlick, Jaksper, Jollon, Madragus.

Female: Aribell, Bonnie, Errolin, Gracelin, Joell, Mayori, Morigana, Neave.

Clan names: Barteem, Blaedring, Craburn, Dubrunna, Hambix, Joymet, Kavernack, Mannirly, Rusteech, Sharpaian.

Take wizardly and piratical names, and simplify or embellish them a little bit. For surnames, take two words that run into each other (for example, join + ointment, or money + nearly), then tweak a little to make it less obvious.

SOVU VAPOHU

It's hard to tell that Sovu Vapohu is a cave - everything's just so neat and tidy. Forget for a moment that it's buried beneath tonnes of mountainside, and you could easily believe the lamplit streets open up on a starless sky. One great hall serves as a hub for many tunnels and antechambers. All the hallmarks of Dwarven architecture are present: Brutalist pillars, angular geometry, stonework polished as smooth as a cut gemstone. But it's miniaturised, quaint - homely. It feels like a cross between a freshly built block of flats, and a close-knit Victorian-era street.

It also only has a single inn (club) for non-Dwarfs, situated very close to the entrance. Make of that what you will.

GOODWILL

- Pipa Splintimbre (T2)

LABOUR

- Airship docks (T1)
- Stonemasons (T1)
- Guild of architects (T1)
- Galchion mines (T2)

SAFETY

- Haemring's wall (T2)
- Haemring's door (T2)

WEALTH

- Kith & Kin (T3)
- Magitek lamps (T1)
- Feast hall (T2)

Feast hall - This great octagonal chamber is specially dedicated to communal revelry (non-Earthfolk need not apply). Every evening the ring-shaped table is stocked with delicious foods, so that no Dwarf need ever go hungry.

Galchion mines - The island's regenerating terrain is always giving fresh challenges to the miners; but also new rewards. If you want raw ore, Sovu Vapohu is the place to get it. Unlike Gokapu's oil mines, the Dwarfs are very cautious with their digging, prizing people over profit. This leads to significantly fewer plane-fall accidents than the Dust village.

Guild of architects - These fine gentledwarfs meet weekly in a very comfy club to argue over schematics, lament the latest plane-fall incidents, and get sozzled.

Haemring's door - Two huge stone doors can swing shut on the village entrance, sealing it away from the outside world. It's almost never been used, but the option is there just in case.

Haemring's wall - Mirlings crawl out onto the plains at night. This wall, along with its huge iron gate, keeps them away from the airship docks.

Kith & Kin - Two massive purple gems sit on either side of the gate, still half-covered by rock. As tall as three Dwarfs, they're the pride of the village.

Pipa Splintimbre - A hard-knuckled warrior, the Dwarven chieftess bears the scars of many battles. She's a formidable figure to tick off, but also has a soft compassionate side that most don't get to see - and most wouldn't believe, if they were to witness her roaring out old war songs around the banquet table.

Stonemasons - You won't find better building materials anywhere on the island. Dwarfs cut their stone ridiculously smooth, to the point where any seam is invisible. But they're also experts in fine detailing, even beating out Elkore in fancy texturing.



FIRE

Fire extols the virtue of **honour** - not just in a moral or social sense, but as a profound self-awareness. It demands respect, but returns any you give it with warmth, safety, and new beginnings. It burns away impurity, leaving only confidence in your place in the world.

Fire is compassion for all things that are, and all that should be. It's tempered humility. It's a noble flame burning bright.

IGNA

Ignia is a desolate land - and not just because of the thick smog, scorched rock, and eternally erupting volcanoes. Every last Lamia on the plane was wiped out by the Shadow during the planar war. Millions of people rotted away in the blink of an eye, leaving their civilization eerily intact as a monument to former glory. Its crumbling cities haven't heard laughter in a thousand years.

TERRAIN ON TIRKOSU

The volcano sits detached from the main island, accessible via a pebbly causeway that disappears with the tide. Despite the constant fire and ash it spits into the sky, the volcano hasn't erupted in many years. Maybe it's due for some fireworks.

Planefall discoveries

1. A memorial tended by a mephit.
2. A scribe's hut filled with brass pots.
3. A Krakatiel - a croc-headed sky tadpole.
4. A cart with no salamander to pull it.
5. A maze of charred tombs.
6. A field of ever-burning torches.
7. A tube-bridge over a lava ravine.
8. An abandoned colosseum.
9. A river banked by sulfur.
10. A ruined village built in old lava tunnels.

LAMIA

If you only caught sight of a Lamia from the waist up, you might mistake them for a rather honey-skinned Human. But instead of bipedal legs, their lower halves are dominated by a thick tail that can measure up to 13 feet (4m). They have sharp retractable fangs, reptilian pupils, and a forked tongue. Their scales and hair come in shades of red, pink, orange, and black - though they don't always match.

They love to wear silk, but don't go too fancy with it: togas, shawls, and other simple wraps are their favoured style. They wear form-fitting plate armour in battle, and though they're usually well-trained with most weaponry, the classic Lamia weapon is a pair of thick-bladed falchions, scimitars, or cutlasses.

SPECIAL ABILITY

Snakefolk have an amazing tolerance for heat. They can stand next to a lava flow and won't break a sweat, while others come away with sunburn and toasted eyebrows. They're not inflammable, but they're comfortable with temperatures most would consider untenable.

TEMPERAMENT

They're a proud people by nature, and that's been amplified by their endangered status. They see their plight as a sacrifice: Any other race could have met the same fate. But they're happy to suffer in the place of others, whether through genuine altruism or sanctimony.

They're considered very agreeable folk by other races, in all but one regard: Their sense of humour. Or rather, their lack of it. Lamia will happy-chuckle with the best of them, but they won't laugh at jokes. They don't do "banter". They understand the concept, it's just that their honour almost requires them to take things at face value.

NAMES

Male: Devhakui, Havurati, Ichakya, Irvak, Mael, Radijik, Thacui, Saruel, Sivik, Vinqui.

Female: Chidhari, Kashdu, Kina, Mahana, Nikolta, Nasuki, Ishala, Shinari, Shulu, Talmara.

Draw inspiration from Hindu mythology, especially the extensive cast of the Mahabharata.

KARU SAMPUR

Imagine an airship the size of the Titanic: A magnificent beast of wood, steel, and galchion. Now picture it crashed on the side of a volcano, its aft split asunder, half the port side charred like burnt toast. That's Karu Sampur, a name that literally means "shipwreck" in Elvish.

Where rich nobles once played at Wiek and sipped Pernepian wines, now the Lamia make their homes. With such luxuries as cozy oil lamps, wood-panelled walls, and masterwork Elkore carpets, they can almost forget that they're a remnant of a people living in a remnant of an empire.

GOODWILL

- Suna the Elder (T2)

LABOUR –

- Metalworkers (T1)

SAFETY

- Arcane cannons (T2)

- The Paragons (T2)

WEALTH ■ ■ ■

Arcane cannons - A forgotten arcana from Orthrazian times, these magical weapons line the sides and bow of Karu Sampur. They can fire bursts of elemental energy at any threats approaching the village.

Metalworkers - There are no finer smiths on the island. These craftsmen use real lava to forge metals of unequalled quality.

Suna the Elder -

Those bags under her eyes aren't just from age. Non-Lamia joke she died from overwork long ago, and just hasn't noticed yet. Suna insists on running her village by committee, at least to the best of her ability. If she's not settling disputes or dispensing wisdom, she can be found on deck lending an attentive ear to the voices of those under her care.

This desire to give her everything extends to an inability to accept help - especially from other villages. She politely refuses all the attempts to meddle in Snakefolk affairs, thinking it an affront to their honour to insinuate that they can't manage on their own.

The Paragons - Knights-errant based in Karu Sampur. They have a competitive streak to rival any Golath, leading to many (friendly) duels, and quite a bit of fame.



ICE

Ice is all about **survival**. It's a competitive element, the essence of conquering adversity, the distilled drive to outlast. It's the slow dissolution of an icicle under the sun's glare. It's your will to struggle on through the pain, or the application of finely-honed skill to stay one step ahead of annihilation. Both hunter and prey are relying on their affinity with Ice to survive.

When the world dies, and the elements pass on, Ice will be last to leave. Ice endures.

ICONA

It's quite a bleak plane, with miles of glacier and snow-capped mountains broken up by fields of needle-sharp icicles, and ravines that stretch for miles. Demon-spawned wolves rove the wilds, flesh golem "ogres" sewn by the Night Mage claim the north, and nightmarish alien beings lurk in watery tunnels beneath the ground. And in their Korolev palaces, archmentals stockpile female mages in a kind of magical arms race.

There's a haunting beauty to the endless white blankets, but it has no mercy for the ill-capable.



Planefall discoveries

1. A Kaltund - a corrupted elemental wolf.
2. A frozen corpse with metal blood.
3. A spectral moth flapping around a cairn.
4. A scouting party riding floating icebergs.
5. A huge engraved arch with a bell inside.
6. Something big buried beneath the ice.
7. A male mage, banished from his village.
8. A fort made of crimson wood.
9. A Kalavor's hut - a hermit shapeshifter.
10. A genie's open-air feast.

TERRAIN ON TIRKOSU

The peak of Mt. Tirkosu can be seen from nearly anywhere on the island. It's a geographically smaller pocket than all the others, but the sheer verticality of the mountain allows for a lot of sequestered, nigh-inaccessible locations. And while it's mostly snow and ice, they occasionally get patches of white forest too.

GOLATH

Golath are huge. They're normally around 6 foot (1.8m) in height, but can reach up to 7½ (2.2m), and they're naturally ripped. A Golath getting swole can end up looking almost like the Hulk. Their milky eyes lack both pupil and iris, and their skin is beluga whale white - with just a hint of blue, from Gatorade-like blood. Their only hair colour is jet black.

Naturally, their dress tends towards function over form. Fur trousers, jumpers, and cloaks are often worn over a simple gambeson, sometimes lending them the air of a yeti. But they also enjoy the challenge of wearing as little excess warmth clothing as possible.

Their favoured weapons also happen to be good survival tools: Axes, bows, and gutting knives. They don't get flashier than studded fist-wraps.

SPECIAL ABILITY

Antifreeze runs through their veins. They're not completely immune (pockets of deepfrost on Icona can still freeze them solid), but otherwise they barely feel the cold.

TEMPERAMENT

Two Golath were climbing a mountain and reached a concave incline. The lower one missed a foothold and slipped, swinging out over the drop. The one above held on, but barely. If he even let go of a single finger, they would both fall.

Without a second's hesitation, the hanging Golath unsheathed his knife and cut the rope.

In a word, they're stoic to the max. However, they also expect others to share their utilitarian attitude, which can often lead to conflict.

NAMES

Male: Borik, Dagram, Ilnir, Kevmol, Kolam, Lorothag, Mozak, Nelath, Tauthak, Yegor.

Female: Gelena, Jemina, Lani, Lashka, Leila, Naliko, Natina, Nessa, Thulia, Vikina.

Nickname: Farlander, Icestalker, Lightstep, Mageheart, Slingarm, Steelgut, Teargown.

Blood name: Alagatholu, Enakilamaru, Ganumithina, Inulugonu, Kalagakume, Lakumathala, Makuliko, Nulakugate, Thuligala.

Use Slavic names as a base to play around with. For blood names, string together a lot of alternating consonants and vowels.

Golath are given a nickname on the eve of their first hunt, often referencing events during it.

TAPUK

Tapuk could almost be mistaken for a "chocolate-box village", with its candle-lit log cabins huddled together under snow-capped eaves. That illusion is somewhat dispelled by the occasional yurt, the thick wooden stockade, and the frozen animal carcasses hanging in porches.

The villagers adhere to a loose routine: They wake before dawn and complete most simple chores by breakfast. They work until mid-afternoon, and then collectively pause to unwind with sport or physical competition.

GOODWILL ■ ■

LABOUR □

- Hunters (T1)
- The observatory (T1)

SAFETY –

- Stockade (T0)
- Trained wolves (T1)

WEALTH –

- Arenas (T1)

Arenas - The first rule of the fight clubs is that everybody talks about the fight clubs. Gladiatorial sparring is as natural in Tapuk as parties in Little Orthraze - everyone's taken part at least once. Of course, they're purely nonlethal. Or at least, they're meant to be.

Hunters - The peaks play home to a surprising number of creatures, from snow hares to wolf packs, to the occasional bear. Their meat and furs are the primary trade in Tapuk, and the best hunters are given a high degree of respect.

The observatory - An outpost for the Brotherhood of Arcane Tinkerers, this wooden tower serves as a chilly platform from which to observe Tirkosu's multicoloured stars. Some villagers weren't too happy with valuable space being taken up by something so unimportant - but Humans are hard to resist when they set their minds on something. Now the question remains: What are they *really* doing up in that tower?

Stockade - This wall of sharpened pine logs keeps the village safe. Mirlings don't often climb high enough to be a danger, but disoriented creatures planefallen from Icona have been known to lash out at villagers.

Trained wolves - Some skilled animal handlers manage to form bonds with wolves, to the point where they'll work together to pull sleds.

LIFE

At the end of time, all things in Empai Tirkosu (aside from Shadow) will coexist in **harmony**. Life is an echo of this ultimate future. It's the laissez-faire resonance between things, the quiet enjoyment of peace; an awareness without interference.

Life doesn't fear the cycle of birth and death - it embraces it. It knows the darkness is only a cosmological phase, and that everything's going to be okay.

As its physical manifestation, it chooses the most unobtrusive of things: The humble, slow-moving plant.

ARBURA

Pterodactyls fly over mountain-sized trees, towering like great bubbles over an ocean of green. Alchemists and witch doctors brew strange concoctions to combat a techno-organic virus. Giant turtles roam the grassy plains, carrying exotic gardens on their backs. And the archmentals have disappeared, leaving merchant princes in charge of the countless ruins marking their former demesnes.

Arbura is bursting with life. Gigantism is rampant: Lizards and insects are hundreds of times bigger, posing a real threat with their horns and armour. But it's also a place of incredible beauty, full of natural wonders and harmonic birdsong.

TERRAIN ON TIRKOSU

The tangled jungle covering the west of the island is shaped by roots, giant trampoline leaves, upturned bell plants that collect water, and weird neuron-like spore thingies that look like a science project. They're all laid haphazardly on top of each other, like the world's greenest climbing frame built by people who never heard of health and safety standards.

DINOSAURS

These powerful reptiles make excellent steeds, so long as you stay within the jungle. Once they leave their elemental terrain, they shrink down to a regular lizard size. This makes them far less favoured on Tirkosu than griffons. You don't want to be flying at 300 feet when your winged lizard starts to go chibi.

Planefall discoveries

1. A nest of Kiskee - pipe-beak birds.
2. Tsopumeko - dragonfruit.
3. The mile-long stump of a felled titan tree.
4. A rabid semi-organic Warforged.
5. The gate of a city's wall, choked in vines.
6. A straw hut mephit village.
7. A sleeping T-Rex.
8. A travelling witch doctor riding a lizard.
9. A circle of stones - one is out of place.
10. A talking totem tree.

ELVES

Male Elves stand around 6½ feet tall (1.9m), while females tend to be at least a foot shorter. They have long pointed ears, and their skin comes in various shades of brown. They tend to have high cheekbones, sharp chins, or widely-spaced eyes. Their hair is exclusively black.

Elves wear deceptively simple clothing. What might look like a plain baggy tunic at first glance might have detachable sleeves and waist, or unfold a rain hood at a moment's notice. A corset might boast hidden flexibility behind a stiff leafy pattern, and their boots-toes often hide little hooks for extra grip while tree-running. Adaptability and ease of use are at the foremost of their style - which is mirrored in their choice of weaponry, as while the "Elf with a bow" trope is still widespread in Empai Tirkosu, they also use staves to great effect.

SPECIAL ABILITY

They can communicate simple concepts to animals, even if they lack the physical means to make birdsong or flare their ears like a wolf.

TEMPERAMENT

Elves are super chill. It's quite a feat to genuinely annoy them, or invoke any other strong emotion for that matter. They see life as a cycle, a give and take. One way or the other, your karma has to balance out - so why not embrace the balance? C'est la vie.

They tend to be fence-sitters; they don't like to pick sides or get involved in disagreements that don't concern them. When they do, they make excellent judges and mediators.

NAMES

Male: Aelar, Ailuin, Cadrilen, Daimaeol, Elion, Elwi, Inalak, Meilyk, Morien, Turi.

Female: Aconi, Ayerwen, Eridi, Emeri, Faluer, Isedbael, Marli, Naies, Rhyda, Tikka.

Family names: Deisul, Fialan, Gilethin, Hivae, Liadon, Loembar, Onakea, Rui, Thalín, Torli.

Take an old Celtic Welsh name, an Elvish name from Middle Earth, and mash them together. Go ham with those lilting vowel combinations.

PAKU

The canopy gives way to a grassy clearing, filled with green huts and treehouses. A road runs through it, but you'd never be able to tell from all the twists and turns it takes. The village seems to be climbing on top of itself, winding up into the leaves via precarious wicker walkways and elevators.

GOODWILL

- Chief Kuama (T2)

LABOUR

- Grapple harnesses (T2)

SAFETY -

- Rupuko huts (T0)

- Defence golems (T1)

WEALTH

- Elevators (T1)

- Shrine of the Supreme One (T1)

Chief Kuama - He's bent double like a wizened tree, which makes his beautiful singing voice something of a surprise. Kuama's memory perfectly recalls over a century, making him a wellspring of insight.

Defence golems - Half wooden, half metal, these bulky machines patrol the jungle floor at night. Forbidden from intentionally causing harm, they're armed with nets and mancatchers to incapacitate any Mirlings that stray too close.

Elevators - A central tree provides easy access to the higher boughs and walkways, using a set of ingenious counterweight elevators. Admittedly, this is mostly used by the young, elderly, or outsiders - Most elves prefer to scramble up the greenery.

Grapple harnesses - Fruit picking is one of Paku's biggest trades, made possible by a mobile magitek wiresuit that allows easy access to the higher produce.

Rupuko huts - These giant succulent plants mesh their spiral leaves together to create an enclosure; a fleshy, comfortable living space. While their default is to grow along the ground, they can be encouraged as a sapling to rise up on a stalk, adding an extra layer of protection as a natural treehouse.

Shrine of the Supreme One - This hollow stump filled with a shallow pond is probably large enough to be a full temple, rather than a mere shrine. The interior is covered in carvings and statues, dedications to the Supreme One (see page 89).



LIGHT

Light is **hope** - it's belief in goodness. Shadow's corruption might be the end of things, but Light isn't quite the anti-end; it's the *idea* of the anti-end.

It's glowing in your windows when you return home. It's the beacon guiding you to safe harbour. It's the light at the end of the tunnel.

LUMA

The glowing forest is like molten gold to the eyes. The day is a blinding white, while the night is only marked by the deep blue sky. In rock-spire cities, star-appointed judges write the destiny of many an individual, while false prophets and oracles seek to sway the masses to their teachings. And several elementals have turned on the people, plotting to cleanse their perfect realm of these impure interlopers.

Plane-fall discoveries

1. A chapter of hostile soldier mephits.
2. Bees' nests, neatly stacked, still in use.
3. A small sun hiding between the trees.
4. A nest of feathered serpents.
5. A travelling puppet circus.
6. The defaced remains of a star map stone.
7. An abandoned paint mine.
8. A sparkling waterfall, falling in reverse.
9. A great limestone pillar holding a cottage.
10. A shrine tended by a hermit-seer.

TERRAIN ON TIRKOSU

The land quickly loses its brilliance away from Luma, so the southern pine forest lacks the overpowering glow of its planar origin. But you can still occasionally find a patch of grass with a faint halo effect, or a boulder that seems almost translucent with an interior light.

AASIMAR

At 5-6 feet tall (1.5-1.8m), with pale skin and blond or white hair, Aasimar might be mistaken for a human (note: not to be confused with a Human). The one big giveaway (other than the albino hair) is their golden eyes, which border on wolfish levels of yellow.

They wear silk dressing gowns and kimonos in bright colours, usually trimmed with white or gold. On Luma, heavy veils or detailed slit-view masks are worn to protect against the brilliance. These are only worn on special occasions on Tirkosu, with the "masked ball" being a particularly favoured occasion.

SPECIAL ABILITY

Wherever they go, Aasimar take a little bit of light with them. They can manifest this as a halo, or glowing spectral (flightless) wings.

TEMPERAMENT

Angelfolk are said to be the most favoured race of the Supreme One. But that's mostly said by members of other races; members who either have a thing for fair hair, or a grudge worth the privilege check. Aasimar themselves are optimistic, kind, and scrupulous - unironic little rays of sunshine.

That's not to say that they don't take it too far: Goody-two-shoes are certainly not uncommon. But more often than not, their level-headedness wins out over their need for perfection.

NAMES

Male: Alcenos, Amentis, Beniedo, Polonis, Recelias, Stavro, Taoulos, Tralos, Vallis, Zephrahim.

Female: Anika, Della, Ekho, Eulaeli, Hesta, Korena, Loura, Nikito, Novessa, Pandora.

Family names: Caelis, Evangelou, Ionu, Lokou, Selo, Strati, Tirico, Yashin, Yue.

Use Latin adjectives and nouns relating to the character, and pepper in some influences from Greek deities and philosophers.

APPINAMOPU THARTH

Built like a Greek sacrificial temple, Appinamopu Tharth is situated on top of a large hilly clearing rising between the border of jungle and forest. A walled garden surrounds the village, which mostly consists of one great temple and a few outlying huts. The main road is always busy with needy supplicants, but other than that the village is very quiet and peaceful.

GOODWILL

- Grand High Cleric Eudora (T2)
- Healers (T1)
- Trade with Pernep (T1)

LABOUR

- Farmland (T0)
- Livestock (T0)
- Bees (T1)

SAFETY

- Walls (T1)
- Training grounds (T1)
- Holy warriors (T2)

WEALTH

- Gardens (T2)
- Roof mural (T2)

Farmland - These modest crop fields surround the village beyond the walls. The occasional Mirling sneaks in from the jungle, so they have a couple of golems on patrol, wearing farmers' hoods - a practical joke that became tradition.

Grand High Cleric Eudora - A former healer and field medic, Eudora can come off as a little brisk - mostly because she doesn't suffer fools. She expects quick thinking and initiative-taking from her subordinates, as though they were still on the battlefield. But given the high demand for clerical aid, and the military presence of the Tharth, those qualities keep things running smoothly. She just has to be reminded every so often that she's in charge of people, not soldiers.

Healers - The biggest draw of the Tharth is the free healthcare. Many trained mages and clerics spend their days tending to the sick and injured out in the open air of the gardens. This is usually free of charge, but greater feats of healing (such as restoring limbs or full resurrection attempts) come with a request for a donation or service rendered to the temple.

HOPEFULS

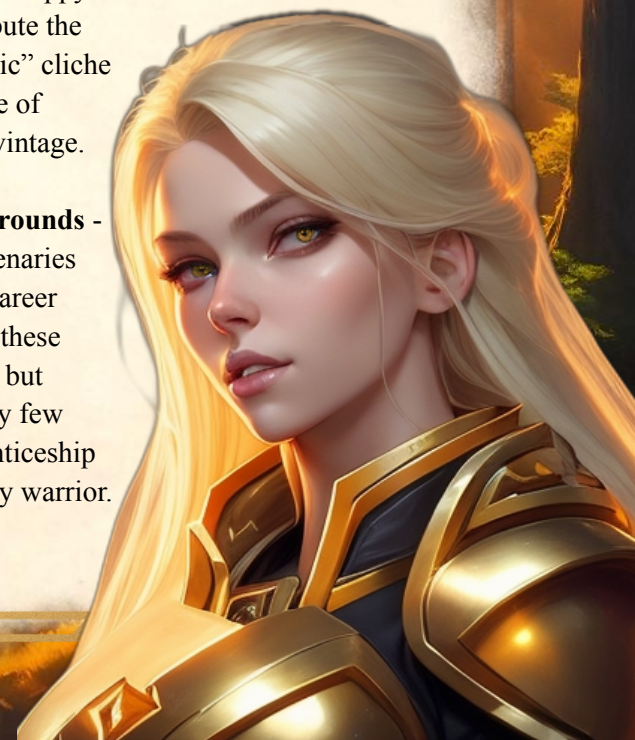
The most widespread religion on the island, its members worship the Supreme One - the supposed creator of Empai Tirkosu. He's a watchful dreamer served by angelic beings, who lets the world play out much as you do - but is still willing to intervene when a dedicated individual asks for help. The Hopefuls believe in maximising the joy of the afterlife, and minimising corruption. This means aspiring to fulfil the virtues of all elements (aside from Shadow's corruption, naturally).

Holy warriors - These knights are the largest military force on Tirkosu, organised into companies dedicated to certain prophets. They act as mediators first, enforcing their will only if all negotiations break down.

Roof mural - The gables at either end of the temple's massive stone roof are decorated with statues, prophecies, and other religious iconography. It's quite impressive - although not as spectacular a mural as the Great Chimney in D'Okai. In fact, some Elkore are still salty that their carvers weren't asked to help create it.

Trade with Pernep - Pernep has significantly more diverse produce than the Tharth, so the Aasimar are happy to be the nearest market. Some attribute the "drunk cleric" cliché to their love of Pernepian vintage.

Training grounds - Most mercenaries start their career sparring in these courtyards, but only a lucky few gain apprenticeship under a holy warrior.



SMOKE

Smoke rejoices in **beauty**. Above all else, it values a well-made thing: Whether that be physically appealing objects, instances of peak performance, or elegant systems like languages or runes. Anything that inspires awe and appreciation issues from Smoke.

Smoke is attention to detail, like the infinite complexity contained within its plummy gaseous form. It's the skill required to blow rings from a pipe. It's the sharp, beautiful contrast between white ash and black soot.

FUMIA

A colossal wall separates a central metropolis of effete nobles from the boonies. The Ashkagough Concordance struggles to reform elitist segregation. Master artists throw lavish parties celebrating their latest creations. And out on the ashy planes, stormchasers pursue miles-long cyclones, hoping to strike a vein of precious coal. It's a land of cutthroats and chichi, where the only law is your arcane cannon.

TERRAIN ON TIRKOSU

Tirkosu is quite selective when it comes to Smoke terrain. Ashen plains are very rare, with charred rock being far more common.

Plane-fall discoveries

1. A forest of lightning-shaped coal pillars.
2. Juicy orange mushrooms, metres-high.
3. An abstract shape-changing monument.
4. The wreck of a carapace monorail.
5. A bandit, covered in char and feathers.
6. An ash field, slowly drifting skyward.
7. A poor lonesome bugrider / sharpshooter.
8. A spiral stone maze centred on a coffin.
9. A genie singing to a millipede herd.
10. A travelling tavern tent, liquorice on tap.

ELKORE

Elkore have grey skin and large, angular black eyes. They're tall (~6½ foot, or 1.9m) and slender to the point of skinniness, giving off an appearance of frail elegance. Their hair is dark brown or black, and each strand is magnified to 1-to-2 inches in diameter; giving them the overlapping appearance of insect antennae, or segmented tendrils.

For clothes, Elkore have it all - so long as it's stylish. Even their plain clothes are more stylistically plain than you'd think possible. Their weapons are just as diverse, but always made to the highest visual quality. You can usually tell when an item has been made by Smokefolk, as they love putting swirls and sacred geometry on everything.

SPECIAL ABILITY

A filter in their lungs not only sifts clean air from thick smoke, but also provides immunity from a lot of poisonous gases.

TEMPERAMENT

Following the trend of their virtue, they almost universally appreciate art and skill. If you've got a talent for something, you're a happy Elkore - and if you don't have that, you'll be seeking it out, for yourself or from others.

NAMES

Male: Callen, Daimin, Dannie, Dylon, Hunta, Jarn, Rorie, Terie, Tye, Uen.

Female: Ailish, Caetlen, Claer, Efilie, Hollie, Lottie, Maev, Maysie, Milina, Rosin.

Family names: Balven, D'Leeri, Dunna, Grin, Hagriff, Hasna, Maloi, Maddin, Tornacol, Volsh.

Crib from Irish and Irish-American names (especially old gangsters), giving little tweaks here and there to give it that fantasy vibe.

D'OKAI

On the far west side of Mt. Tirkosu, a stone chimney sticks out between the rocky slopes. Its flue sinks beneath the ground, where the Elkore have carved their homes. A stone stairway spirals down from the arched entrance to the ground floor. The interior walls are lined with bars and market stalls grouped around a central plaza, which hosts performances and exhibits. Branching off from there, short tunnels and staircases lead to knick-knack shops, art suppliers, galleries and studios, all looking out onto the smoke-filled central well.

The settlement hums with activity. The lower levels are free of smoke, so other races can chill there comfortably. But even then, it's a difficult village to adjust to - The ambience is more like being backstage, waiting in the wings as the grand performance of daily life plays out under the spotlight.

GOODWILL ■

- Oath of pacifism (T0)

SAFETY –

- Guards (T1)

LABOUR –

- Workshops (T1)

WEALTH □□□

- Great Chimney (T3)
- Everburning Thurible (T3)
- Halls of Talent (T2)

Everburning Thurible - A huge iron censer swings from a beam halfway up the chimney, billowing smoke. A dedicated trio of ember-feeders keeps it smouldering at all times, and the smoke rises high as a beacon, like a miniature imitation of the eastern volcano.

Great Chimney - Rising from the ground like a wide tin mine, this stone cylinder is covered top to bottom in intricate murals and inscriptions. A calendar, ancient battles, the names and likenesses of past elders, even some comedic graffiti. It's a living monument to the island's past, and may hold more secrets than the casual observer would expect...

Guards - Hand-picked by Tad D'Onoi (an ex-tesman and the village elder), this small band of soldiers keeps the peace and upholds justice.

Halls of Talent - Maestros from around the island gather to flaunt their creations in this museum's public galleries. Some say the total contents of the innermost vaults hold more value than the rest of the village put together. Indeed, if Elkore locksmithery and vault craftsmanship weren't as renowned as it is, some daring bandit would have definitely have staged a heist by now.

Oath of pacifism - Many Elkore suffered in the Great War, so the elder made a decree at its close: a strict no-violence policy within the village bounds. No weapons are allowed past the entrance, and anyone caught throwing hands is summarily exiled.

Workshops - Apprentices toil away here, at the tasks and techniques laid out by their masters. D'Okai is *the* place to be for aspiring artists, with its many workshops and gathering places for painters, dancers, and artisans of all sorts.



STEAM

Just like its physical form, Steam is bursting with energy. It can hardly contain its **joy** towards all things new, constantly expanding towards new horizons. Steam is the drive to explore the depths and heights of the world, to discover the undiscovered.

Steam is the whistling kettle. It's the bubbling hot spring. It's the homely warmth of a boiler.

SIFLA

A great boiling sea covers most of this plane. Sparse archipelagos covered in steaming rainforest make up the only natural land, while great mechanical cities hum through the grey veils. Piracy is rampant, and elemental-worshipping cults plot to steal paradise. But this plane is also infused with a sense of fun and adventure, from the dazzling city lights to the cozy beach huts, to the secrets and mysteries it keeps hidden in the fog of time.

TERRAIN ON TIRKOSU

Lukewarm tropical waters and golden beaches surround Tirkosu's coast, pulling from Sifla's many sandbanks and islands. A thick fog also occasionally creeps onto the plane and shrouds the beaches.

Planefall discoveries

1. A curtain-forest of streamer weeds.
2. The airborne town of Nutmeg Falls.
3. A carnival troupe flying a platypus float.
4. Sky pirates wearing coconut masks.
5. A conch-shell hut beside a hot spring.
6. An orbiting trio of cylindrical monoliths.
7. The Dream Factory, a luxury facility.
8. A Primadan cult shrine to an archomental.
9. An old flying castle guarded by a reaper.
10. A mephit possessing a galchion mechsuit.

GNOMES

The shortest of races at only 3ft tall, Gnomes have spindly bodies with rather disproportionate heads/hands/feet. They have round heads with large expressive eyes, and their hair comes in brown, black, red, and sandy variants. Their ears are pointed, like an elf's, but they also tend to be shorter and closer to their heads.

Teeshirts, shorts, and dungarees are their favoured clothes, although they often dabble in more outlandish Elkore fashion. Their natural aptitude for magitek means they're usually armed with (often untested) arcane weaponry and even the occasional mechanical exoskeleton; but less advanced warriors make do with blowguns.

SPECIAL ABILITY

Their special feature is that they don't have one. Ancient stories say that they once had wings, but got quickly nerfed due to flying too close to the sun. They still pine for the skies to this day.

TEMPERAMENT

Gnomes (or "Cogfods", to use their self-given cognomen) are energetic, enthusiastic, and love to talk with their hands. They also tend to be quite unfocused, in pretty much everything that isn't the current hot topic. The exceptions to this are usually pioneers in whatever field has grasped their long-term fancies.

They marry only rarely, which is good because otherwise the divorce rate would be massive. But they make up for it with large families. Every Gnome has a cousin who's somehow relevant to whatever's being talked about.

NAMES

Male: Corig, Errum, Hedlow, Langlo, Lundal, Malfus, Roblert, Stan, Teks, Woltam.

Female: Ankobee, Charlette, Clementyrie, Flowette, Georgianna, Harrietta, Lorey, Nora, Queenie, Tithi.

Old-fashioned American names work for these chaps, but they're even better when they're slightly... odd. Try playing around with place- or street-names from your local area. If it fits with the cast of *The Borrowers*, you're golden.

LITTLE ORTHRAZE

Little Orthraze is a seaside town of little domed sandstone huts. It has a small pier, not too big, just large enough to harbour a few handfuls of boats or airships, and a single drydock for the wrights. Bunting hangs between the houses, and the lack of any proper directional streets means you're *always* on Mainstreet - and there's always something happening, whether it's performing mages, buskers jamming or battling it out, or a talesman crying the news from out of town.

GOODWILL

- Council house (T1)
- Gert (T2)
- Misterio (T1)

LABOUR

- Forges (T0)
- Parts market (T2)
- Harbour (T0)
- Shipwrights (T1)

SAFETY

- Defence golems (T2)

WEALTH

- Plumbing (T1)
- Pizzarias (T1)
- Festivals (T2)

Council house - This old domed grandstand was repurposed as a meeting place for all the village heads of Tirkosu. The public can listen in on important matters, which helps strengthen trust but also makes it more of a performance for the leaders.



Defence golems - Mirlings and worse things venture out of the shadowy ruins of Orthraze at night, so these mechanical servants are commanded to keep them at bay. They're often accompanied by sellswords, who finish the job once the golems incapacitate whatever horrors venture too close.

Festivals - Every day is a festival. Whether it be the unveiling of a new invention, the birthday of a respected local, or a party celebrating the new year (or month, or week), the Gnomes will find any excuse to fill their town with noise and cheer.

Gert - The elder of the village. She's got a dry wit and a shrewd mind, and can still dance a mean jig at 80-something years old. An old hand at focusing wild energy to do necessary work, she can sometimes come off as condescending to non-Gnomes: And her arguments with Misterio over his more risky performances are legendary.

Misterio - Everyone knows that their local "mage" is actually an ex-BAT student (see page 97), but they enjoy the facade of esotericism nonetheless. And his shows truly are spectacular, even if they're mostly simple spells dressed up in clever ways.

Parts market - Gnomes are nothing if not inventive, and outside of Rahm Oru this market is the best place to find components for magitek - even if they're not 100% legal all the time.

Pizzarias - Gnomes love experimenting with food, but pizza is their favourite culinary invention. Their quest for increasingly bizarre toppings leaves some of the more culinarily-inclined races rather disturbed, however: One of their recipes included an entire boar, and coined the term "going whole hog".

Plumbing - Every waterwork convenience is at your disposal in Little Orthraze: running taps, indoor heating, a sewerage system - even "bubbletub" jacuzzis.

WATER

Water's virtue is **clarity** - Understanding, simplicity, knowledge, and transparency. Like the delicious clearness of a mountain spring, Water has nothing to hide. It's the pool that shows your reflection, it's the lens through which you can see colour, the reason your eyes have to remain wet. Without Water, Empai Tirkosu would be an incomprehensible mess of chaos. But it washes all the noise away, like the tide healing footprints on a beach.

MARA

Continent-sized coral reefs teem with life, while fathomless oceans hold only imprisoned monsters that have long since passed into myth. Civil war rages between imperial loyalists and democratic republicans, while hordes of plunderers pilfer the flotsam. Lots of sunken marbled cities and fallen glory.

TERRAIN ON TIRKOSU

As the second most abundant (and thus stable) element on Tirkosu, it's far less likely to sweep travellers away to Mara. Extra heavy cargo can be transported around the island's edge by boat, without worrying about the planar flow.

Planefall discoveries

1. A bioluminescent hologram library.
2. Talotax, the Gigacrab.
3. Cave-dwellers wearing crocodile heads.
4. A giant octopus village.
5. An armada of Redwater pirates.
6. A whirlpool centred on a white spire.
7. Coral shallows, radiant with divine light.
8. A leafy Ottum Fey trapped in an iceberg.
9. A metal, cylindrical coffin.
10. A wave that enjoys following ships.

WAITANGA

Waitanga come in various faded shades of blue or green. In contrast, their hair and eyes are incredibly vibrant: they cover the entire spectrum, and even include some colours invisible to other races (much to the Ellore's chagrin). Their hands and feet are half-webbed, and their ears are covered with little fins. They're normally 5-6 feet tall (1.5-1.8m).

Their attire tends to be sparse and simple, to avoid waterlogging. They sometimes use shells for decoration, but prefer not to hide their natural features behind too much finery.

SPECIAL ABILITY

Waitanga can breathe water just as well as air.

TEMPERAMENT

They like to live as simply as possible, eschewing innovation and complex social niceties for natural provisions and frank discourse. They're a very philosophical people, always seeking the truth in its most exact, most succinct form, and creating schools of thought.

But surface-level candour aside, the irony is that their culture often turns out to be impenetrable for outsiders, *because* it's so exact. Their language, for example: They have a word for everything. Even their own names are more like a full profile to those in the know.

NAMES

Male: Atuakan, Halos, Kaporos, Kaukumeias, Mangotos, Pukoran, Tauriki, Whakarekete.

Female: Atawyn, Hari, Hikanta, Irakuala, Kirila, Kuryn, Mahila, Orata, Pawaila, Tahoni.

Take a couple of Maori nouns related to the character, and marry them together. Some follow an ending scheme of an/as/os (for males) and la/ta/yn (for females), and some take their spouse's name as a second name once married - but these "rules" aren't followed by every Waitanga, so go nuts.

PEHKEIAI

Pehkeiai extends from a narrow beach at the edge of the jungle. Half of the village sits on the waves; the web of connected rafts and hut-bearing jetties, where the land-dwelling races hang out and conduct commerce. But the real village lies beneath the surface, within a stunning oceanscape of vibrant coral.

GOODWILL

- Caneday (T0)
- Ruan Olaroris (T2)

LABOUR

- Eklihri fields (T2)
- Fishermen (T0)

SAFETY –

- Mhaikutu (T1)
- Reef (T1)

WEALTH

- Coral huts (T1)
- Jetty (T1)

Caneday - Sugarcane grows among the rocks bordering the bay, infused with salty water for a nice blend of sweet and savoury. But the Waitanga are forbidden from eating them (even if the prohibition isn't strictly enforced) - Instead, on a special day of the quint (week) they're allowed to harvest a single cane and give it to someone they deem worthy.

Coral huts - A world of colour thrives beneath the aquamarine sea. Big wavy anemones, crusty rice-cracker fellows, floofy blanket scrunchies, and rock sponges. These act as homes for countless oceanic life, including the Waitanga.

Eklihri fields - Gold and silver coins might be the main currency used on Tirkosu, but pearls are the standard behind which the value is backed. They're taken from the eklihri clams grown here, in designated fields kept under close guard. They're not all used, however - the village elders keep a tally of how much currency is circulating, and only introduce more when they seem to be running low. Excess pearls are crushed, and their shards are scattered back into the ocean.

Jetty - These floating bamboo rafts are almost entirely for the benefit of land-walkers, who would otherwise find it difficult to live in Pehkeiai. They spread out over the bay, hosting hammock huts, sushi bars, and loading docks. A central walkway leads back to the beach and onto the road to Paku.

Mhaikutu - These manta rays have intricate patterns across their backs. Occasionally they match runic patterns, which charge up when their tail stings - making them natural casters. Luckily they're also very friendly, and often help the Waterfolk by driving aquatic predators away from the village.

Reef - The coral extends around the village in a protective ring, acting as a wave breaker that keeps the waters calm and tranquil.

Ruan Olaroris - A famed hunter in times past, Ruan now serves the village as the eldest Waitanga. His wisdom runs as deep as the ocean, and his soft-spoken advice is not lightly discarded. But though he once chased death-whales across the waves, his thirst for conflict has long since been replaced with a caution that prevents him from being as proactive as he maybe should be.



SHADOW

Shadow hungers. It's driven by the need to **corrupt**, to distort what is. It's the entropic decay, the rush towards nothing - and it's an entire element.

Let that sink in: One fundamental aspect of reality wants to destroy all the others. That includes you. You're an extension of the elements, created by them and a part of them. Shadow wants to corrupt you, and then rip you apart. When a pack of Mirlings creep up on your campsite, that's not just a hungry hunter stalking its prey: it's the start of a small battle in a cosmological war.

Being scared of your shadow is a very real problem among the children of Empai Tirkosu.

TENEBRA

You ever had those dreams where it's dark, dark enough that your torch isn't working, and something's chasing you? Now add crumbly obsidian terrain, screaming soul-winds that tear apart your personality, and purple bug-eyes that follow you and chitter.

And the tar monster pursuing you pitches and disintegrates, because the entire realm is decaying. It doesn't need to kill you now - it knows you'll join it, in time.

TERRAIN ON TIRKOSU

The Shadow portion of Tirkosu is buried deep beneath the rock... but it's always trying to claw its way out. Murky sinkholes periodically appear in the shifting terrain, especially around the grassy mainlands. These tunnels lead down into the Dark Mirror, which is what the islanders call the twisted mess of tunnels and massive caverns containing the decay. When the golden-red sun dips below the horizon, Mirlings and other foul Shadow creatures crawl from these holes to hunt the living.

Planefall discoveries

1. A black ooze digesting itself.
2. A field of pale, screaming lights.
3. The ruined base of a colossal tower.
4. A Shadow dragon encased in obsidian.
5. A teeming Mirling "city".
6. A Shadow genie's torture dungeon.
7. A crag scarred with insidious runes.
8. A massive open grave filled with goblins.
9. A cave full of undead Mirling skeletons.
10. Eyes. Eyes in the dark.

MIRLINGS

Imagine if a minecraft Enderman had a cursed threesome with Gollum and a Venom symbiote. The unholy spawn would resemble a Mirling - Malnourished figure, a chitinous mouth, huge purple eyes, and oily flesh that seems to drip off its skeleton. They're a wretched lot, basically feral, hating their own existence only slightly less than everyone else's.

At most they wear loincloths, and sometimes carry crude obsidian weaponry.

SPECIAL ABILITY

Mirlings can see perfectly in the dark.



THREATS TO TIRKOSU

Here are a few example threats, for inspiration:

THE BROTHERHOOD OF ARCANE TINKERERS

A shady organisation of the most prestigious mechanics, whose ambitions often put the well-being of innocents at risk.

Description: Mostly Humans and Gnomes. They wear crimson clothes and discreet, stylish magitek.

The BAT might:

- ❖ Be **experimenting** on “willing” subjects, trying to fuse them with magitek to create bionic hybrids.
- ❖ Have infiltrated the upper echelons of important settlements, allowing them to practice their experiments without interference from the elders.
- ❖ Supply other threats with **magitek** in return for rare resources or arcane knowledge.
- ❖ Have a network of **teleportation devices** interconnecting the major settlements, which traders occasionally use - for a price.
- ❖ Have a **monopoly** on arcane education, forbidding its practice outside of their purview.

Sample threats:

- **Teacher trouble** (Tier 0). With your final student exams coming up, one particularly vindictive professor seems to actively want you to fail.
- **Spy drones** (Tier 1). These little flying golems have been following you all day, trying to keep a discrete distance. What could they be reporting back to the BAT?
- **Arkoth's schemes** (Tier 2). You stumbled on this high-ranking Tinkerer's inhumane experiments, and now he'll stop at nothing to make sure you can't rat him out.
- **Time travel experiment** (Tier 5). A future version of yourself died in your arms, but not before warning you of the terrible consequences if the mad exile Siril completes his hidden project.

PRIMADAN

Elemental cultists whose worship of genies and archmentals can border on supremacism.

Description: Very difficult to spot, as they might be anyone. When they're not hiding in plain sight, they wear finery themed around their element - symbols of the power they covet.

Primadan might:

- ❖ Hold clandestine gatherings to perform rites, ranging from harmless rituals to deranged **sacrifices**.
- ❖ Rally around **Planeborn**, archmentals, and Colossi, treating them like gods or demigods - regardless of whether they're comfortable with it.
- ❖ Deceive or corrupt lesser elementals into their service.
- ❖ Hand down powerful magical secrets through the ages, unknown to all but themselves.
- ❖ Only worship the element on a surface level, respecting (and desiring) its **power** more than its virtue.
- ❖ Believe in the supremacy of their preferred element - all others should not exist!
- ❖ Use terrorism to sow fear of the element among the islanders.

Sample threats:

- **Envious zealot** (Tier 0). Jealous of the Hopefuls' popularity, this cultist wants to disrupt the festivals and worship days.
- **Enraged Myrmidon** (Tier 1). Some Primadan tried to forcibly turn an elemental into a battle-ready Myrmidon. After escaping, it's now gathering aid from its kin to enact (indiscriminate) justice on those who wronged it.
- **Bomb threat** (Tier 2). An elementally-charged devastation orb has been planted in the village, and the cult is threatening to raze it to the ground unless demands are met.
- **Archmentals on Tirkosu** (Tier 4). The titans walk the island! Summoned to Tirkosu against their will, the wrath of these elementals might pose a threat to even their own worshipers. Can the Primadan control the fury of the storm?

SHADOW CREATURES

Mirlings, shadow elementals, and horrifying beasts crawl from beneath the island at night, hunting the living.

Description: Tattered, phlegmy, decaying. Mostly Mirlings, occasionally twisted mockeries of other beasts; giant bats and hounds that breathe purple fire.

Shadow creatures might:

- ❖ Be locked away in their plane, Tenebra, desperate to escape and spread their corruption throughout the planes.
- ❖ Stumble into Tirkosu through the ruins of Orthraze (page 71), or **the dark mirror** - a tangled mess of tunnels and crevasses beneath the island, where the planar flow can bring people to or from Tenebra.
- ❖ Be accompanied by **shadow mephits** (villagers call them goblins), that creep into settlements to spy and fester.
- ❖ Be **vindictive cowards**. They target weak entities and smaller outposts, preying on the vulnerable.
- ❖ **Detest light** more than any other element, stay away from the southern forest for this reason.
- ❖ Have some good in them, despite being mostly composed of hatred.

Sample threats:

- **Mephit infestation** (Tier 0). The goblin hides its nest in cool dark places like food stores, from which it spreads corruption and sickness.
- **Rampaging fellhound** (Tier 2). A terrifying creature strong enough to destroy a small settlement on its own, and fast enough to outrun an airship.
- **Mirling warband** (Tier 3). Roams about the island killing everything it can get its hands on. Might include casket-helmed mages, or even shadow elementals. Likely rallied around a tyrant to give direction to their hate.
- **Shadow dragon** (Tier 4). Can terraform the land by nesting, disrupting the planar flow and creating permanent areas of Shadow.

VALKEESH

Psychic aliens that descend from the stars to harvest brains.

Description: Cephalopod-headed cyborgs. Rusty arcane exo-suits grafted to their flesh, with integrated psionic weaponry. Red eyes, baleful and remorseless.

Valkeesh might:

- ❖ Hail from an industrial hellscape ring-city floating on the astral plane, housing tens of thousands of soldiers.
- ❖ Have split off from another golden-skinned astral race, after too many **body modifications**.
- ❖ Be engaged in an inter-transplanar guerrilla war that spans aeons, fighting secret battles in the space between spaces.
- ❖ Use brains to increase their **psychic power**, or create new soldiers and drones.
- ❖ Act as a **hivemind**, syncing information between themselves.
- ❖ Fly squid-shaped **warships** that hover menacingly above their victim realms.

Sample threats:

- **Scout drone** (Tier 1). You spotted this “brain in a shell” hovering across the wilderness. If it finds a village, it may well give the signal to launch a full invasion.
- **Alien survivors** (Tier 2). A battle in the night sky led to a warship crash-landing on the island. Will the planar flow carry them away, or will they seek out intelligent brains to bolster their strengths?
- **Valkeesh harvesters** (Tier 3). Their ships hang there in the sky like spiders, then swoop down and carry off hundreds of stunned villagers.
- **Interstellar thieves** (Tier 3). This ship is travelling from village to village, robbing them of as much gold as they can find. What nefarious uses do they plan for the bullion?
- **Dying stars** (Tier 4). Astronomers are baffled as the night sky sinks deeper into darkness, and sages across the island are plagued by nightmares of a titanic worm with a gaping maw.

APPENDIX

EPITHETS

Epithets generally focus on one subsystem over every other, so they're grouped by that metric.

CORE EPITHETS

1. Familiar
2. Healer
3. Loyal
4. Primaeval
5. Shapeshifter
6. Tough
7. Wise

COMBAT EPITHETS

1. Dual-Wielder
2. Duellist
3. Fierce
4. Marksman
5. Martial Artist
6. Shieldmaster
7. Warrior

TRANQUIL EPITHETS

1. Artisan
2. Intrepid
3. Luminary
4. Noble
5. Shady
6. Tenacious

COMBAT ABILITIES CHEAT SHEET

Some of these epithets direct you to randomly select **combat abilities**, which you can find on page 52. If you're using printed combat ability cards, you can instead use them to select your abilities by rolling the following:

- ❖ **Defence:** d20
- ❖ **Brawler:** d20 + 20
- ❖ **Nimble:** d20 + 39
- ❖ **Skilled:** d20 + 56

Artisan

Tranquil epithet

You're adept at every inch of your craft, from the finest needle to the sharpest cut, and your eye for detail is unmatched among your peers.

- Sentiment prompt: *What is forever lost, that you are trying to recapture in your art?*
- Improvement example: *Experimenting with new materials, comparing methods with other artisans.*

Tier 1 - Journeyman

When you **gain a resource** by utilising your crafting talent, add a bonus to the Roll.

Tier 2 - Master Crafter

UPHOLSTER

When you augment one item with another...

Choose two resources; one to augment, and another as the decoration. Roll + Precision.

Pass: Lose both resources, and gain a new resource with a tier equal to the sum of their tiers (maximum 4).

Fail: Lose one of the resources.

Tier 3 - Stupendous Quality

When you **upholster** a resource, its maximum tier is 5.

Tier 4 - Craftwork Zenith

When you **upholster** a resource to tier 3+, randomly select two spells and choose one. It is imbued within the resource, and can be **cast** by the wielder.





Dual-Wielder

Combat epithet

One weapon isn't enough for you. When you fight, you wield binary death.




- Sentiment prompt: *Something to balance out or counter another sentiment.*
- Improvement example: *Following a kata, developing ambidexterity.*

Tier 1 - Double Threat

Randomly select one Skilled and two Nimble combat abilities, and pick one of them to learn.

When you use a weapon resource's combat ability while wielding another weapon resource keyed to the same pose, place a number of additional tokens from the draft pile on the pose. The additional amount is equal to the lowest tier of the two resources.

Tier 2 - Versatile Stance

When you strike an Artful  pose, you can use both Artful  and Forceful  abilities.

Tier 3 - Extended Training

Randomly select one Skilled and two Nimble combat abilities, and pick one of them to learn.

Tier 4 - Sudden Death

The first time you *take initiative* in a combat, if you draw both your weapons and attack in one fell swoop, (striking a Resourceful pose, then a Forceful pose in sequence), double the tokens on all poses.

Duellist

Combat epithet

You prefer to fight one-on-one, weighing your skill and mettle on a level playing field.

- Sentiment prompt: *Who consistently makes your competitive streak flare up?*
- Improvement example: *Drawing precise shapes with the tip of your weapon, repeating specific moves until perfected.*

Tier 1 - Preliminary Training

Randomly select one combat ability from each table: Skilled, Nimble, Defence. Pick one to learn.

Tier 2 - Scornful Judge

Randomly select one combat ability from each table: Skilled, Nimble, Defence. Pick one to learn.

When you *sunder* a non-mob entity that has no allies in this combat, add a bonus to the Roll.

Tier 3 - Extended Training

Randomly select one combat ability for each table: Skilled, Nimble, Defence. Pick one to learn.

Tier 4 - Face Thy Foe

COMPEL A DUEL

When you single out a non-mob entity for a challenge...

Make an opposed Roll.

Pass: You magically compel the entity to duel with you. Treat this as a separate combat, where neither combatant has any allies, and that no other entity can join. Neither can flee the battlefield until one is *defeated*.

Fail: You are Galvanized.

Familiar

Core epithet

A little elemental spirit has chosen you as its muse and companion.

- Sentiment prompt: *What truth did you learn after years together with your familiar?*
- Improvement example: *Teaching tricks, grooming, spending time in nature together.*

Tier 1 - Small Friend

You form an attachment with a small Tier 0 entity (such as an owl, octopus, mephit, or wolf cub). It understands you to some extent, and obeys you to the best of its abilities. It does not gain a share of XP when an enemy is ***defeated***.

REVIVE YOUR FAMILIAR

When you supplicate the elements to revive your fallen friend...

Roll + Hope.

Pass: Your familiar is reformed, and returns to you from the wild.

Fail: You are Galvanized.

Tier 2 - Magical Friend

When you are Galvanized within sight of your familiar, you can apply any number of the levels to them instead.

Tier 3 - Mighty Friend

Your familiar grows in power, becoming Tier 1. Choose or randomly select a combat ability for them.

Tier 4 - Mythical Friend

Your familiar grows in power, becoming Tier 2. Randomly select a combat ability for them, and choose one:

- ❖ They become large enough to ride.
- ❖ You can choose to see through their eyes.
- ❖ They can always tell if someone is lying.

Fierce

Combat epithet

The heat of battle is your lifeblood, and your heart beats the wardrum's rhythm.

- Sentiment prompt: *Why are you most alive when death is nigh?*
- Improvement example: *Sparring, brawling, asserting dominance.*

Tier 1 - Kindled Fury

Randomly select three combat abilities from the **Brawler** table, and pick two to learn.

Tier 2 - Fight Life

Randomly select two combat abilities from the **Brawler** table, and pick one to learn.

When you ***enter combat***, unmark a sentiment.

Tier 3 - Raging Fury

Randomly select a combat ability from both the **Brawler** and **Defence** tables, and pick one of them to learn.

Tier 4 - Unstoppable Force

When a status effect is applied to you in combat, you can choose to ignore it.



Healer

Core epithet

You have a deep understanding of physical matters, able to balance elemental energies where damage threatens to tear them apart.

- Sentiment prompt: *Who was the one you couldn't save?*
- Improvement example: *Memorising bone charts, studying energy paths, researching concoctions.*

Tier 1 - Remedy

HEAL

When you use your medical knowledge to alleviate pain...

Spend an appropriate resource (such as healing herbs, balms, bandages and splints, etc.) and choose a Wounded entity.

- If the resource was Tier 0, choose one Wound. It no longer inflicts a penalty.
- If the resource was Tier 1+, remove an equal number of Wounds.

Tier 2 - Always On Hand

When you **gain a resource** by hunting for herbs, requisitioning medical supplies, or choosing a remedy, add a bonus to the Roll.

Tier 3 - Miracle Cure

When you **heal** someone, your remedies can remove permanent wounds.

Tier 4 - Lifesaver

RESUSCITATE

When you witness a death and hurry to reverse it...

Roll + Hope.

Pass: The entity returns to life.

Fail: The entity refuses to return.

Intrepid

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.

- 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.*

Tier 1 - The Call

When you **advance a threat** that takes immediate focus, gain a Tier 1 detail.

Tier 2 - Daring Do

STUMBLE INTO DANGER

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

In place of the settlement event, you instead become embroiled in 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, gain a Tier 2 detail.

Fail: **Suffer consequences.**

Tier 3 - The Game's Afoot

When you **advance a threat** that takes immediate focus, add a bonus to your next Roll.

Tier 4 - Uncanny Knack

You can choose to automatically pass a Roll. You cannot do so again until you **dwell**.

Loyal

Core epithet

Some bonds can be forged stronger than the chains of time - and you are their blacksmith.

- Sentiment prompt: *Who trusted you to the point where your word was law? Do they still trust you?*
- Improvement example: *Reconnecting with old friends, making good on your promises, fostering a sense of community.*

Tier 1 - Through Thick and Thin

When you **vanquish a threat**, you can gain a new Tier 1 sentiment for an entity you shared hardship with.

Tier 2 - Lifelong Bond

Choose one of your sentiments that is focused on an entity: Its tier cannot be reduced.

Tier 3 - Count On Me

When you **lend aid**, the target entity adds two bonuses □□ to their Roll.

Tier 4 - Trust Unshakeable

If a sentiment you hold is related to an entity, its tier cannot be reduced.

HEART ENSHRINED

When you lose a sentiment...

Roll + Hope.

Pass: The sentiment is not lost.

Luminary

Tranquil epithet

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

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

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

Tier 1 - Entrepreneur

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

TEND TO AFFAIRS

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

Roll + Influence, adding your 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:

- ❖ **Earn your dues.** Gain a resource. Its tier cannot exceed your rank, or your group's tier.
- ❖ **Improve your reputation.** Increase your rank (max. 4).
- ❖ **Serve the group.** If your rank is 3 or 4, you can increase your group's tier (max. 4).

Fail: Choose one:

- ❖ Your standing within the group suffers. Decrease your rank (min. 0).
- ❖ There is disorder in your group. Decrease its tier (min. 0).

Tier 2 - A Secure Future

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

Tier 3 - The Voice of Many

When you successfully **tend to affairs**, you have one additional option:

- ❖ **Aid a settlement**, with an automatic pass.

Tier 4 - Headquarters

Choose a settlement to be your group's headquarters. Your group counts as an asset for that settlement, and cannot be erased or decreased. The asset's tier is equal to your group's tier.

Marksman

Combat epithet

You could clip the mask off a mephit from 100 metres, while flying a twin-EPE. Blindfolded.

- Sentiment prompt: *What do you dearly wish for that seems beyond your reach?*
- Improvement example: *Target practice, gazing at horizons, weapon maintenance.*

Tier 1 - Preliminary Training

Randomly select a combat ability from both the Nimble and Skilled tables, and pick one of them to learn.

Tier 2 - Eagle-Eyed

Randomly select a combat ability from both the Nimble and Skilled tables, and pick one of them to learn.

When you **sunder** an opponent, you can erase a detail related to them to add its tier to the Roll.

Tier 3 - Long Shot

Randomly select a combat ability from both the Nimble and Skilled tables, and pick one of them to learn.

When you **sunder**, you can target any entity, even outside this combat, provided you can see them.

Tier 4 - Bouncing Missile

After you **sunder**, you can take a token from the draft pile and strike an additional pose. If you do this, you must choose to **sunder**.



Martial Artist

Combat epithet

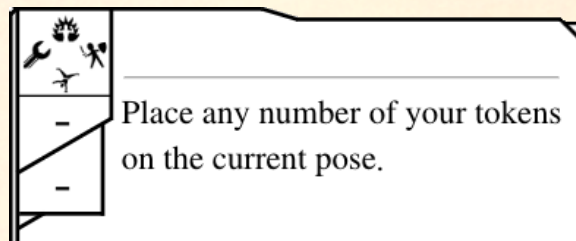
Fools need tools - your own body is a living weapon.

- Sentiment prompt: *Who revealed your full potential to you? Why did you agree to train under them?*
- Improvement example: *100 sit-ups, 100 push-ups, 100 squats, 10km runs.*

Tier 1 - Preliminary Training

Choose a pose - this is your **form**.

You gain access to this combat ability, which is keyed to your form:



Tier 2 - Galchion Fist

Randomly select one combat ability for each table: Brawler, Defence, Nimble, Skilled. Pick one to learn.

Choose an additional form.

Tier 3 - Extended Training

Randomly select one combat ability for each table: Brawler, Defence, Nimble, Skilled. Pick one to learn.

Tier 4 - Lightning Reflexes

Choose an additional form.

After an opponent strikes a pose that matches one of your forms (and resolves any options), you can **take initiative** by spending one of your tokens, placing it back in the draft pile.

Noble

Tranquil epithet

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

- Sentiment prompt: *How were you humbled in the past? What lesson did you learn?*
- Improvement example: *Self care, secret acts of kindness, contemplation of your peers, watching sundown.*

Tier 1 - For the Good of All

When you successfully **aid a settlement**, gain XP.

Tier 2 - Be the Line

When you **suffer defeat** and draw the line, remove all marks on all sentiments.

Tier 3 - Philanthropist

When you **aid a settlement**, add a bonus to the Roll.

Tier 4 - Self-Respect

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



Shapeshifter

Core epithet

Ancient magics bond with your mortal form, allowing it to morph into elemental spirits.

- Sentiment prompt: *How does your mind change during spirit form, and how do you reconcile with that?*
- Improvement example: *Living as your spirit creature would.*

Tier 1 - Spirit Form

Choose a type of Tier 0 animal or elemental: This is your **spirit form**.

TRANSFORM

When you morph into your spirit-form...

- Your stats are equal to the entity's tier.
- The effects of all your conditions are suppressed.
- You temporarily lose all epithets, excluding this one.
- Any resources on your person are absorbed into your new form, and cannot be benefited from or lost until you transform back.
- If you suffer from a condition while in spirit-form; or whenever you choose; you change back to your normal form. Your stats, epithets, conditions, and resources revert to their original state. You must then Roll + Focus.

Fail: You are Galvanized.

Tier 2 - Steadfast Spirit

You can retain one of your stats in spirit-form.

Tier 3 - Flexible Form

You can retain one other epithet in spirit-form.

Tier 4 - Mythical Transformation

When you **transform**, you become an entity with a tier equal to your Galvanization.

Primaeval

Core epithet

An element has marked you from birth, and now primordial runes answer to your whims.

- Sentiment prompt: *Why do your kin praise you, or treat you like an outsider?*
- Improvement example: *Learning secrets from elementals, gathering energy from nodes, dreaming of undiscovered runes.*

Tier 1 - Runebound

Choose an element to be the source of your power. When this epithet directs you to randomly select a spell, you can choose to roll on your element's rune table instead of selecting the element randomly.

Randomly select four spells (page 63), and choose two to learn. You can **cast** these spells, and others learned through this epithet.

Tier 2 - Relic

SOULBOND

When you bind your essence to an object...

Choose a resource and a sentiment: They are bound together with primordial magics. If you already have a bonded resource, the bond is broken.

While bonded:

- The sentiment's tier is always equal to your Galvanization.
- When you **use a resource** and choose the bonded resource, unmark the sentiment.
- If you lose the bonded resource, the bond is broken and the sentiment becomes tier 1.

Tier 3 - Maven

Randomly select two spells, and choose one to learn.

Tier 4 - Archon

Randomly select two spells, and choose one to learn.

When you suffer a permanent Wound, you can lose your **soulbonded** resource to make it temporary instead.



Shady

Tranquil epithet

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

- Sentiment prompt: *What dangerous conviction has gripped you in your solitude?*
- Improvement example: *Skulking about, brooding over your lot, isolating yourself.*

Tier 1 - Shunned By Others

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

Tier 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 whose description 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.

Tier 3 - At Home Alone

When you ***dwell***, your bonus to Safety increases to , and your penalty to Wealth no longer applies.

Tier 4 - Lie Low

If you Roll below 11 for a settlement event, you can ignore the event if the sum of all Safety assets is less than your Tier.

Shieldmaster

Combat epithet

A stalwart figure on the battlefield, you can stand firm and unwavering against any onslaught.

- Sentiment prompt: *Who would you give your life for?*
- Improvement example: *Endurance training, studying fighting styles, arm wrestling.*

Tier 1 - Preliminary Training

Randomly select one combat ability from the **Defence** and **Skilled** tables, and pick one of them to learn.

Tier 2 - Buckler Bastion

Randomly select one combat ability from the **Defence** and **Nimble** tables, and pick one of them to learn.

If you or an allied combatant are ***sundered*** while you are wielding a single shield resource, you can lose the resource to cancel the formula.

Tier 3 - Extended Training

Randomly select one combat ability from the **Defence** and **Brawler** tables, and pick one of them to learn.

Tier 4 - Mighty Fortress

When you are ***sundered***, add one of your shield resources' tiers as a penalty.

NPCs take this into account when deciding whether to ***sunder***.



Tenacious

Tranquil epithet

A single goal compels you above all others, driving you above and beyond dedication.

- Sentiment prompt: *The true reason for your devotion.*
- Improvement example: *Planning future endeavours, savouring your handiwork, engaging in a supportive community.*

Tier 1 - Go-Getter

Choose a lifelong goal, such as “extend my religion’s reach”, “protect all innocents”, or “become the most feared mage” - The more ambitious the better. Note it down on your character sheet. It starts with 0 **progress**.

ADVANCE YOUR LIFELONG

GOAL

When you advance your lifelong goal by...

- ❖ Succeeding at an important **attempt**, Roll + that formula’s difficulty.
- ❖ Gaining a crucial detail, Roll + the detail’s tier.
- ❖ **Vanquishing a threat** against your goal, Roll + the threat’s tier.
- ❖ **Gaining a resource** of vital importance, Roll + its tier.
- ❖ Creating or improving a related settlement asset, Roll + its tier.

Additionally,

- Add your progress as a penalty.

Pass: Increase your progress (to a max. of 4) and gain an equal amount of XP.

Fail: Your efforts are futile or your work becomes undone. Decrease your progress, or **suffer consequences** if it is already 0.

You can **dwell** to add a bonus to this formula’s Roll.

Tier 2 - Titanium Will

REJECT FAILURE

When you suffer an emotional Wound...

Roll + Hope.

Pass: Ignore the Wound.

Tier 3 - Trailblazer

Your progress has a max of 5.

Tier 4 - Illustrious Works

When your progress reaches 5, it is completed and you can no longer **advance your lifelong goal**. You Gain a Tier 5 detail that proclaims your accomplishment. When you erase this detail, immediately gain it again.



Tough

Core epithet

You can take much more of a beating (literally or metaphorically) than your peers.

- Sentiment prompt: *How do you view people with less mettle than yourself?*
- Improvement example: *Survival exercises, pushing your fitness limits, letting yourself heal.*

Tier 1 - Extended Endurance

You can only die from Wounds if their total exceeds your tier + 1.

Tier 2 - Just a Scratch

When you gain a permanent condition, it is instead temporary.

Tier 3 - Walk It Off

Your stats are no longer affected by Exhaustion or Wounds.

Tier 4 - Immovable Object

DENY DEATH

When you would die from Wounds...
Roll + Physique, adding the difference between your Wounds and your tier as a penalty.

Pass: You remain living.

Warrior

Combat epithet

Whether by formal training or impromptu necessity, you have walked the martial way.

- Sentiment prompt: *What does your preferred choice of weapon say about you?*
- Improvement example: *Practicing moves, maintaining weaponry and armour.*

Tier 1 - Preliminary Training

Randomly select one combat ability from each table: Brawler, Defence, Nimble, and Skilled. Pick two to learn.

Tier 2 - Adaptive Style

RETRAIN

When you hone your fighting skills...

Roll + Smarts.

Pass: Randomly select a combat ability from one of these tables: Brawler, Defence, Nimble, or Skilled. You can replace a combat ability you learned from any epithet with the new ability.

Fail: Suffer consequences.

You can dwell to gain an automatic pass with this formula.

Tier 3 - Extended Training

Randomly select one combat ability from each table: Brawler, Defence, Nimble, and Skilled. Pick one to learn.

Tier 4 - Technique Mastery

Randomly select one combat ability from each table: Brawler, Defence, Nimble, and Skilled. Pick one to learn.

Choose one of your combat abilities: For you, it has no cost or required marks.

Wise

Core epithet

Your mind is a palace of memories. Some say you're in tune with the past itself, with how easily you draw accurate conclusions from it.

- Sentiment prompt: *What do you wish you could forget?*
- Improvement example: *Listening to elders, recounting tales, remembering past experiences.*

Tier 1 - Extended Memory

You can have up to four details at a time.

Tier 2 - Echoes of the Past

When making a Roll, you can erase a related detail and add its tier.

Tier 3 - Lessons Learned

You can have up to five details at a time.

When you ***gather information*** from memory, add a bonus to the Roll.

Tier 4 - Prophetic Wisdom

FORETELL

When you consult the elements...

Roll + Smarts

Pass: Roll 3d6, and record each die result.

When you ***arrive at a new location***, use one of the die results instead of rolling.

You cannot ***foretell*** until all these results have been used up.

Fail: ***Suffer consequences.***

You can ***dwell*** to gain an automatic pass with this formula.

INSPIRATION TABLES

1d8 Threat nature

1. Individual entity.
2. Natural disaster.
3. Curse or doom prophecy.
4. Martial group.
5. Ragtag group.
6. Religious group.
7. Commercial enterprise.
8. Conspiracy or plot.

1d8 Threat goal

1. Mindless destruction.
2. Amass wealth or power.
3. Take revenge or enact twisted justice.
4. Survival at the cost of others.
5. A warped **sentiment** (see next page).
6. Religious group.
7. Commercial enterprise.
8. Conspiracy or plot.

Lowest Enemy numbers of 2d4

1. A handful of people (d4+1)
2. A pack (2d6)
3. Enough to fill a village hall (3d6+6)
4. An army (3d4 x 10)

1d10 *Advance a threat* inspiration

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.

1d20 Sentiment

1. Longs (for/to be) ...
2. Owes ... a great debt
3. Suffered an indignity from ...
4. Hero-worships ...
5. Fond memories of ...
6. Would give their life for ...
7. Feels trapped by ...
8. Old rivals with ...
9. Wants the best for ...
10. Intimidated by ...
11. Worries about ...
12. Proud of ...
13. Resents ...
14. Ashamed of ...
15. ... always gives good advice.
16. Finds beauty in ...
17. Has a vendetta against ...
18. ... took something dear from me.
19. Keeps a secret (for/about) ...
20. In love with ...

For more sentiment tables, see page [14](#).

Physique Wounds

1. Twisted leg.
2. Bruises.
3. Broken rib.

Precision Wounds

1. Sprained wrist.
2. Frostbite.
3. Broken arm.

Smarts Wounds

1. Hangover.
2. Cracked skull.
3. Headache.

Focus Wounds

1. Concussion.
2. Black eye.
3. Blood loss.

Influence Wounds

1. Sore throat.
2. Anxiety.
3. Irritated.

Hope Wounds

1. Depressed.
2. Spooked.
3. Paranoia.

Goodwill assets

1. Wise elder.
2. Healer.
3. Local salesman.
4. Trade agreement.
5. Daily rituals.
6. Town hall.

Labour assets

1. Farmland.
2. Griffon herd.
3. Sawmill.
4. Arcane mechanic workshop.
5. Marketplace.
6. Airship dock.

Safety assets

1. Guardsmen.
2. Scouts.
3. Magical wards.
4. Stockade.
5. Traps.
6. Watchtower.

Wealth assets

1. Magitek lamps.
2. Public library.
3. Historical mural.
4. Temple or shrine.
5. Cafe or tavern.
6. Statues.

d10

d8



FORMULA REFERENCE

CORE



When you change locations,
Arrive at a new location



When you have a question about
the world, **Ask the oracle**



When you attempt something
risky, **Attempt**



When you realise you feel
strongly about something,
Develop a new sentiment



When you attempt to acquire a
useful item, **Gain a resource**



When you seek obscured
information, **Gather information**



When you train your abilities,
Improve yourself



When your emotions aid you,
Invoke a sentiment



When you help another entity
make a Roll, **Lend aid**



When you spend time healing,
Recover



When you spend time
enjoying life, **Revel**



When your belongings aid you,
Use a resource



When a threat is rendered
harmless, **Vanquish a threat**



When you fail,
Suffer consequences

COMBAT



When violence breaks out,
Enter combat

MAGIC



When you cast a spell,
Cast

TRANQUIL



When you work towards the betterment
of a community, **Aid a settlement**



When you spend time in
a settlement, **Dwell**



When you return to a community after a
month or more, **Revisit a settlement**

CORE FORMULAS

ARRIVE AT A NEW LOCATION

When you change locations...

Picture the world and roll a d6:

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

3-4 Something unexpected is here. Ask the oracle about one of the following:

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

Gain a Tier 1 detail if you wish.

5-6 Pick a random threat, and roll a d6. If the result is equal to or less than the threat's marks, erase 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 about the world...

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

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

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

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

ATTEMPT

When you attempt something risky...

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: You achieve your desired outcome.

Fail: 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 effects apply:

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

Fail: Decrease the sentiment's tier, down to a maximum penalty equal to your tier.

IEND AID

When you help another entity make a Roll...

Compare the stat they are adding to the Roll with your stat: If yours is higher, they add a bonus to the Roll.

GAIN A RESOURCE

When you attempt to acquire a useful item...

- ❖ From manual labour, Roll + Physique.
- ❖ By crafting raw materials, Roll + Precision.
- ❖ By figuring out how to use something, Roll + Smarts.
- ❖ By scavenging or hunting, Roll + Focus.
- ❖ As a transaction or trade, Roll + Influence.

Additionally:

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

Pass: Gain the resource.

Fail: *Suffer consequences.*

USE A RESOURCE

When your belongings aid you...

Choose an appropriate resource, and add its tier to your next Roll.

- If the resource is tier 0, add a simple +1 to the result.

Additionally, choose either **pass** or **fail**: If the Roll's result matches your choice, lose the resource in addition to any other effect.

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: You learn an answer to a question. *Ask the oracle* for the answer, and gain a detail with a tier equal to the obscurity penalty.

Fail: *Suffer consequences.*

IMPROVE YOURSELF

When you train your abilities...

Roll + Smarts.

Pass: Choose an area of advancement to spend XP on:

Advancement	Cost
Add a bonus to a non-wounded stat.	6, + 3 for every current bonus
Increase an epithet's tier.	3x the new tier
Learn a new epithet.	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.*

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 Tier 1+ 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: Choose one:

- ❖ Gain 1 XP
- ❖ Remove a mark on a sentiment.

Fail: *Suffer consequences.*

RECOVER

When you spend time healing...

- ❖ By rest and recuperation, Roll + Physique.
- ❖ By patching up injuries Roll + Precision.

Pass: Remove a number of conditions (and/or levels of conditions), equal to your tier.

Fail: Suffer consequences.

CAST

When you cast a spell...

Roll + the spell's casting stat, adding an appropriate penalty for the spell's **complexity**.

Pass: The spell takes effect.

Fail: You are Galvanized a number of times equal to the spell's complexity (minimum 1).

VANQUISH A THREAT

When a threat is rendered harmless...

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

Pass: Remove the threat. All PCs that contributed towards the threat's defeat gain XP based on 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.

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.

SHADOW FORMULAS

ADVANCE A THREAT

Choose or randomly select a threat, which then...

- ❖ **Advances in the background.** Add a mark to the threat.
- ❖ **Takes immediate focus,** and indirectly demands action from you. Remove a mark from the threat.

SUFFER CONSEQUENCES

When you fail...

1. By damaging or misplacing equipment, lose a resource.
2. To avoid conflict, enter combat.
3. By succumbing to a personal flaw, mark a sentiment.
4. By suffering physically or emotionally, you are Exhausted or Wounded.
- 5-6. By any other means, advance a threat.

SUFFER TERRIBLE CONSEQUENCES

Disaster has struck. Choose an appropriate consequence:

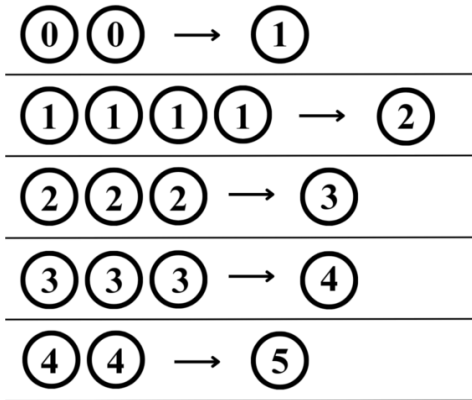
1. The threat strikes at something you care about, destroying it or otherwise rendering it null. Erase a sentiment.
2. The threat sacks a settlement. The settlement loses the highest-tier asset from its highest stat.
3. The threat grows in power. Increase its tier.
4. You are robbed or captured. Lose all resources on your person.
5. You suffer physical or mental trauma. Gain a permanent Wounded condition.

COMBAT FORMULAS

ENTER COMBAT

When violence breaks out...

Decide the number of opponents you are facing (or randomly determine). Convert identical opponents into mobs:



Select NPC combat abilities (one per tier).

Each combatant gains a number of tokens equal to their Tier + 1.

Whoever wishes to act first ***takes initiative***. If multiple entities want to act, decide who does with opposed Focus or Physique Rolls.

SUNDER

Choose an opponent and make a Roll:

- Add the tokens on the current pose as a bonus.
- Add the opponent's tier as a penalty.

If the final bonus is 3 or more, you automatically pass.

Pass: The opponent is ***defeated***.

Fail: You are ***defeated***, and cannot choose to **draw the line** or **flee**.

Whether you pass or fail, remove 3 tokens from the current pose.

TAKE INITIATIVE

If you have no tokens, gain a number of tokens equal to your tier + 1.

Choose a pose:

- If you are the first entity to take initiative in this combat, choose any pose.
- Otherwise, choose a pose connected to the current pose.

Strike the pose by placing one of your tokens on it, making it the **current pose**.

You may then do one of the following, should you wish:

- ❖ Use a **combat ability** keyed to this pose.
 - ❖ **Sunder** an opponent.
 - ❖ Use any other appropriate formula, such as ***attempt*** or ***cast***.
-

Continue striking poses as many times as you want, or until you run out of tokens. Then choose an opponent to ***take initiative***, giving priority to opponents with tokens. If no combatants have tokens, give them all tokens equal to their tier + 1.

DEFEAT

When an NPC is defeated, remove them from combat.

- ❖ If appropriate, they suffer a Wound.
 - If they were your opponent, Choose one:
 - ❖ Gain XP equal to their tier, and share it between your allies.
 - ❖ Gain a resource equal to their tier, or equivalent.
-

When you are defeated, choose one:

- ❖ **Flee** the battlefield, but ***suffer terrible consequences***.
- ❖ **Fall unconscious** until this combat ends, and suffer a Wound. If you have no remaining allies in the combat, you are captured and lose all resources on your person.
- ❖ **Draw the line**. Immediately ***take initiative***. If you're defeated again, death is the only option.
- ❖ **Death**. You die, and your soul departs to the Waiting Place...

TRANQUIL FORMULAS

AID A SETTLEMENT

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

- ❖ By hauling goods or building structures, Roll + Physique.
- ❖ By crafting or fixing items, Roll + Precision.
- ❖ By imparting knowledge or care, Roll + Smarts.
- ❖ By standing guard or keeping an eye out for trouble, Roll + Focus.
- ❖ By organising events or settling disagreements, Roll + Influence.
- ❖ By providing moral or emotional support, Roll + Hope.

Pass: Choose one:

- ❖ **Create an asset.** Create a new Tier 0 asset.
- ❖ **Move an asset.** Assign an existing asset to a new stat.
- ❖ **Improve an asset.** Increase an asset's tier, and lose an appropriate resource or detail or mark a sentiment. Whichever you choose, it must be at least one tier higher than the asset.
 - If you mark a sentiment, also decrease its tier.

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.

Check the result on the **settlement events** table matching your chosen area type.

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*
- ❖ *Gain a resource*
- ❖ *Gather information*

REVISIT A SETTLEMENT

When you return to a community after a month or more...

Roll on the table below a number of times determined by how long you've been away:

- A month: 1
- Three months: 2
- Six months: 3
- A year: 4
- Ten or more years: 5

d6 Absence event

- | | |
|------------------------------|------------------------------|
| 1. Remove an asset. | 4. Rename an asset. |
| 2. Decrease an asset's tier. | 5. Increase an asset's tier. |
| 3. Split an asset. | 6. Add an asset. |

SETTLEMENT EVENTS

GOODWILL EVENTS

-5. **Advance a threat.**

6. Someone's looking to pick a fight with you. **Attempt** to avoid them, or **enter combat.**

7. You lose a resource, but you're unsure what caused you to lose it. Gain a Tier 1 detail.

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

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 gain a Tier 1 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. What accomplishment are they celebrating? 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 talesman 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 for an entity. What strong emotion do they reveal? Choose one:

- ❖ Remove a mark on a sentiment if you empathise.
- ❖ Add a Tier 1 detail if you make a mental note.

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 - a rumour about you. Gain a Tier 1 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 talesman visits. If there are any marks on a known threat, roll any die:

- On an odd result, mark the threat. The talesman tells stories of how the threat has become emboldened.
- On an even result, remove a mark from the threat. The talesman tells stories of its decline.

Which entity doesn't believe the talesman?

25. A denizen discovered something mysterious near the settlement. Why are they telling everyone about it? Gain a Tier 1 detail.

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

Pass: You are Exhausted.

Fail: You are Wounded. If you are already Wounded, this wound is permanent.

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 witness something that confirms and encourages a sentiment. Remove a mark on it, and increase its tier (up to a max. of your tier).

29. The hum of the crowds takes its toll. Which particular interaction leaves you bothered? Roll + Influence.

Fail: You are Exhausted.

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

40+. An ancient evil rears its head. Add a threat, roll 1d3+2 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. Randomly select a stat:

d4 Stat

1. Goodwill	3. Safety
2. Labour	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; or, if no resources fit, mark a sentiment from frustration.

8. Harsh weather assails the settlement. Add a penalty ■ to any Roll involving unsheltered activity until you **dwelling** 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 mysterious illness grips the settlement. What strange symptoms manifest? Randomly choose an asset, and decrease its tier: A related entity is suffering the worst. 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, and increase its tier. The denizens have worked exceptionally hard with it, and are reaping the rewards.

14. An entity arrives in town seeking a mentor. What do they hope 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. What do you require that cannot be found in this settlement? **Arrive at a new location** if you choose to go, or forfeit the automatic pass from **dwelling**.

16. A passing elemental approves of your toil. If you have tier 0 or 1 resource, increase its tier 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: They're more charming than annoying. 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 (to a max of 4). Rename the asset after the guild. Who stands to lose from this merger? Add Tier 1 detail.

20. Pick a Wealth asset: The settlement leadership turns its efforts towards its betterment. Increase its tier, and decrease a Safety asset that gets its funding cut.

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

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

23. A Wealth or Safety asset is vandalised or stolen: Decrease its tier and gain a Tier 1 detail.

24. A new enterprise starts up. What unique service or goods do they provide? Add a new 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 gain a Tier 1 detail.

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

27. An NPC spellcaster discovers a new rune combination. 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. A mechanic 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 causes you to suffer a Wound. Which entity blames themselves for the mishap?

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

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

SAFETY EVENTS

-5. Advance a threat.

6. The solitude makes you lose track of time. Erase all details, or mark all threats.

7. An entity refuses to leave you alone. Why do they demand your attention or company? Gain a Tier 1 detail.

8. The weather worsens, lowering visibility and isolating the settlement. Next time you dwelt in this settlement, you must Roll + Safety, 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 advance 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. Create a new Tier 1 Wealth or Labour asset.

12. You encounter a cleric, Piranai, or other entity with healing powers. They can be persuaded to remove one level of a condition if you pass an attempt. What do they ask of you in return?

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. Who is it from, and what does it contain? 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 select 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? Gain a Tier 1 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 or the other denizens occupy your leisure time? Create a Tier 0 Wealth or Goodwill asset, or gain XP.

23. News of a schism spreads across the settlement, reaching even your ears. Split the highest Goodwill asset into two, each

with half the tier of the original (rounded down). What unresolvable argument has taken place to cause this?

24. You hear about a nearby settlement suffering a loss that benefits your current settlement. Create a new Tier 0 asset. Choose a nearby settlement (or create one if none exist), 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. An entity seeks you out with an opportunity for work. Which of your epithets make you an ideal candidate?

28. Choose an asset: A related entity pays you a visit. Gain a Tier 1 detail if they speak of rumours, or unmark a sentiment if their company is welcome.

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 1d3+2 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 (to a max. of your tier).

Fail: Decrease the sentiment's tier.

7. A hitherto unremarkable person in your life (such as a trader, talesman, guard, or other local) inexplicably goes missing, and you find yourself missing their presence. Decrease a related asset, and add a Tier 1 detail.

8. Leadership within the settlement changes hands, and a period of unrest ensues. Rename an asset (if relevant), and add a penalty ■ if your next dwell is 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. What unexpected and wholesome connection do you discover between them? Add a Tier 1 detail or remove an emotional Wound.

12. Something draws you to this settlement. What moment fills your heart and makes you feel at home? You can create a new Tier 1 sentiment related to it.

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. What display of skill or creativity do you find yourself admiring? Increase a Labour asset, or create a new Tier 0 one.

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: What sort of unexpected history do they share? How does it come to light? Gain a Tier 1 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? Gain a Tier 1 detail, and increase a Wealth asset's tier as the denizens prepare.

20. Choose two entities: Love blooms between them. If they are secretive about the relationship, gain a Tier 1 detail. Otherwise, if you approve of the relationship, unmark a sentiment.

21. Choose an entity: They are no longer part of the settlement. What happened? Gain a Tier 1 detail.

22. Someone new enters your social circle. Add a Tier 1 detail or arrive at a new location to introduce yourself to 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? Gain XP if you let them talk, but gain a level of Exhaustion.

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.

28. Someone from your distant past has returned. Do they seek you out? If not, add a Tier 1 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 1d3+2 to determine its tier, and suffer terrible consequences an equal number of times.

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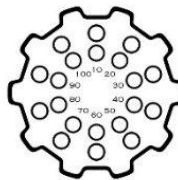
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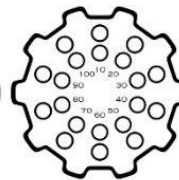
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[XP](#)

NAME _____ RACE _____ TIER _____



XP



SPENT

STATS

PHYSIQUE
 PRECISION
 SMARTS
 FOCUS
 INFLUENCE
 HOPE

SENTIMENTS

 ◆

 ◆

 ◆

 ◆

DETAILS

> _____
 > _____
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RESOURCES

CONDITIONS

> EXHAUSTED ◆◆◆◆◆
 > _____ ()
 WOUNDED STAT AFFECTED
 > _____
 > _____
 > _____

EPITHETS

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

CAMPAIGN TITLE



NON-PLAYER CHARACTERS

SETTLEMENT NAME

THREATS

1. UNKNOWN

2.

3.

4.

5.

6.

NOTES

SUMMED ASSET TIERS STAT MOD	0	0.5	1	2-3	4-6	7-10	11+
	■ ■	■	—	□	□ □	□ □ □	□ □ □ □

GOODWILL

□ □ □ □

LABOUR

□ □ □ □

SAFETY

□ □ □ □

WEALTH

□ □ □ □



SETTLEMENT NAME

SUMMED ASSET TIERS	0	0.5	1	2-3	4-6	7-10	11+
STAT MOD	■	■	-	□	□□	□□□	□□□□

GOODWILL □ □ □ □

LABOUR □ □ □ □

SAFETY □ □ □ □

WEALTH □ □ □ □

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