

Quest Fronts

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Quest Fronts leverages inspiration from *Dungeon World*, by Sage LaTorra and Adam Koebel



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An ancient wizard, co-founder of our kingdom, has been trapped in his spell for generations. Now we need to free him to exercise his authority before we suffer the coming invasion

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A dark wizard has used a powerful spell to manipulate the giants and take over an armada that threatens the kingdom. You are part of a plan to stop this threat through an alliance of equal size



About Quest Fronts

Quest Fronts is a magazine dedicated to offering you adventure starters for your role-playing game sessions. Contrary to classic adventure modules, these texts do not present detailed environments, characters, obstacles, encounters, and complications; rather, they provide an adventure premise elaborate enough to inspire play sessions, but, at the same time, not so delineated that they limit the surprises and revelations that naturally emerge when playing without a game master or in sandbox mode.

These quest fronts also come with a toolkit of universal mechanics to use in any tabletop role-playing game. The instructions within this magazine are taken from the *Ironsworn* system and are intended to measure the pace of the narrative, resolve climatic events, answer questions, and introduce twists within your story.

The concept of fronts is taken from *Dungeon World*, in which the phrase “fighting on two fronts” refers to the idea of placing the characters in the midst of dangers.

GENRE, TONE AND THEMES

Quest Fronts #2 adventures belong to the low-fantasy and dark fantasy genres. The setting is hostile, with a dark, gritty tone. The world is best described as feudal post-apocalyptic. In it, glory has faded, resources are scarce, the supernatural is latent as a power to be acknowledged, and ancient mysteries plague the lands. Between the dread of unknown forces, the desire to master them, and survival itself, humanity lashes out, not only against the outside enemies, but against itself. You are one of the few determined to set things right by fulfilling sacred vows.

The above being the conceptual margins for which each quest front is presented, the vagueness with which they are set out allows them to be adapted to any universe within the genre. If you find that the defining features of a front don't clash with your world, you won't find it difficult to implement it in your existing campaign. Answer questions, put names to diegetic elements, and each front will become a jigsaw piece within the larger whole.

If you don't plan on adding these quest fronts to an existing campaign, the following setting will serve as a starting point to develop your universe based on the general premise of these modules.

THE SETTING

Two generations ago, mankind arrived on this cursed continent. They were the few survivors of a catastrophic event that devastated humanity; they were the ones who set foot on this great peninsula as settlers. However, it was not long after when they realized that this continent was far from a welcoming place. The climates are very harsh, the terrain is difficult to traverse, and wild creatures are more dangerous than first thought.

The first generation settled where they saw fit, but in time many discovered they were not the only ones to inhabit these lands. The natives, members of other races, were wiped out decades ago by unknown causes. Their remains and artifacts speak of supernatural forces and creatures of immeasurable power that were part of the peninsula. Among the settlers, many have succumbed to the lust for power and unbridled curiosity, forming cults seeking to master the hidden mystical forces at the cost of their humanity. Raiders have also made their home here, striking where others farm, hunt, and gather resources.

As such, there are enemies on several fronts: the creatures, terrain and climate of this continent; the cultists, raiders, and corrupt leaders that rise from humanity's survivors; and the ancestral horrors of these lands always waiting to claim, dominate, and scourge the territory.

You are one of the few individuals with the necessary courage and competence to face these dangers. To do so, you follow the tradition of the original settlers. You swear vows on iron; the honor that is sustained by the desire to accomplish something positive in this harsh world is what gives you the strength to overcome normally insurmountable obstacles. Iron is the symbol of something as solid as the willpower it requires.

Usage Guidelines

Quest fronts are materials that not only serve as inspiration for game masters, but they are also ideal tools to play without one. If you are familiar with the *Ironsworn* system, especially with its *Delve* supplement or its *Starforged* sequel, you already know how to this zine for your gaming sessions, but if you play with another system, here are the guidelines you need in order to incorporate these adventures into your sessions.

TAKING ON A QUEST

Each quest front is composed by a description of the problem that presents the background of the events leading to the adventure. This is followed by the **Vow**, which determines the objective of your quest, what your character has set out to do. A vow has a **Rank**, which indicates the quest's length and difficulty. In increasing order, the ranks are:

Troublesome → **Dangerous** → **Formidable** → **Extreme** → **Epic**

A troublesome vow means simple challenges, dangerous and formidable vows are the most typical, and epic and extreme vows require great effort and luck to overcome.

When you take on a quest, you must set a progress track. This is used to measure the pace of your adventure; it represents the challenges you overcome on your way to achieving your ultimate goal and it is also used as a tool to determine the outcome of it.

Progress tracks are drawn as a row of ten boxes which you fill in—or mark—as you make headway toward a goal. When you initiate a quest, these boxes are empty.



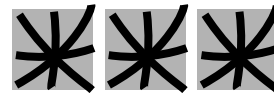
Fictionally, within the default setting, taking on a quest with an iron vow is ceremonial. You touch a piece of iron and speak your vow. Envision how your character enacts the ceremony. What do you do? What do you say? Is this a moment of grudging acceptance or one of fiery determination?

MAKING PROGRESS IN YOUR ADVENTURE

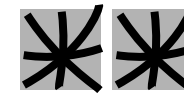
You will face obstacles as you strive to complete quests. Some of these obstacles arise naturally out of the fiction of the situation. Overcoming one challenge leads naturally to the next. Others represent narrative twists introduced organically through the system you are using. When you overcome one of these obstacles, and it was a notable challenge, you must mark progress on your quest. Reach a Milestone is the mechanical move to do so.

REACH A MILESTONE

When you perform deeds that will bring you closer to your goal, you partially or fully fill in a box on your progress track. You fill progress boxes with lines—called ticks. A full progress box consists of four ticks in a star-shaped pattern. Whenever you reach a milestone by successfully moving toward your ultimate objective, fill in the appropriate number of ticks or progress boxes based on the rank of your vow.



Troublesome:
Mark 3 progress



Dangerous:
Mark 2 progress



Formidable:
Mark 1 progress



Extreme:
Mark 2 ticks



Epic:
Mark 1 tick

You reach a milestone in your quest by doing any of the following...

- Overcoming a critical obstacle.
- Completing a perilous journey.
- Defeating a notable threat.
- Acquiring a crucial item or resource.
- Gaining vital support.
- Attaining meaningful insight.

WHAT IS A REAL MILESTONE

Not every step on this path is worthy of a milestone. Did it put you in great danger? Did it cost you something significant? Did you unravel a complex web of clues and motivations? Was it dramatic and narratively interesting? Most importantly, was it directly related to your quest, and not a random or unconnected event?

How you define milestones determines the pace of your game. You need to overcome challenges to reach a milestone and mark progress. You can't (with confidence) fulfill your vow and complete your quest unless you've marked progress. If you come up against relatively simple obstacles and call them milestones, you'll mark progress and move quickly toward completing the quest. But if you do, you'll miss out on storytelling opportunities and the satisfaction earned when you prevail against a worthy challenge.

Not sure if something is worthy as a milestone? If you're playing co-op or guided with a game master, talk it out at the table. If you're playing solo, trust your instincts and the type of play experience you want to create.

You may also create a quest outline in advance. You do this by anticipating what are the milestones to reach in your quest and writing them down. Keep in mind, however, that this list of major steps should be a sketchy, general idea of what you might need to do, instead of detailed steps graven in stones that might lock you in a specific path that must be followed. You want to leave yourself open to surprises and let the narrative emerge organically rather than programmed.

WHEN A SIDE QUEST EMERGES

It is not necessary to resolve one vow before swearing another. In fact, it is possible for new quests to emerge while fulfilling a main one. These new vows may or may not be related to existing quests.

If that happens, set the rank of your quest based on what you know of the challenges you will face. Higher ranked quests require more effort (in your narrative, through session-time, and in focus). A troublesome quest might be resolved in a few scenes, while an epic quest could be the endeavor of a lifetime.

COMPLETING YOUR QUEST

You will eventually come to a point in which you feel you have achieved your ultimate objective. Your path leads here. Your foe is defeated. The artifact is found. Your training is complete. The village is saved. The creature is killed. The murder is avenged. Your family's honor is restored. You are triumphant.

Or are you? Now it is time to find out. Fulfill Your Vow is the mechanical move to do so.

FULFILL YOUR VOW

When you achieve what you believe to be the fulfillment of your vow, you must now determine the outcome of your quest. To do so, you tally the number of filled boxes on your progress track (those with four ticks): this is your progress score. Then, roll 2d10 (2 dice of 10 faces); these are the challenge dice.

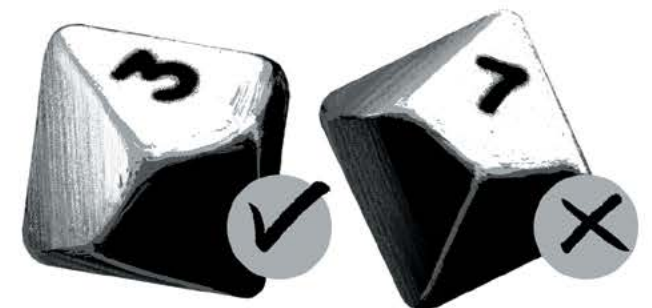
Compare your progress score to the value of the dice, and resolve. Your progress score must exceed the challenge dice for the result to be in your favor. Ties always go to the challenge dice.

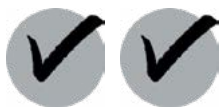
In the example below, you would compare your 6 progress score to your challenge dice when making your progress move. The seventh progress box is only partially filled in, and won't count toward the progress score.

PROGRESS SCORE 7

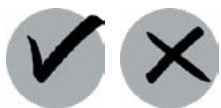


CHALLENGE
DICE





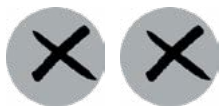
Strong hit: If your progress score is greater than both challenge dice, it's a strong hit. If you get this result, your vow is fulfilled.



Weak hit: If you beat one of the challenge dice, it's a weak hit. If you get this result, you discover or realize something which leaves your quest unfinished or undermines your success; there is more to be done or you realize the truth.

Envision what you learn, make your choice, and play to see what happens. Whether you leave this behind or take on a new quest should be driven by the fiction and your choices as the character.

Have you defeated your foe in a bloody fight, but they use their dying breath to say your true enemy still lives? You might swear an iron vow to hunt them down. Have you helped return the clan chief to power, only to learn his promises were lies? You can swear an iron vow to usurp this deceiver, or simply leave this place, promising never to return.



Miss: If you fail to beat either die, it's a miss. If you get this result, your vow is undone through an unexpected complication or realization; a turn of events finds you defeated, or your true goal is suddenly beyond reach.

The band of raiders were a diversion, and a more dangerous force has stolen away with the winter stores. The crown of kings is found, but it is a forgery. You've hunted and defeated the wyvern, but discover it was only one of a large flock of beasts. If you choose to press on, the nature of your quest remains the same—protect the village, find the crown, stop the ravages of the wyverns—but most of your progress is undone through this dramatic realization.

WHEN TO FULFILL YOUR VOW

When deciding whether to Fulfill Your Vow, you need to weigh your chance of success against the risk of continuing to make preparatory moves. One thing to remember: It's not necessary to fill your progress track before making this move. In fact, a weak hit or miss can lead to exciting new story possibilities.

RACING AGAINST THREATS

Most quest fronts will have a **Threat**. The threat is the event that you seek to avoid by fulfilling your vow; the ultimate, dire outcome you are working to prevent; the ticking clock that keeps the pressure on.

Whereas a being, faction, natural force, or situation, the antagonist will oppose you and advance their own agenda when you suffer setbacks or delays. In order to determine if they are succeeding in accomplishing their goal, you must set a clock, which is represented by a circle divided into four, six, eight, or ten segments, depending on the urgency of the situation and the speed with which the antagonistic force takes steps to achieve its ultimate goal, the event you wish to prevent.

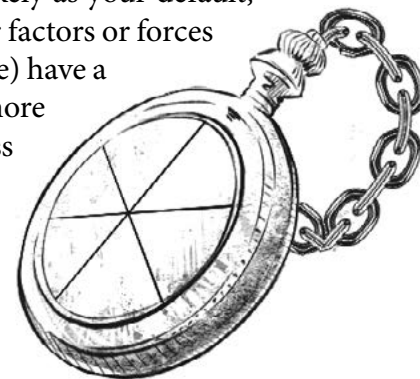
You can see if the antagonist of the front is gaining ground by measuring the progress in the threat clock. Every time they leverage an opportunity, you must fill a segment of the clock. This is done with the Mark Threat mechanical move.

MARK THREAT

In the midst of a session, when enough time passes, when circumstances in your narrative push a clock forward, or when the pieces are in place to make it inevitable, mark a segment in the threat clock. If advancing a clock is not in doubt, simply fill in the next segment. If circumstances or time conspire to push the clock forward more rapidly, fill two segments.

If there are factors or forces that create uncertainty, you can use the yes/no table. To make the check, ask “does the clock advance?” Set the outcome to likely as your default, and adjust up or down one row if other factors or forces (including your own aid or interference) have a strong influence on the clock. If it is more likely, make it almost certain. If it is less likely, make it 50/50. In exceptional circumstances, you can push the chance as low as unlikely.

When you begin a session, make a check against any active threat clocks.



WHEN TO MARK THREAT

Just like marking progress with vows, the triggers for making the Mark Threat move is up to you, which grant you freedom and control over the pacing; for it, you should consider the narrative circumstances and the outcome of your actions. Ask yourself: "Is this failed roll worth marking a threat? Did the time it took to carry out this action or endeavor gave the antagonistic force a chance to advance its agenda?" If the answer to either of these question is yes, Mark Threat.

Whether to mark a segment of the treat clock is up to consideration based on the gravity of the trigger. How much the antagonistic force advance toward its goal? How much the danger escalates? Does the antagonist make a dramatic and immediate move? Does a major event reveal new complications?

If you're not sure if you should Mark Threat, you can always Ask the Oracle (page 27), setting the odds as 50/50 or as appropriate to the situation. **If the answer is yes**, fill a clock segment. If you also roll a match on your oracle dice, envision how this situation or project gains dramatic support or inertia, and fill two segments instead of one. **If the answer is no**, do not fill a segment. The situation or project has stalled for now, or encountered resistance. If you also roll a match on your oracle dice, envision a surprising turn of events that pits new factors or forces against the clock.

THE MILESTONES OF A THREAT

A threat can be a single event or a chain of steps that leads to it, these steps are called **Threat Milestones**. A threat milestone is what happens when the threat has made enough progress to escalate its impending doom and made a change in the world, usually after each segment marked in the threat clock.

More often than not, threat milestones have a logical order. A quest front may progress from bad to worse in a clear path forward, while sometimes, threat milestones are unconnected pathways to the final, climatic event that signifies the antagonistic force achieving its goal. A quest front usually will state at which segment a threat milestone occurs.

It is intended that these milestones might have ramifications for your other adventures. And it is possible that one of these milestones may resound across your overarching quest, becoming a vow of lesser rank. However, addressing these side events would end up being a matter of pressure as the clock continues to tick.

SUFFERING THE AFTERMATH OF FAILURE

A threat will come to fruition once you fail your quest, which may happen when you...

- Fill the threat clock (segments marked). This happens as a result of you failing in opposing the antagonistic force during your adventure, due to inaction, mishaps, or delays.
- Roll a miss on the Fulfill Your Vow (page 15) move as a consequence of having the odds against you when it comes to resolving the quest. Even if you made significant progress, a miss means an unexpected complication or realization, a sudden turn of events that finds you defeated, or your true goal becoming beyond reach.
- Abandon your quest, which happens at the time you decisively are no longer opposing the threat. As a consequence, the antagonistic force achieves its goal.

Those triggers signify the antagonist triumph. What proceeds is a new *status quo* in the world, the consequence of your failure; this is called the **Failure Aftermath**, which might not be irrevocable if you decide to take actions as a response. If this happens, envision the outcome and the impact on your setting. If your character becomes aware of a crisis or opportunity triggered by the clock, it might be the catalyst for a new quest.

The failure aftermath might almost certainly convert into a vow if you recommit by deciding to undertake a quest to set things right or to avoid a further escalation. If you do so, you might consider retaining the antagonistic force for this quest, giving it a new threat which represents the current goal of what you are opposing. Ask yourself: "How the antagonistic force will escalate in its agenda? What is the forthcoming event that might happen if nothing or no one oppose it?"

Keep in mind that not all quests must have a threat, since not all adventures come with an impending doom. Threats are a way to structure events and the consequences of failure, as well as manage and clearly see the pacing of the narrative.

THE CAST OF CHARACTERS

In the vast majority of cases, your character is not the only one involved in an adventure. Other characters may be present in a quest as figures to be used to gather clues, obtain information, or achieve an objective.

If the quest front features them, non-player characters will be under the **Characters** header. These personas count as narrative resources, and depending on the system you use, you can interact with them in different ways to use them to progress in your adventure.

The characters presented in each quest front are suggestive. You can change their names and alter their descriptions to suit the particularities of your world, whether you want to further customize your adventure or adapt it to an existing campaign.

THE ROLE OF ARTIFACTS

Some quest fronts might feature **Artifacts**. These are key objects in the adventure with enough relevance to either motivate your character to undertake the quest or to represent a crucial event once obtained or encountered. Not every artifact is a typical object, though; they may also come in form of places, immovable things, or even an individual with a special capabilities. In short, an artifact is any diegetic element with power which is the focus of a quest.

Artifacts will always prompt you to ask questions about their nature for you to further define them, fit them in your world, give them a distinctive touch, or encourage you to know more about them through your game session. If you are unsure about the answer to any of these questions, you can always

Artifacts might always be somehow related to one of your milestones. If acquiring, encountering, or using one is a critical event in your quest, it is time to make the Reach a Milestone move (). These diegetic elements should support your narrative, and thus, they have the power to greatly affect it, either by causing revelations or complications.

Depending on the system you are using, artifacts might be convert into a magical item, or a mechanical boon for your character.

UNDERTAKING AN EXPEDITION

Expeditions are a crucial part of adventures, either to travel to certain places or to explore them in search of an objective. These places are referred to as **Sites**.

In order to not prescribe the world of quest fronts, they do not feature maps or dungeon layouts, so distances and site depths are not defined. The following mechanic gives you the tool to undertake expeditions in an abstract manner. You may, however, still use maps and layouts—or make your own—according to the world, the narrative, and your findings.

To determine the progress of an expedition, you must set a track just as you do with vows (). The rank of the expedition will determine the pacing of the expedition. Following the pattern set by vows, the ranks are:

Troublesome → **Dangerous** → **Formidable** → **Extreme** → **Epic**

If the expedition is a travel, the rank determines how far and hazardous is the course to arrive to the site. Keep in mind that most of your journeys should be troublesome or dangerous. Formidable or extreme journeys might require weeks within your narrative, with appropriate stops, side quests, and adventures along the way. An epic journey is one of months, or even years. If the journey is mundane—a relatively short distance through safe territory—don't set a progress track. Just narrate the trip and jump to what happens or what you do when you arrive.

If the expedition is an exploration within a site, the rank determines its scale, peril, and complexity; it dictates how much narrative focus the exploration within the site has in the adventure. Whenever a site is featured in a quest front, this has already a rank set.

When setting your expedition progress track, determine your objective. If you are traveling, by the default, the objective is *reach my destination*. But if you are a exploring a site, the objective depends on what you are looking to achieve within the place. Most probably you will be looking for something or someone, in which case, your objective is to find that diegetic object or character.

MAKING PROGRESS IN YOUR EXPEDITION

The mechanical move used to traverse spaces either by traveling or exploring a site is Advance Expedition.

ADVANCE EXPEDITION

When you travel across hazardous or unfamiliar lands, or traverse an area within a perilous site, envision your surroundings (). Then, make the appropriate roll as per the system you are using.

If you score a hit, fill in the appropriate number of ticks or progress boxes based on the rank of your expedition.



Troublesome:
Mark 3 progress



Dangerous:
Mark 2 progress



Formidable:
Mark 1 progress



Extreme:
Mark 2 ticks



Epic:
Mark 1 tick

The act of marking progress in your expedition track means that, within the fiction, your character reached a waypoint or area; a feature of the landscape, a settlement, a point-of-interest, a portion of the site you are exploring. The size and detail of the waypoint will vary based on the nature of the region or site you are making the expedition in. Depending on the information you have or whether you have traveled or explored this area before, a specific waypoint may be known to you. If it isn't, envision what you find. If you need inspiration, Ask the Oracle. Then, depending on the pace of your story and your current situation, you may choose to focus on this waypoint or area.

If you score a miss, you do not mark progress. Instead, you are waylaid by a perilous event; you encounter a new danger. You might face hazards through the weather, the terrain, encounters with creatures or people, attacks from your enemies, strange discoveries, or supernatural events. Decide what happens based on your current circumstances and surroundings, or Ask the Oracle for inspiration.

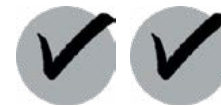
Horses, mules, and transport (such as boats) influence the fiction of your journey—the logistics of travel and how long it takes. They do not provide a mechanical benefit within this system.

COMPLETING YOUR EXPEDITION

When you feel you have accumulated enough progress and are ready to make a final push towards your destination, make the *Find Your Objective* mechanical move.

FIND YOUR OBJECTIVE

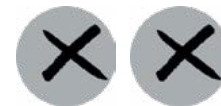
Similarly to the , you complete your expedition by tallying the number of filled boxes on your progress track, which constitutes your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss.



Strong hit: You are well-positioned for success; you arrive at your destination or locate the objective you were exploring for. If this has been a long, arduous journey or exploration, make this moment feel rewarding.



Weak hit: You arrive or locate your objective, but a new danger reveals itself, things are not what you expected, or something complicates your next steps.



Miss: Something has gone horribly wrong. You realize that either you are off-course, you had bad information about your destination or objective, the goal falls out of reach, or you face a turn of events that undermines your purpose. Depending on the circumstances, this might mean your journey ending in failure or that you must push on while clearing all but one of your filled progress and raising the expedition's rank by one (if not already epic).

INTRODUCING FOES

Occasionally, quest fronts will feature a **Foe**; a bestiary entry of a relevant creature or non-player character within the adventure. But since *Quest Fronts* is a magazine focused on the narrative and the formats used are taken from the *Ironsworn* system, these entries do not come with mechanical values for combat. They, however, can be used to adapt them to any system if taken into account the elements that compose them.

RANK

The rank is the challenge rating; the value that indicates the difficulty of the foe. Consistently with the rest of the *Ironsworn* system mechanical structure, the foes ranks are the following:

- **Troublesome:** Common enemies.
- **Dangerous:** Capable fighters and deadly creatures.
- **Formidable:** Exceptional fighters and mighty creatures.
- **Extreme:** Foes of overwhelming skill or power.
- **Epic:** Legendary foes of mythic power.

FEATURES

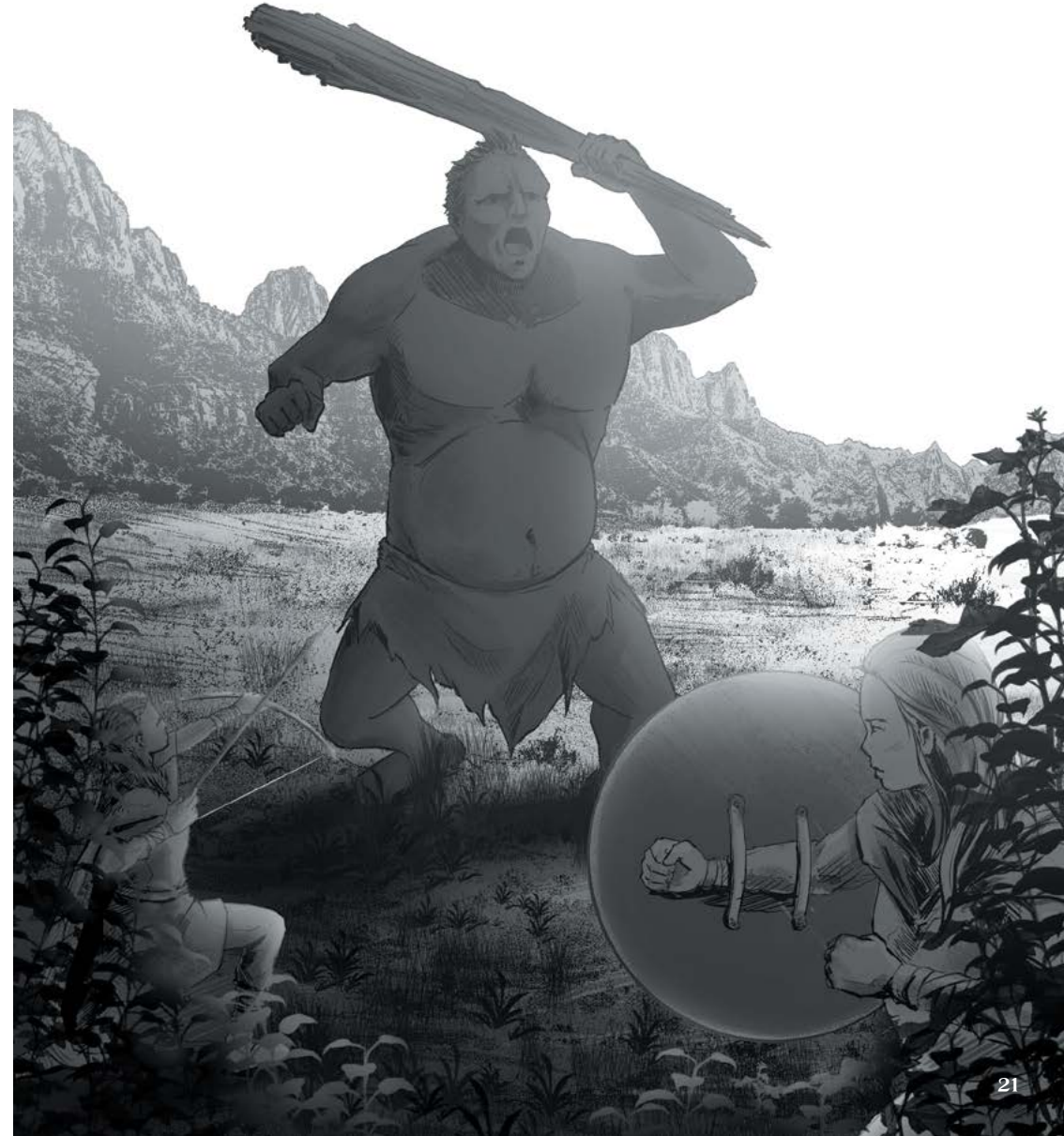
The features are the typical characteristics of appearance and personality for a foe. They might not be universally true, but can provide some common impressions as a starting point.

DRIVES

The drives reflect the motivations and instincts of a foe. For non-intelligent beings, these are relatively simple: hunt, eat, defend territory. For intelligent beings, drives are the typical goals and beliefs of their society, but do not represent the complex range of motivations you will encounter. Drives are a starting place, giving you the rough outline of a typical foe to be fleshed out (or contradicted) appropriate to their role in the fiction.

TACTICS

The tactics provide a reference for how the foe might act in combat. These give you a sense of typical maneuvers, but do not represent the possibilities of a complex and dramatic combat scene. You should let foe actions flow out of the fiction. What is the situation? What is their goal? What will add to the excitement and danger of this moment? Make it happen. When in doubt, Ask the Oracle (page 27).



ANSWERING QUESTIONS

You will see that quest fronts don't answer everything; instead, you are asked a lot of questions about their details. At the end of each quest front, the **Questions** section is dedicated to pose major inquiries about the adventure. This is to...

- Allow you to fit the adventure within your world.
- Inspire your imagination to provide the most interesting answers.
- Discover by yourself the answers as you play to see what happens.

Naturally, you can simply draw a conclusion; think the question over for a moment (or talk it out with others at your table), and go with what seems most appropriate and introduces the most potential for drama and excitement. Your first instinct is often the right one. If it leapt to mind, it's probably a good fit. But if your initial impulse doesn't really excite or interest you, if you're still not sure of the answer, or want to put things in the hand of fate, this is where oracles come into play.

An oracle is anything which generates random results to help determine the outcome of a deed, the action or response of a non-player character, a narrative event, a detail in your world, uncertain events out of your character's control, or simply to introduce new twists. When playing without a game master or in sandbox mode, oracles are universal tools to come up with ideas, inspire new situations, and answer open-ended questions. Combined with your own instincts and creativity, this move—and other random prompts—can push your story in surprising and exciting directions.

Feel free to use whatever random generators you prefer, including those drawn from another game, online generators, or visual tools such as tarot cards or rune stones. If you are playing with a game master, they are the oracle. The game master, of course, is free to leverage random tools and creative prompts to come up with the answers.

Whatever materials you are using, Ask the Oracle is the mechanical move employed to use them and determine the answer of narrative questions.

ASK THE ORACLE

When you seek to resolve questions, discover details in the world, determine how other characters respond, or trigger encounters or events, you may...

- **Ask a yes/no question:** You can ask a binary yes/no question and leave the answer open to fate. Decide the odds of a 'yes' and roll 1d100 (2d10) on the table below to check the answer.

<u>Odds</u>	<u>The answer is 'yes' if you roll...</u>
Almost Certain	11 or greater
Likely	26 or greater
50/50	51 or greater
Unlikely	76 or greater
Small Chance	91 or greater

Decide the likeliness of a 'yes' answer, and roll your oracle dice to get the result. For example, if you rate the chance of a 'yes' as 'unlikely', you must roll 76-100 for a yes. Otherwise, the answer is no.

- **Pick two:** Envision two viable results. Rate one as 'likely', and roll on the table above to see if it is true. If not, it is the other. Use this approach when the answer is more open-ended, but you have a couple of options in mind.
- **Spark an idea:** Brainstorm or use a random prompt. This means seeking inspiration through an open-ended question. If you're in a game with other players, you can talk it out. Brainstorming together will lead you to interesting answers you might not have thought of on your own.

This is when you use oracles to help inspire an answer. Utilize random generators and any tool for creative prompts and random results. This might be an online generator for interesting names, or a set of tarot cards or rune stones for visual inspiration. The following chapter will provide you basic oracles that will assist you with this option.

Oracles

Among the choices provided in the Ask the Oracle move is “spark an idea”. You can use this option (instead of or in addition to the yes/no table) to answer open-ended questions or inspire new situations.

In this section, you are presented with basic oracles in the form of tables. You can use these to answer questions about your world, drive the narrative, and inspire dramatic events and revelations. They mostly provide abstract results which you interpret based on the current situation (“What happens next?”).

ORACLES IN SOLO AND CO-OP PLAY

These oracles don't function as a game mater simulator. Instead, they leverage the power of your creative interpretation. Ask your question, roll on a table, and consider the answer in the context of your current situation and story. What comes to mind first? Did you think of something which reinforces a dramatic narrative or takes things in an interesting and surprising direction? Does it feel right? If so, make it happen.

If you follow your instincts while staying open to twists and turns, you will find your game offering many of the same narrative rewards as if you were playing with a game master. In fact, you'll be surprised how often a seemingly random result seems to feed directly into your character's story and the world you've established through play. This is the power of creative interpretation at work.

ORACLES IN GUIDED PLAY

Game masters can use oracles for support during play and to supplement their narrative decision-making. They can also be used as a prompt for sharing control of the narrative with the players. Not sure what happens next? Not sure how to answer a character's question? Roll on an appropriate table, or have a player make the roll, and talk it out with everyone at the table.

HOW TO USE AN ORACLE

1. Roll your oracle dice to generate a number from 1-100.
2. Check your roll against the table. The oracle will reveal its answer. If the result is an arrow symbol with the name(s) of other oracle(s), roll on those.
3. Consider the answer in the context of your question. Is the result a good fit? Does it trigger a spark of inspiration? If the oracle has a looping arrow with a suggested number of rolls, you may roll again.
4. If the answer is difficult to interpret, you can check up or down one row from your original answer, or reverse the digits (37=73).
5. If you've got your answer, you're all set! Play to see what happens. If you want further detail, you can talk it out with other players or roll on another oracle table.
6. If you're having trouble, you can roll again, try a different table, or just fall back to your instincts and decide what happens next.

WHEN ANSWERS LEAD TO MORE QUESTIONS

You aren't limited to a single roll on a single oracle table when asking a question. If you like, you can let the result from one table inform your interpretation of the result on another.

However, use caution with this technique. Too many questions and too many rolls might cause your session feel like an exercise in randomness. Lead with your instincts, leverage the oracles to fill in the gaps, and keep it moving.



CORE ORACLES

You can roll on these tables individually or combine them with results from other oracles. In most cases, you will roll on a set of two oracles—Action and Theme or Descriptor and Focus—to form a simple sentence out of a word pair. Then, interpret the result based on the context of the question and your current situation.

The Core Oracles provide creative prompts suitable for many situations. In fact, it is possible to ignore the other oracles and focus on answering questions using only these four tables.

Use the **Action** and **Theme** oracles to reveal details about a discovery, goal, situation, or event. Combined, these two tables provide creative prompts that can be taken literally or interpreted as an abstraction and are suitable for most questions.

- “What does this character want?”
- “What is this faction’s mission?”
- “What caused the downfall of this settlement?”
- “What is this artifact’s purpose?”

Use the **Descriptor** and **Focus** oracles to generate the details of a location, discovery, or encounter. The Descriptor oracle provides an adjective, whereas the Focus oracles provides a noun.

- “What is this caravan’s cargo?”
- “What is the nature of this site?”
- “What is inside this dungeon?”
- “What hazard do I encounter?”



ACTION

1	Abandon	26	Coordinate	51	Guard	76	Release
2	Acquire	27	Create	52	Hide	77	Remove
3	Advance	28	Debate	53	Hold	78	Resist
4	Affect	29	Defeat	54	Hunt	79	Restore
5	Aid	30	Defend	55	Impress	80	Reveal
6	Arrive	31	Deflect	56	Initiate	81	Risk
7	Assault	32	Defy	57	Inspect	82	Scheme
8	Attack	33	Deliver	58	Investigate	83	Search
9	Avenge	34	Demand	59	Journey	84	Secure
10	Avoid	35	Depart	60	Learn	85	Seize
11	Await	36	Destroy	61	Leave	86	Serve
12	Begin	37	Distract	62	Locate	87	Share
13	Betray	38	Eliminate	63	Lose	88	Strengthen
14	Bolster	39	Endure	64	Manipulate	89	Summon
15	Breach	40	Escalate	65	Mourn	90	Support
16	Break	41	Escort	66	Move	91	Suppress
17	Capture	42	Evade	67	Oppose	92	Surrender
18	Challenge	43	Explore	68	Overwhelm	93	Swear
19	Change	44	Falter	69	Persevere	94	Take
20	Charge	45	Find	70	Preserve	95	Threaten
21	Clash	46	Finish	71	Protect	96	Transform
22	Command	47	Focus	72	Raid	97	Uncover
23	Communicate	48	Follow	73	Reduce	98	Uphold
24	Construct	49	Fortify	74	Refuse	99	Weaken
25	Control	50	Gather	75	Reject	100	Withdraw

THEME

1	Ability	26	Dominion	51	Life	76	Rumor
2	Advantage	27	Dream	52	Love	77	Safety
3	Alliance	28	Duty	53	Memory	78	Secret
4	Authority	29	Enemy	54	Mysticism	79	Solution
5	Balance	30	Faction	55	Nature	80	Spirit
6	Barrier	31	Fame	56	Opportunity	81	Stranger
7	Battle	32	Family	57	Passage	82	Strategy
8	Belief	33	Fear	58	Path	83	Strength
9	Blood	34	Fellowship	59	Peace	84	Structure
10	Bond	35	Freedom	60	Phenomenon	85	Superstition
11	Burden	36	Greed	61	Portent	86	Supply
12	Commerce	37	Hardship	62	Possession	87	Survival
13	Community	38	Hate	63	Power	88	Time
14	Corruption	39	Health	64	Price	89	Tool
15	Creation	40	History	65	Pride	90	Trade
16	Creature	41	Home	66	Prize	91	Truth
17	Culture	42	Honor	67	Protection	92	Vengeance
18	Danger	43	Hope	68	Quest	93	Vow
19	Death	44	Humanity	69	Relationship	94	War
20	Debt	45	Innocence	70	Religion	95	Warning
21	Decay	46	Knowledge	71	Renown	96	Weakness
22	Deception	47	Labor	72	Resource	97	Wealth
23	Destiny	48	Language	73	Revenge	98	Weapon
24	Discovery	49	Law	74	Rival	99	World
25	Disease	50	Legacy	75	Ruin	100	Wound

DESCRIPTOR

1	Abandoned	26	Defended	51	Hostile	76	Radiant
2	Abundant	27	Dense	52	Inaccessible	77	Rare
3	Active	28	Depleted	53	Infested	78	Remote
4	Ancient	29	Desolate	54	Isolated	79	Rich
5	Barren	30	Destroyed	55	Living	80	Rough
6	Blighted	31	Diverse	56	Lost	81	Ruined
7	Blocked	32	Empty	57	Lush	82	Sacred
8	Breached	33	Engulfed	58	Makeshift	83	Safe
9	Broken	34	Ensnaring	59	Misleading	84	Sealed
10	Captured	35	Expansive	60	Moving	85	Secret
11	Chaotic	36	Exposed	61	Mysterious	86	Settled
12	Civilized	37	Fertile	62	Mystical	87	Shadowy
13	Cold	38	Fiery	63	Narrow	88	Strange
14	Collapsed	39	Flooded	64	Natural	89	Sunken
15	Colossal	40	Foreboding	65	New	90	Toxic
16	Confined	41	Forgotten	66	Obscured	91	Trapped
17	Conspicuous	42	Forsaken	67	Occupied	92	Treacherous
18	Contested	43	Fortified	68	Open	93	Unnatural
19	Corrupted	44	Foul	69	Peaceful	94	Unstable
20	Crafted	45	Fragile	70	Perilous	95	Unusual
21	Damaged	46	Grim	71	Pillaged	96	Valuable
22	Dead	47	Guarded	72	Powerful	97	Veiled
23	Decaying	48	Haunted	73	Preserved	98	Violent
24	Deadly	49	Hidden	74	Prominent	99	Wide
25	Deep	50	Hoarded	75	Protected	100	Wild

FOCUS

1	Alarm	26	Debris	51	Liquid	76	Salvage
2	Anomaly	27	Denizen	52	Material	77	Settlement
3	Apparition	28	Discovery	53	Mechanism	78	Shelter
4	Archive	29	Enclosure	54	Message	79	Ship
5	Art	30	Energy	55	Mineral	80	Shortcut
6	Artifact	31	Entry	56	Monument	81	Sign
7	Attack	32	Environment	57	Nature	82	Sound
8	Battleground	33	Equipment	58	Obstacle	83	Storage
9	Being	34	Exit	59	Outbreak	84	Storm
10	Blockade	35	Experiment	60	Outpost	85	Structure
11	Boundary	36	Faction	61	Path	86	Supply
12	Breach	37	Force	62	People	87	Symbol
13	Cargo	38	Fortification	63	Person	88	Terrain
14	Chest	39	Function	64	Plant	89	Territory
15	Commodity	40	Gas	65	Portal	90	Threshold
16	Confinement	41	Grave	66	Power	91	Time
17	Connection	42	Habitation	67	Prisoner	92	Trail
18	Container	43	Hazard	68	Reality	93	Transport
19	Corruption	44	Hideaway	69	Refuge	94	Trap
20	Craft	45	History	70	Relic	95	Treasure
21	Creation	46	Home	71	Remains	96	Valuables
22	Creature	47	Illumination	72	Rendezvous	97	Viewpoint
23	Crossing	48	Illusion	73	Resource	98	Water
24	Darkness	49	Information	74	Route	99	Weapon
25	Death	50	Lair	75	Ruins	100	Wreckage

SETTLEMENTS

Settlements are humanity's home, refuges in hostile lands. Use these oracles to define and shape them.

The **Initial Contact** oracle determines the framing in which you encounter the settlement, either by the treatment of its guards, its inhabitants, its leader, or simply by its general state.

The **Projects** oracle determines the main labor, function, or focus of a settlement. They do not necessarily represent every activity at the site—particularly at a large settlement—but are the most visible or noteworthy aspects. Use it when it's appropriate for your character to know or uncover these details.

The **Trouble** oracle provides a broad description of the site's most dramatic current issue. Like the Projects oracle, use it when it's appropriate for your character to know or uncover these details.

SETTLEMENT FIRST LOOK

☉ 1-2

1-4	Beautiful architecture	48-52	Nomadic homes
5-8	Built around a prominent object	53-56	Obvious social stratification
9-15	Built from natural materials	57-60	Polluted habitat
16-20	Built from salvages of other structures	61-66	Precarious location
21-24	Built within repurposed structure	67-71	Prominent emblems or signage
25-30	Built within terrain	72-77	Rough architecture
31-34	Elevated or multi-level construction	78-82	Significant structural damage
35-39	Hidden or subsurface location	83-86	Sprawling or dispersed structures
40-44	Intimidating defenses	87-89	Temporary or seasonal location
45-47	Mechanical construction or architecture	90-100	Descriptor + Focus

SETTLEMENT SIZE

1-10	Family	51-80	Town
11-50	Village	81-100	City

SETTLEMENT INITIAL CONTACT

1-20	Welcoming	54-63	Unfriendly	87-89	In battle
21-30	Neutral	64-73	Hostile	90-92	Captured
31-33	Indifferent	74-86	Asking for help	93-95	Destroyed
34-53	Wary			96-100	Forsaken

SETTLEMENT AUTHORITY

1-15	None / lawless	46-55	Fair	86-100	Oppressive
16-30	Ineffectual	56-70	Unyielding		
31-45	Tolerant	71-85	Corrupt		

SETTLEMENT PROJECT

1-6	Agriculture	37-39	Healthcare	68-70	Shipbuilding
7-8	Black market	40-41	History	71-74	Spirituality
9-11	Building	42-46	Hunting	75-76	Subjugation
12-13	Command	47-49	Investigation	77-82	Subsistence
14-17	Crafting	50-51	Migration	83-87	Trade
18-22	Defense	52-55	Mining	88-90	Treasure hunting
23-24	Entertainment	56-57	Pacifism	91-93	Warfare
25-26	Evacuation	58-59	Preservation	94-95	Watch
27-30	Expansion	60-62	Raiding	96-100	► Action + Theme
31-34	Exploration	63-64	Salvage		
35-36	Festival	65-67	Secrecy		

SETTLEMENT TROUBLE

☉ 1-2

1-2	Accusation to the innocent	53-55	Impending natural disaster
3-4	Battle for leadership	56-57	Important event threatened
5-6	Betrayal from within		
7-8	Broken truce or alliance	58-59	Important object is stolen
9-10	Caught in the crossfire		
11-12	Changing environment	60-61	Incompetent or unjust leader
13-14	Clash of cultures	62-63	Invasive creatures
15-18	Dangerous discovery	64-65	Mounting debt
19-21	Dark magic corruption	66-67	Mysterious deaths
22-25	Depleted supplies	68-70	Mysterious phenomenon
26-28	Deprived of a resource		
29-31	Disastrous accident	71-73	Overdue delivery
32-33	Dreadful omens	74-75	Plagued by sickness
34-36	Feuding factions or families	76-79	Preyed upon by raiders
37-38	Ghostly visitations	80-81	Revolt against leadership
39-42	Hazardous environment	82-83	Shunned by others
43-46	Hostile creature or creatures	84-86	Social strife
47-49	Impassable route	87-88	Someone is ill or injured
50-52	Impending attack	89-90	Someone is missing
		91-100	► Action + Theme

CARAVANS

A caravan is a group of travelers usually organized by a leader, a guide, and a guard, although these functions may be shared, combined, or nonexistent. The objectives of these collectives can vary drastically, ranging from trade, warfare, or even the journey itself in the form of a pilgrimage. It is possible that in your quests, you may encounter these groups. Use these oracles to define and shape them.

Just like settlements, the **Initial Contact** oracle determines the framing in which you encounter the caravan, either by the treatment of its people, its leader, or simply by its general state.

Use the **Mission** oracle when prompted by the **Type** oracle, or to flesh out the nature of a caravan that has a flexible or uncertain role.

CARAVAN FIRST LOOK

☉ 1-2

1-5	Armed to the teeth	47-50	Low-profile or disguised
6-9	Big cargo	51-55	Many livestock
10-13	Caged creature	56-59	Noble or refined
14-16	Carrier or transport animals	60-64	Obvious harm
15-20	Chanting or trumpeting	65-67	Performing ritual
21-23	Colorful and flamboyant	68-71	Playing music
24-28	Concealed cargo	72-75	Prominent guild emblem
29-31	Display of a dead one	76-80	Protective formation
32-34	Forced human labor	81-84	Recovering from accident
35-37	Immobile	85-89	Resting or settled
38-41	Injured members	90-94	Tattered and ragged
42-46	Intimidating profile	95-100	► Descriptor + Focus

CARAVAN SIZE

1-30	Small	71-95	Large
31-70	Medium	96-100	Huge



CARAVAN INITIAL CONTACT

						Inner regions	Middle regions	Outer regions	Result
1-5	Familiar	46-49	Indifferent	84-90	In battle	20-22	18-19	18-19	Conduct diplomacy
6-17	Friendly	50-61	Wary	91-97	Ransacked	23-25	20-21	20-21	Conduct espionage
18-24	Helpful	62-71	Unfriendly	98-100	Abandoned	26-28	22-25	22-24	Defend against an attack
25-34	Wanting	72-78	Threatening			29-31	26-29	25-28	Deliver messages
35-44	Neutral	79-83	Hostile			32-33	30-31	29-30	Establish a settlement

CARAVAN TYPE

1-5	Bandits	39-41	Mobile habitat	71-73	Warband, lightly armed	40-41	40-43	41-46	Hold prisoners
6-7	Beast slayers	42-44	Nobility			42-43	44-45	47-48	Hunt another caravan
8-12	Entertainers	45-50	Prospectors	74-75	Warband, medium-armed	44-46	46-48	49-50	Imprison a danger
13-17	Explorers	51-56	Raiders			47-48	49-50	51-52	Partake in a large ritual
18-21	Human aid team	57-60	Religious	76-77	Warband, poorly armed	49-51	51-52	53-54	Patrol an area
22-24	Hunters	61-63	Salvagers	78-92	Multipurpose	52-54	53-55	55-56	Provide healthcare
25-28	Knowledge seekers	64-66	Settlement migrants	93-94	Unusual or unknown	55-57	56-58	57-58	Provide labor
29-34	Merchants	67-68	Settlers	95-100	Caravans in conflict (roll twice)	58-60	59-61	59-62	Provide shelter
35-38	Migrant workers	69-70	Warband, heavily armed			61-63	62-64	63-64	Raid a settlement
						64-66	65-68	65-68	Resupply a settlement
						67-69	69-71	69-70	Retrieve salvage
						70-72	72-74	71-72	Scout a site
						73-75	75-76	73-74	Search and rescue
						76-78	77-80	75-80	Seek knowledge
						79-81	81-83	81-82	Siege or attack
						82-84	84-85	83-84	Smuggle cargo
						85-86	86-88	85-87	Transport cargo
						87-90	89-90	88-90	Transport someone
						91-95	91-95	91-95	► Action + Theme
						96-100	96-100	96-100	Roll twice

CARAVAN MISSION

Inner regions	Middle regions	Outer regions	Result
1-3	1-2	1-2	Blockade a location
4-6	3-4	3-4	Break a blockade
7-9	5-7	5-8	Collect a resource
10-11	8-9	9-10	Command others
12-16	10-14	11-15	Commercialize
17-19	15-17	16-17	Conduct banditry

CHARACTERS

Characters are the focus of every adventure. Throughout your quests, you will encounter figures that will either support or hinder you. Use these oracles to define and shape them.

Don't build a fully formed understanding of the character when first encountering them; instead, focus on what you learn or perceive as a first impression using the **First Look**, **Activity**, and **Initial Disposition** oracles. Then envision or generate additional details over time.

The **Initial Disposition** oracle determines the starting inclination of another character or faction toward you—which may change as you interact. You may also use this oracle to determine the relationships between non-player characters or factions.

As you interact with a character and gain a deeper understanding of their nature and personality, use the **Revealed Aspect** oracle to reveal new characteristics. You may ignore, reroll, or adjust contradictions. Or envision how those contradictions add interesting complexity to the character.

CHARACTER FIRST LOOK ☉ 1-2

1-3	Accented	34-35	Energetic	69-71	Shifty
4-6	Accompanied	36-37	Flashy	72-73	Sickly
7-9	Adorned	38-40	Graceful	74-76	Slight
10-11	Aged	41-43	Grim	77-78	Swaggering
12-13	Alluring	44-46	Haggard	79-81	Tattooed
14-15	Armed	47-49	Ill-equipped	82-83	Threatened
16-17	Armored	50-52	Imposing	84-85	Uncanny
18-20	Athletic	53-55	Large	86-87	Visibly disabled
21-23	Attractive	56-57	Mutated	88-90	Weathered
24-25	Augmented	58-60	Plain	91-92	Well-equipped
26-27	Concealed	61-62	Poised	93-95	Wiry
28-30	Distracted	63-65	Scarred	96-97	Wounded
31-33	Eccentric	66-68	Scruffy	98-100	Youthful

CHARACTER ACTIVITY

1-2	Ambushing	35-36	Fleeing	69-70	Recovering
3-4	Assaulting	37-38	Gathering	71-72	Removing
5-6	Assisting	39-40	Guarding	73-74	Resting
7-8	Avoiding	41-42	Hiding	75-76	Restoring
9-10	Bargaining	43-44	Hunting	77-78	Sacrificing
11-12	Constructing	45-46	Inspecting	79-80	Searching
13-14	Consuming	47-48	Journeying	81-82	Securing
15-16	Controlling	49-50	Leading	83-84	Seizing
17-18	Creating	51-52	Learning	85-86	Sneaking
19-20	Defending	53-54	Leaving	87-88	Socializing
21-22	Destroying	55-56	Luring	89-90	Suffering
23-24	Disabling	57-58	Mending	91-92	Summoning
25-26	Distracting	59-60	Mimicking	93-94	Supporting
27-28	Ensnaring	61-62	Observing	95-96	Threatening
29-30	Escorting	63-64	Patrolling	97-98	Tracking
31-32	Exploring	65-66	Preserving	99-100	Tricking
33-34	Fighting	67-68	Raiding		

CHARACTER INITIAL DISPOSITION

1-6	Helpful	31-40	Indifferent	71-78	Demanding
7-14	Friendly	41-50	Suspicious	79-86	Unfriendly
15-22	Cooperative	51-60	Wanting	87-94	Threatening
23-30	Curious	61-70	Desperate	95-100	Hostile

CHARACTER ROLE

1-2	Alchemist	33-34	Guard	65-66	Preacher
3-4	Artisan	35-36	Guide	67-68	Priest
5-6	Assassin	37-38	Healer	69-70	Prophet
7-8	Bandit	39-40	Herder	71-72	Raider
9-10	Bounty hunter	41-42	Historian	73-74	Sage
11-12	Counselor	43-44	Hunter	75-76	Sailor
13-14	Criminal	45-46	Lawkeeper	77-78	Scavenger
15-16	Cultist	47-48	Leader	79-80	Scout
17-18	Diplomat	49-50	Mercenary	81-82	Smith
19-20	Entertainer	51-52	Merchant	83-84	Thief
21-22	Explorer	53-54	Messenger	85-86	Tinkerer
23-24	Farmer	55-56	Miner	87-88	Traveler
25-26	Fisher	57-58	Mystic	89-90	Vagrant
27-28	Forester	59-60	Nomad	91-92	Warrior
29-30	Fugitive	61-62	Outcast	93-95	► Action + Theme
31-32	Gravedigger	63-64	Pilgrim	96-100	Roll twice

CHARACTER GOAL

1-2	Advance status	43-44	Make an agreement
3-4	Avenge a wrong	45-46	Obtain an object
5-6	Build a home	47-48	Pay a debt
7-8	Build a relationship	49-50	Perform a ritual
9-10	Claim a resource	51-52	Protect a secret
11-12	Collect a debt	53-54	Protect someone
13-14	Create an item	55-56	Prove worthiness
15-16	Cure an ill	57-58	Rebel against power
17-18	Defeat a rival	59-60	Refute a falsehood
19-20	Defend a person	61-62	Resolve a dispute
21-22	Defend a place	63-64	Restore a relationship
23-24	Discover a truth	65-66	Sabotage an event
25-26	End a conflict	67-68	Secure a resource
27-28	Escape a captor	69-70	Seek redemption
29-30	Escape something	71-72	Seize power
31-32	Fight injustice	73-74	Solve a mystery
33-34	Find a person	75-76	Spread faith
35-36	Forge an alliance	77-78	Travel to a place
37-38	Gain knowledge	79-80	Undermine a relationship
39-40	Gain riches	81-90	► Action + Theme
41-42	Maintain order	91-100	Roll twice

CHARACTER REVEALED ASPECT ☉ 1-3

1 Addicted	26 Cruel	51 Infamous	76 Resourceful
2 Adventurous	27 Cunning	52 Influential	77 Secretive
3 Afflicted	28 Dangerous	53 Insensitive	78 Selfish
4 Aggressive	29 Deceitful	54 Insightful	79 Sociable
5 Ambitious	30 Defiant	55 Intelligent	80 Stealthy
6 Angry	31 Determined	56 Intolerant	81 Stern
7 Anxious	32 Disabled	57 Ironsworn	82 Stingy
8 Apathetic	33 Doomed	58 Kind	83 Stoic
9 Bitter	34 Driven	59 Law-abiding	84 Strong
10 Boastful	35 Dying	60 Lonely	85 Stubborn
11 Boisterous	36 Envious	61 Loving	86 Successful
12 Bold	37 Experienced	62 Loyal	87 Suspicious
13 Brave	38 Faithful	63 Manipulative	88 Talented
14 Careless	39 Generous	64 Oblivious	89 Technical
15 Cautious	40 Gifted	65 Obsessed	90 Timid
16 Charismatic	41 Greedy	66 Oppressed	91 Tolerant
17 Clever	42 Grief-stricken	67 Passive	92 Tough
18 Conceited	43 Handy	68 Powerful	93 Vengeful
19 Confident	44 Hardhearted	69 Proud	94 Violent
20 Confused	45 Haunted	70 Quiet	95 Wary
21 Connected	46 Honorable	71 Quirky	96 Watchful
22 Corrupted	47 Hot-tempered	72 Rebellious	97 Weak
23 Cowardly	48 Impulsive	73 Reclusive	98 Weary
24 Creative	49 Incompetent	74 Relaxed	99 Wild
25 Critical	50 Independent	75 Remorseful	100 Wise



CREATURES

In such a hostile world, wild animals, beasts, and horrors are more common than the individuals brave enough to face them. Use these oracles to define and shape those creatures.

Don't try to build a fully formed understanding of a creature when you first encounter them; instead, focus on what your character learns or perceives as a first impression. You can envision or generate additional details over time.

First, choose from the **Environment** table the closest match for the location in which to encounter the creature, or roll on it. This oracle determines the primary habitat of the creature, which significantly influences its shape if you roll for its **Basic Form**.

Then, flesh out the creature's appearance using this **First Look** table. Then, roll once on the **Encountered Behavior** table to define this creature's motivation and frame how the encounter begins.

You may use the **Revealed Aspect** oracle as you interact with the creature to introduce new features or behaviors. Some results may contradict the established nature of a creature. For example, an amorphous creature from the astral plane would not have typical physical features. If a result doesn't fit, feel free to ignore, reroll, or adjust. Or envision how this contradiction signals a new understanding or unexpected transformation.

CREATURE ENVIRONMENT

1-5	Astral plane	16-55	Land	80-100	Air
6-15	Interior	56-80	Liquid		

CREATURE BASIC FORM

Astral plane	Interior	Land	Liquid	Air	Result
1-2	1-3	1-2	1-5	1-2	Amoeba / jelly
3-22	4-6	3-5	6-8	3-12	Amorphous / elemental
23-24	7-12	6-10	9-11	13-37	Avian / winged
25-34	13-19	11-25	12-17	38-40	Beast / mammal
35-36	20-22	26-32	18-24	41-42	Crustacean / shelled
37-38	23-24	33-34	25-39	43-47	Fish / tail-propelled
39-63	25-37	35-39	40-42	48-49	Humanoid / two-legged
64-65	38-49	40-49	43-45	50-51	Insectoid / exoskeletal
66-67	50-51	50-51	46-53	52-66	Jellyfish / gasbag
68-69	52-56	52-58	54-56	67-68	Lizard / reptilian
70-86	57-58	59-60	59-60	69-70	Octopoid / tentacled
87-88	59-63	61-65	64-68	71-72	Plant / fungus
89-90	64-65	66-67	69-75	73-82	Ray / flat-bodied
91-92	66-68	68-74	76-80	83-84	Snake / eel
93-94	69-83	75-81	81-82	85-86	Spider / web-weaver
95-96	84-85	82-83	83-87	87-88	Starfish / symmetrical
97-98	86-90	84-90	88-90	89-90	Worm / slug / lava
99-100		91-100			Hybrid (roll twice)

CREATURE SCALE

1-3	Minuscule (bug-sized)	61-90	Large (giant-sized)
4-10	Tiny (rodent-sized)	91-97	Huge (whale-sized)
11-25	Small (hound-sized)	98-99	Titanic (hill-sized)
26-60	Medium (person-sized)	100	Colossal (mountain-sized)

CREATURE FIRST LOOK

☉ 1-2

CREATURE ENCOUNTERED BEHAVIOR

1-2	Antennae or sensory organs	33-34	Elongated neck	69-70	Many-eyed	1-5	Ambusher	38-41	Hoarder	71-75	Prey
		35-36	Energy emissions	71-72	Mineral or metallic	6-10	Apex predator	42-46	Hunter	76-80	Protector
3-4	Armored			73-74	Multi-jointed	11-14	Builder	47-51	Lurer	81-85	Scavenger
5-6	Beautiful	37-38	Etched with runes	75-76	Multi-segmented body	15-19	Camouflager	52-55	Migratory	86-90	Tracker
7-8	Bony or gaunt	39-40	Extra limbs			20-24	Forager	56-60	Mimic	91-95	Trapper
9-10	Brutish or muscled	41-42	Faceless or inexpressive	77-78	Ornamented or colorful	25-29	Grazer	61-65	Nester	96-100	Roll twice
11-12	Camouflaged	43-44	Fangs or rows of teeth	79-80	Oversized mouth	30-33	Herder	66-70	Pack hunter		
13-14	Claws or talons	45-46	Feathered	81-82	Prominent tail	34-37	Hibernator				
15-16	Compound eyes	47-48	Fungal growth	83-84	Prominent wings or fins						
17-18	Comprised of many creatures	49-50	Fur, hair, or filaments	85-86	Ridges or plates						
19-20	Corrupted	51-52	Graceful	87-88	Scaled						
21-22	Crystalline	53-54	Hideous	89-90	Single eye or oversized eyes						
23-24	Dead or undead	55-56	Hooded or crested	91-92	Spikes or spines						
25-26	Distinctive markings	57-58	Immobile or trapped	93-94	Stinger or barbs						
27-28	Distinctive smell	59-60	Injured or scarred	95-96	Tentacles or tendrils						
29-30	Distinctive sound	61-62	Iridescent	97-98	Translucent						
31-32	Dripping mucus	63-64	Long-limbed	99-100	Visible symbiote						
		65-66	Luminescent								
		67-68	Mandibles or pincers								



CREATURE REVEALED ASPECT

☉ 1-2

1-2	Alternative environment	31-32	Egg sac or carried offspring	63-64	Mental influence or control
3-4	Alternative movement	33-34	Electric shock	65-66	Metamorphic
5-6	Alternative senses	35-36	Enacts rituals or magic	67-68	Moves between realities
7-8	Attracts metal	37-38	Enhanced senses	69-70	Moves objects at distance
9-10	Breath weapon	39-40	Enhanced strength	71-72	Noxious cloud or spores
11-12	Burrower	41-42	Entangling secretion	73-74	Paralytic toxin
13-14	Chameleon	43-44	Feels no pain	75-76	Parasitic
15-16	Clever	45-46	Hallucinogen secretion	77-78	Pheromones
17-18	Consumes energy	47-48	Hidden symbiote	79-80	Poisonous
19-20	Consumes inorganic matter	49-50	Hive mind	81-82	Powerful bite
21-22	Control elements	51-52	Illusionary	83-84	Proboscis or inner jaw
23-24	Controlled or puppeteered	53-54	Immune to magic	85-86	Projectile attack
25-26	Controls lesser creatures	55-56	Infectious	87-88	Regeneration
		57-58	Infested with parasites	89-90	Replication
27-28	Corrosive excretion	59-60	Intimidating threat display	91-92	Sacrificial defense
29-30	Crusher or constrictor	61-62	Limited sense	93-94	Shapechanger
				95-96	Teleportation
				97-98	Territorial
				99-100	Toxic spew



TRAPS

Use these oracles to generate the basic function of a trap. Roll once for each table and interpret the result as appropriate to the environment and circumstances. A trap might be a physical, supernatural, or an ambush by a foe.

TRAP EVENT

1-4	Ambush	37-40	Cut	73-76	Puncture
5-8	Attack	41-44	Divert	77-80	Release
9-12	Block	45-48	Drop	81-84	Smother
13-16	Break	49-52	Enclose	85-88	Snare
17-20	Change	53-56	Entangle	89-92	Summon
21-24	Collapse	57-60	Imitate	93-96	Surprise
25-28	Conceal	61-64	Lure	97-100	Trigger
29-32	Create	65-68	Move		
33-36	Crush	69-72	Obscure		

TRAP COMPONENT

1-4	Alarm	37-40	Fear	73-76	Projectile
5-8	Barrier	41-44	Fire	77-80	Stone
9-12	Cold	45-48	Light	81-84	Terrain
13-16	Darkness	49-52	Magic	85-88	Toxin
17-20	Debris	53-56	Overhead	89-92	Trigger
21-24	Decay	57-60	Passage	93-96	Water
25-28	Denizen	61-64	Path	97-100	Weapon
29-32	Earth	65-68	Pit		
33-36	Fall	69-72	Poison		



FACTIONS

A faction is a group of individuals with a common goal or agenda. Usually, these collectives may represent a significant force in your world. Use these oracles to define and shape them.

When you have a question about the relationship of one faction to another, use **Relationships** oracle. The result is the commonly understood connection between those factions. Further investigations or events may reveal a deeper or alternate truth.

Use the **Projects** oracle to reveal the current focus of a faction. Then, use the nature of the organization to help envision the meaning of the project. The result may introduce events that motivate your character to aid or resist the project, or can serve as background detail for your setting.

To generate a faction name, first roll or choose the **Name Template**. Then, follow the structure of the template to build the name from individual tables. If you've already set the faction type, picking from the tables (instead of rolling) will likely provide a more appropriate result, since choosing a name will give you more control. Rolling might give you a result that doesn't square with known aspects, but those contradictions may prove inspiring.

An alternative approach to generating a faction from scratch is to start with a random name. Then, consider what the name evokes and choose an appropriate faction type instead of rolling on those tables. However, if a result doesn't inspire anything interesting, roll again or pick.

Roll or pick known characteristics of the faction and its members using the **Quirks** oracle, but keep in mind that even within a small or specialized faction, there are no absolutes. These quirks represent common attitudes, practices, or approaches, but are not universal to every member of that faction. Leave room in your portrayal for diversity and contradictions.

The **Rumors** oracle is used when you are in a position to investigate a faction by uncovering secrets or fishing for gossip.

FACTION TYPE

1–40	► Dominion	Governing power
41–70	► Guild	Organization of specialists
71–100	► Fringe Group	Band of outlaws, outcasts, or rogues

FACTION INFLUENCE

1–10	Forsaken	Banished or forgotten
11–30	Isolated	Limited influence in a remote location
31–50	Localized	Marginal influence in a single region
51–70	Established	Strong influence in a single region
71–85	Notable	Dispersed influence across a few region
86–95	Dominant	Far-reaching influence across many regions
96–100	Inescapable	Pervasive influence across inhabited space

FACTION RELATIONSHIP

1–4	Antagonistic towards	52–54	Owes a debt to
5–6	Apathetic or unaware of	55–58	Shares a rivalry with
9–11	Betrayed by	59–61	Shares power with
12–14	Broke faith with	62–64	Shows respect for
15–18	Distrustful of	65–67	Splintered from
19–22	Does business with	68–70	Subordinate to
23–25	Extorted by	71–74	Supplied with resources by
26–29	Holds contempt for	75–78	Supplies resources to
30–33	Holds leverage over	79–81	Temporary alliance with
34–36	In control of	82–85	Tolerates
37–40	Maneuvering against	86–89	Trades favors with
41–44	Needs aid from	90–92	Unjustly accused by
45–47	Negotiating with	93–96	Warring with
48–51	Open alliance with	97–100	Roll twice

FACTION DOMINION

☉ 1-3

1-5	Agriculture	36-39	Education	68-71	Nature
6-9	Alchemy	40-43	Exploration	72-75	Pacifism
10-13	Artistry	44-47	Faith	76-79	Philosophy
14-17	Commerce	48-51	History	80-83	Prophecy
18-22	Conquest	52-55	Honor	84-87	Secrecy
23-26	Construction	56-59	Isolationism	88-91	Treachery
27-31	Craft	60-63	Law	92-96	Warfare
32-35	Diplomacy	64-67	Mysticism	96-100	Wealth

FACTION DOMINION LEADERSHIP

1-5	Anarchist	61-70	Fated or prophesied leader
6-15	Disputed leadership	71-80	Clan chiefs or elders
16-30	Authoritarian dictatorship	81-90	Elected representatives
31-45	Oligarchical elite	91-95	Mystic figure
46-60	Dynastic lineage	96-100	Varied / decentralized

FACTION GUILD

1-10	Assassins	26-35	Laborers	71-75	Peacekeeper
6-10	Bounty hunters	41-50	Mercenaries	76-80	Knowledge keepers
11-15	Couriers	51-60	Merchants	81-90	Smith
16-20	Courtesans	61-65	Mystics	91-95	Spies
21-25	Healers	66-70	Navigators	96-100	Roll twice

FACTION FRINGE GROUP

1-10	Charlatans	41-45	Monster hunters	66-75	Rebels
11-20	Cultists	46-50	Monsters	76-85	Scavengers
21-30	Exiles	51-55	Pirates	96-95	Smugglers
31-40	Gangsters	56-65	Raiders	96-100	Roll twice

FACTION PROJECTS

☉ 1-2

1-3	Broaden scope of the faction to include a new focus	52-54	Obtain a needed commodity
4-6	Build or secure a powerful artifact	55-57	Obtain an important cultural artifact
7-9	Consolidate control of a valuable commodity	58-60	Obtain crucial information
10-12	Conduct investigation to develop a novelty	61-63	Obtain incriminating information about a rival
13-15	Destroy or defeat a rival	64-66	Prevent a prophecy
16-18	Disrupt the operations of a rival	67-69	Put down an internal revolt or rebellion
19-21	Escape the control of another faction or power	70-72	Repay a debt
22-24	Establish a monument or memorial	73-75	Rescue or recover a group or asset
25-27	Establish a safe refuge or headquarters	76-78	Resolve a conflict with another faction
28-30	Expand operations to a new location or region	79-81	Reunite splintered elements of the faction
31-33	Form an alliance	82-84	Seize a powerful artifact or valuable treasure
34-36	Fulfill a prophecy	85-87	Seize rival territory or operation
37-39	Give aid to a faction	88-90	Subsume another faction
40-42	Harness unnatural or forbidden power	91-93	Transport a valued asset
43-45	Hunt down a rogue asset	94-96	Usurp leadership within a rival faction
46-48	Incite conflict among rivals	97-100	► Action + Theme
49-51	Negotiate an agreement		

FACTION NAME TEMPLATE

1–40 [► Legacy] [► Affiliation]
41–55 [► Legacy] [► Identity]
56–70 [► Identity] *of the* [► Legacy] [► Affiliation]
71–100 [► Affiliation] *of the* [► Legacy] [► Identity]

FACTION LEGACY

1–2	Ancient	35–36	Enlightened	69–70	Sacred
3–4	Ashen	37–38	Exalted	71–72	Sapphire
5–6	Awakened	39–40	Fallen	73–74	Scarlet
7–8	Axiom	41–42	Fated	75–76	Serene
9–10	Azure	43–44	First	77–78	Shattered
11–12	Blessed	45–46	Forgotten	79–80	Shining
13–14	Bloody	47–48	Forsaken	81–82	Silent
15–16	Broken	49–50	Gloaming	83–84	Silver
17–18	Ceaseless	51–52	Golden	85–86	Sovereign
19–20	Crimson	53–54	Hidden	87–88	Sundered
21–22	Cursed	55–56	Infernal	89–90	Supreme
23–24	Dawning	57–58	Infinite	91–92	Undying
25–26	Dissident	59–60	Iron	93–94	Unified
27–28	Divine	61–62	Kindred	95–96	United
29–30	Ebon	63–64	Obsidian	97–98	Veiled
31–32	Elder	65–66	Radiant	99–100	Wandering
33–34	Enduring	67–68	Risen		

FACTION AFFILIATION

1–4	Accord	37–40	Court	73–76	Nation
5–8	Alliance	41–44	Covenant	77–80	Order
9–12	Ascendancy	45–48	Domain	81–84	Pact
13–16	Circle	59–52	Dominion	85–88	Realm
17–20	Coalition	53–56	Empire	89–92	Regiment
21–24	Collective	57–60	House	93–96	Sphere
25–28	Commonwealth	61–64	Imperium	97–100	Union
29–32	Consortium	65–68	League		
33–36	Council	69–72	Legion		

FACTION IDENTITY

1–2	Blades	35–36	Keepers	69–70	Shadows
3–4	Builders	37–38	Knights	71–72	Shards
5–6	Crows	39–40	Menders	73–74	Shields
7–8	Daggers	41–42	Outcasts	75–76	Skulls
9–10	Defenders	43–44	Panthers	77–78	Souls
11–12	Disciples	45–46	Pendants	79–80	Specters
13–14	Drifters	47–48	Phantoms	81–82	Swarm
15–16	Embers	49–50	Raiders	83–84	Swords
17–18	Flames	51–52	Ravens	85–86	Talons
19–20	Folks	53–54	Reapers	87–88	Vanguards
21–22	Guardians	55–56	Reavers	89–90	Wardens
23–24	Hammers	57–58	Relics	91–92	Watchers
25–26	Harbingers	59–60	Rings	93–94	Wolves
27–28	Heralds	61–62	Seekers	95–96	Wraiths
29–30	Hounds	63–64	Sentinels	97–98	Wreckers
31–32	Hunters	65–66	Serpents	99–100	Wrights
33–34	Jackals	67–68	Servants		

FACTION QUIRKS

☉ 1-2

1-3	Ancient or coded language	52-54	Members take a new name when joining the faction
4-6	Animal or creature motif used as a faction symbol	55-57	Nomadic people and mobile operations
7-9	Banishes the disloyal	58-60	Operates under strict codes or laws
10-12	Body modifications are respected and valued	61-63	Recognizes others through a distinctive greeting or gesture
13-15	Body ornamentations signify castes or roles	64-66	Reliant on rituals and mystic practices
16-18	Conceals individual identity	67-69	Resolves disputes through formal duels
19-21	Dependent on an addictive substance	70-72	Rites of adulthood or ascension
22-24	Distinctive or elaborate clothing	73-75	Shuns or distrusts believers and dark arts practitioners
25-27	Elite soldiers provide defense or serve as bodyguards	76-78	Caravans share a distinctive and recognizable profile
28-30	Favors a signature weapon	79-81	Suspicious of outsiders
31-33	Guided by superstition or prophecy	82-84	Symbiotic relationship with a specific type of creature
34-36	Heavily stratified social structure	85-87	Trades in a unique currency or commodity
37-39	Hoards mystic artifacts	88-90	Trains in a demanding physical discipline or martial art
40-42	Honors the fallen through unusual death rites	91-93	Wields unnatural abilities
43-45	Idolizes a long-dead founder or martyr	94-96	Work or environment causes mutations
46-48	Keeps exhaustive records or archives	97-100	► Action + Theme
49-51	Lives in caravan habitats		

FACTION RUMORS

☉ 1-2

1-3	Caught in the crossfire of feuding factions	55-57	Operations are a false front for their true purpose
4-6	Colluding with a criminal endeavor	58-60	Overdependence on a failing or vulnerable asset
7-9	Corrupted by a dangerous power	61-63	Plagued by infighting and low morale
10-12	Critical resource is in short supply	64-66	Plotting to betray an allied faction
13-15	Defenses are overextended	67-69	Preparing a major offensive or operation
16-18	Developing an unconventional invention	70-72	Pulling the strings of a leader or faction
19-21	Heavily in debt	73-75	Recently acquired an unexpected fortune
22-24	Hit hard by a recent attack or calamity	76-78	Secretly supporting a reviled faction
25-27	Hoarding a valuable commodity	79-81	Sheltering an infamous or dangerous fugitive
28-30	Holds a powerful artifact	82-84	Some members are spies or allied with rival
31-33	Holds incriminating info against a leader or faction	85-87	Suffered destructive sabotage from within
34-36	Infiltrated by a rival faction	88-90	Suffering a shortage of key workers or members
37-39	Knows location of fabled treasure or lost artifact	91-93	Uprising or revolt is brewing from within
40-42	Leaders are haunted by a dark prophecy	94-96	Vulnerable to attack or aggression
43-45	Leaders are incompetent	97-100	► Action + Theme
46-48	Leaders are puppets of another power or faction		
49-51	Members are plotting a coup		
52-54	New belief or religion is creating a schism among members		

COMBAT ORACLES

Use the combat oracles to answer questions about the actions of a foe or enemy force.

Use the Combat Action table to help inspire an action for a foe in a fight. When not sure what an enemy does next, particularly when you are in a bad spot, roll on this table and interpret the result as appropriate to the nature of the enemy and your objective.

You can also use the Combat Event Method and the Combat Event Target instead of—or in addition to—the Combat Action oracle. Then, interpret the response as appropriate to the current situation and the nature of your foe.

COMBAT ACTION

1–3	Block a path or cut off an objective	43–45	Lure into a vulnerable position
4–6	Cause reckless damage	46–48	Make a cautious or probing attack
7–9	Change weapons or tactics	49–51	Make a ferocious or powerful attack
10–12	Compel a surrender or concession	52–54	Make a precise or careful attack
13–15	Coordinate with allies	55–57	Make a sacrificial attack
16–18	Corner, trap, or entangle	58–60	Make an indirect attack
19–21	Counter or reflect an attack	61–63	Move in close or grapple
22–24	Create a distraction	64–66	Shift focus to someone or something else
25–27	Destroy something or render it useless	67–69	Overrun a position
28–30	Fall back or stand off	70–72	Perform a feint or trick
31–33	Hide or sneak	73–75	Press an advantage
34–36	Intimidate, taunt, or frighten	76–78	Provoke a careless response
37–39	Leverage the advantage of a weapon or ability	79–81	Ready a decisive action
40–42	Leverage the terrain or surroundings	82–84	Shift the fight to a new area
		85–87	Summon aid or reinforcements
		88–90	Take cover or bolster defenses
		91–93	Use an unexpected weapon or ability
		94–96	Weaken defenses
		97–100	Roll twice

COMBAT EVENT: METHOD

1-2	Abort	35-36	Coordinate	69-70	Intensify
3-4	Advance	37-38	Counter	71-72	Lose
5-6	Affect	39-40	Cover	73-74	Overrun
7-8	Aim	41-42	Deflect	75-76	Overwhelm
9-10	Amplify	43-44	Defy	77-78	Persevere
11-12	Assault	45-46	Distract	79-80	Probe
13-14	Assist	47-48	Drop	81-82	Protect
15-16	Await	49-50	Embed	83-84	Secure
17-18	Batter	51-52	Endure	85-86	Seize
19-20	Block	53-54	Entangle	87-88	Shatter
21-22	Brawl	55-56	Escalate	89-90	Shove
23-24	Breach	57-58	Evade	91-92	Stagger
25-26	Break	59-60	Feint	93-94	Sunder
27-28	Challenge	61-62	Focus	95-96	Sweep
29-30	Charge	63-64	Force	97-98	Trick
31-32	Clash	65-66	Hold	99-100	Withdraw
33-34	Collide	67-68	Impact		

COMBAT EVENT: TARGET

1-2	Abort	35-36	Coordinate	69-70	Intensify
3-4	Advance	37-38	Counter	71-72	Lose
5-6	Affect	39-40	Cover	73-74	Overrun
7-8	Aim	41-42	Deflect	75-76	Overwhelm
9-10	Amplify	43-44	Defy	77-78	Persevere
11-12	Assault	45-46	Distract	79-80	Probe
13-14	Assist	47-48	Drop	81-82	Protect
15-16	Await	49-50	Embed	83-84	Secure
17-18	Batter	51-52	Endure	85-86	Seize
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23-24	Breach	57-58	Evade	91-92	Stagger
25-26	Break	59-60	Feint	93-94	Sunder
27-28	Challenge	61-62	Focus	95-96	Sweep
29-30	Charge	63-64	Force	97-98	Trick
31-32	Clash	65-66	Hold	99-100	Withdraw
33-34	Collide	67-68	Impact		

MISCELLANEOUS ORACLES

STORY COMPLICATION

This oracle will introduce narrative turns, troubles, and revelations. It can be used when you encounter a negative outcome at a crucial moment. In particular, you might use this table after rolling matched 10s on the challenge dice.

1-3	Crucial equipment or artifact fails	47-50	Someone important is threatened or endangered
4-6	Debt or promise comes due	51-53	Someone important reveals their problematic secret or history
7-9	Enemy reveals their true agenda or nature	54-57	Something important goes missing
11-13	Enemy reveals unexpected powers, abilities, or influence	58-61	Time pressure suddenly increases
14-16	Enemy unexpectedly benefits from your actions	62-65	Trap is sprung
17-19	Key location is made inaccessible	66-68	True agenda of a connection or patron is revealed
20-23	Key location is threatened or made unsafe	69-72	Trusted information is shown to be false
24-26	Magic or artifact is shown to have unexpected effects	73-76	Two seemingly unrelated problems show to be connected
27-29	Natural disaster is imminent	77-80	Undermined by self-doubt or vulnerabilities
30-33	Needed item or resource is unavailable	81-84	Unexpected enemies appear
34-36	Object of a quest is not what you assumed	85-88	Urgent message distracts you from your quest
37-39	Old enemy resurfaces	89-92	You are tracked or followed
40-43	Simultaneous problems force a hard choice	93-95	You were diverted from the true crisis
44-46	Someone important betrays your trust	96-100	Roll twice

STORY CLUE

When you investigate a mystery, you might uncover clues in the form of messages, rumors, eyewitness reports, or physical evidence. You can use this oracle to help reveal what this evidence connects to or implicates.

1-3	Affirms previously understood fact or clue	49-51	Involves notable person
4-6	Connects to known rumor or scandal	52-54	Involves person or faction from your background
7-9	Connects to previously unrelated mystery or quest	55-57	Involves personal item
10-12	Connects to your own expertise or interests	58-60	Involves ritual or magic
13-15	Contradicts previously understood fact or clue	61-63	Involves someone you trust
16-18	Evokes personal memory	64-66	Involves something rare, expensive, or precious
19-21	Evokes remarkable anomaly or phenomenon	67-69	Involves unusual ability or power
22-24	Evokes vision or prophecy	70-72	Leads to distant or unfamiliar place
25-27	Involves creature	73-75	Leads to hidden or forgotten place
28-30	Involves cultural touchstone	76-78	Leads to nearby or familiar place
31-33	Involves enemy or rival	79-81	Leads to notable or central place
34-36	Involves hidden or mysterious faction	82-84	Suggests history of similar incidents
37-39	Involves hidden or mysterious person	85-87	Suggests imposter or forgery
40-42	Involves key or means of access	88-90	Suggests looming event or deadline
43-45	Involves non-human being or creature	91-100	► Descriptor + Focus
46-48	Involves notable faction		

MYSTIC BACKLASH

Meddling with unknown artifacts or forbidden magic may put you at the mercy of chaos. Use this table to resolve the effects of ancient objects, rituals, or other strange forces.

1–2	Alters or focuses gravity	56–58	Destroys equipment or artifact
3–5	Alters or reshapes living things	59–60	Expels forceful or destructive elemental energy
6–8	Alters or reshapes objects	61–62	Generates barrier or ward
9–11	Alters surrounding air or weather	63–64	Generates intense lights and sounds
12–13	Alters surrounding ecosystems	65–67	Opens path to another location
14–16	Awakens the dead	68–69	Replicates mystical artifact
17–19	Banishes prophecy from records and memory	70–71	Replicates intelligent living being
20–22	Brings about environmental disaster	72–74	Reveals glimpses of distant past
23–25	Causes uncontrollable urge for flesh or blood	75–77	Reveals glimpses of far future
26–28	Causes distressing visions or nightmares	78–79	Reverses time by a few moments or minutes
29–31	Causes dizziness or drowsiness	80–81	Slows or stops time
32–34	Causes infestation or rapid growth of living things	82–84	Summons or manifests ancient being
35–37	Causes physical torment that leaves its mark	85–87	Summons or manifests creatures
38–40	Causes sickness or weakness	88–90	Transports to another location
41–43	Causes the loss of a sense for several hours	91–93	Triggers impending catastrophic event
44–46	Corrupts living things	94–96	Whispers dark portents
47–49	Corrupts mystical artifacts	97–100	Roll twice
50–52	Creates illusions		
53–55	Decays or weakens surrounding terrain or structures		



Engulfing Siege

A settlement is slowly but voraciously being swallowed up by engulfers, corrosive multi-eyed giant slimes that grow uncontrollably as they consume organic matter. They are known to have emerged from the bowels of a dark, thick fog that settled for a couple of days at the vicinity of the settlement during the nights.

Believing that they could be fought, at first, the military defense set up barricades and deployed fighting units over the infested sector, without favorable outcomes. This resulted in a significant number of deaths around the affected area and the initiative by the remaining forces to carry out a mobilization towards the center of the settlement. To prevent the spread of the engulfers, it was decided to demolish the only access route to the where people is being mobilized: the bridge that links the interior of the settlement to the rest of the region. This will be carried out by the overseer's alchemist, who claims to know how to detonate the bridge. It is not known how long the settlement will be able to isolate itself, nor how long it will take for the giant slugs to disperse, but for now, the defensive forces prioritizes the life of the people.

The inhabitants are terrified. Not even the survivors will be able to bury their dead. The engulfers are devouring everything that lives in their path, but hysteria is another plague that corrodes the living, generating panics and internal conflicts for survival.

You have sworn an iron vow to recover the prototype of the explosive to be used on the bridge. The alchemist indicates that it is found in some deposit of what was the Warband Fortress, which was in the first line of defense when the siege began.

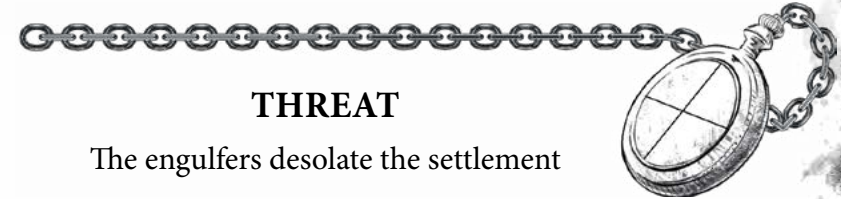


VOW

Deliver the explosive prototype to the defensive forces

RANK

Dangerous



THREAT

The engulfers desolate the settlement

THREAT MILESTONES

- **1 segment:** The plan to destroy the bridge is uncovered, frightening the people and generating angst due to the expectation of being isolated from the rest of the known world
- **2 segments:** Fear among the people becomes turbulently violent, causing mutinies, disorder, and resistance towards the authorities
- **3 segments:** The engulfers begin to attack the garrison defending the bridge
- **4 segments:** With the garrison demolished, the engulfers begin crossing the bridge to reach the center of the settlement

THREAT MILESTONES

The engulfers spread to the territories of the neighbor settlements and start to become an extreme threat to this continent

ART PLACEHOLDER

CHARACTERS

- **Vulga:** Overseer's alchemist. Capable of setting up the explosive.
- **Meilos:** Herald in charge of the mobilization. Obsessive with order.
- **Sullivan:** Volunteer in the mobilization, insists on helping you retake the explosive prototype. Talks a lot, and doesn't rest.
- **Tet:** Ordinary inhabitant that survived the first line of defense. Claims to know a safe shortcut to the site, but he's too afraid to go with you.

SITE

- **Warband Fortress:** The first major building to be sieged by the engulfers, now an infested stronghold (formidable rank) of which Meilos claims that during the retreat, many decided to stay and hold a resistance. Are those men still alive? Can they know where the explosive prototype is hidden?

ARTIFACT

- **Explosive:** Created as part of an unfinished military project, this prototype is hidden in some storehouse in the Warband Fortress. The alchemist tells you that the prototype is unstable and corrosive to water, so you must treat it with care.

QUESTIONS

- What is the nature and origin of the fog that spawned these engulfers? What do they really are?
- Do the engulfers have any weakness? What do the survivors know about them so far?



ENGULFER

Rank: Dangerous

- Features:**
- Many-eyed
 - Digesting organisms inside
 - Corrosive touch
-

- Drives:**
- Consume
 - Grow
 - Becoming one with other life forms
-

- Tactics:**
- Engulfing slam
 - Cornering
 - Expand quickly
-

It is said that these big slugs once emerged from a dense fog that settled next to a swamp after a witch hunt was conducted in a neighboring village. Showing no signs of intelligence, their only instinct is to absorb organic matter and other forms of life with their amorphous bodies. When they have digested enough, they grow to the point of divergence: a horrid event in which they duplicate, reducing themselves to two versions of the same. Survivors say that the experience of witnessing the agony of living beings being slowly drowned and digested inside these great aggressive oozes is a test of one's emotional endurance.

Some think that they are the residue of frustrated summoning rituals of creatures outside of our plane of existence, resulting in that, in their transitioning to our world, only their will to inhabit whatever material body was consolidated. From there, their desire to consume any organism is a desperate attempt to exist in this plane.



The Floating Turtle

The streets of our kingdom have become dark, there is something in the sky that does not allow the passage of sunlight; a shadow that is not caused by a cloud, but by a colossal formation made of earth. It levitates at a great height and moves around this region of the continent; this creation has been baptized as the Floating Turtle.

The island is unique, and its very existence to this day continues to cause bewilderment, while at the same time it awakens a sense of adventure in hundreds of people. This is not only due to the curiosity generated by discovering what kind of wonders, creatures, and flora are in this formation, but also because it is said that right in the center of the island there is a structure that keeps a relic of extreme value, this rumor originates from writings of the natives that describe this portion of floating land. In addition, from a very high mountain it can be seen that there are actually what appear to be ruins in the middle of the formation. Because of this, efforts to get to the surface of the island have been great; however, no one is known to have succeeded in reaching it. On the other hand, our kingdom is in a complex time, and now more than ever it is vital to obtain the treasure that is possibly hidden in that majestic floating land.

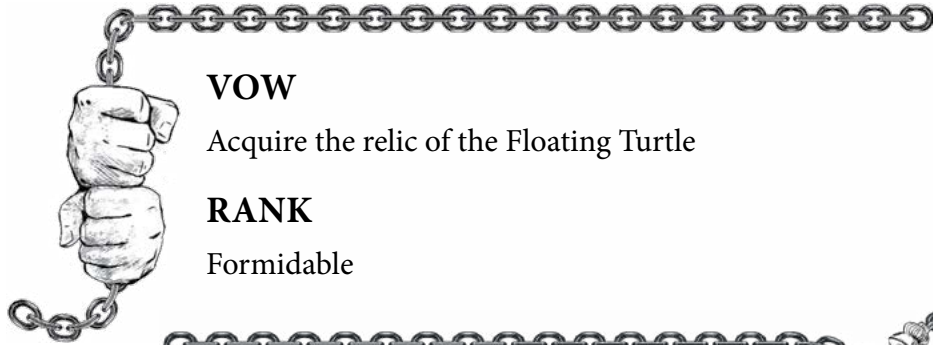
The harsh condition facing our kingdom is nothing more than a conflict with a neighboring one; a war that has dragged on for many years now and so far the balance of victory has been evenly balanced between the two sides. This is because the two nations have resources and an army with almost equal numbers. Therefore, both we and our enemies are looking to get the upper hand in the conflict; hence, the importance of obtaining the treasure that can be located in the Floating Turtle. The kingdom that first has the relic in its possession will have the resources to finance a large military force.

In view of the importance of possessing the relic, our king gathered the best magicians and experts in the kingdom to devise a way to reach the island. It was then that an engineer presented the idea of elaborating a steam engine ship with the ability to fly. That man showed a functional small scale prototype that convinced the king, and the production of the flying ship began. However, this did not go unnoticed in the eyes of our enemies: they kidnapped the engineer, which causes the construction of our machine to stop when it was about to be ready. Now the engineer has been forced to build the ship to the rival kingdom and we do not know how far they have progressed. We had tried to rescue him by sending men skilled in stealth, but were unsuccessful.

We have hired you because we believe that you may have the skill to bring us the relic. To do this, first you will have to sneak into the enemy kingdom and return the engineer to us to finish the construction of the ship. Then, you will fly to the unknown floating island and make an expedition to access the site in which the relic resides. It's a race against the clock where only the fastest will achieve prosperity for his kingdom.

You have sworn an iron vow to obtain the relic. In order for your hands to carry this treasure you must go where no one in our land has ever set foot, or perhaps they have, but have not returned to tell the tale.



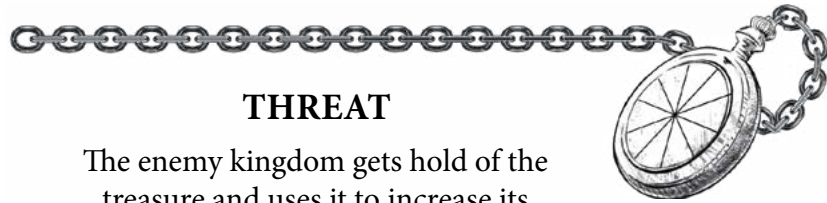


VOW

Acquire the relic of the Floating Turtle

RANK

Formidable



THREAT

The enemy kingdom gets hold of the treasure and uses it to increase its military power

THREAT MILESTONES

- **2 segments:** In a desperate attempt, our king moves troops in order to sabotage and stop the enemy
- **3 segments:** Both armies clash
- **5 segments:** The opposing kingdom manages to finish the construction of the flying ship and begins preparations for the journey to the floating island
- **6 segments:** The enemies head to the Floating Turtle
- **7 segments:** Enemy soldiers touch the ground of Floating Turtle and go on an expedition to seize the relic
- **9 segments:** The relic is seized by the rivals and begins being transferred to the enemy kingdom
- **10 segments:** The relic is traded by the enemy kingdom and got a major army

FAILURE AFTERMATH

A large army is approaching with the aim of destroying our homeland



SITES

- **Floating Turtle:** The colossal floating land that makes this part of the world so special. It has been given this name because its outline has a figure that evokes the shape of a turtle. This fact increases the curiosity to know more about this formation and all kinds of beliefs arise around it. Based on this, there are those who dedicate themselves to admire it from high mountains. It has been confirmed that the island is the habitat of many species of evil creatures, among them, the so-called harpies. It has been shown that in the center of Floating Turtle are remains of what was once a huge building that emits a pillar of blue light towards the sky. There are hypotheses that suggest that it is some elaborate structure made by the elves and that going into those ruins can lead to death. What kind of relationship does the island have with the natives of the continent? What else is hidden inside?



ARTIFACT

- **Floating Turtle relic:** A large golden object that according to ancient descriptions is impregnated with many gems, thus giving it a cost high enough to guarantee the expansion of a kingdom. This object is as mysterious as the island that hides it. Apparently, it can be found by delving into the ruins at the center of the Floating Turtle. We don't really have much information about the relic, but we have pieces of evidence that make its existence plausible. There have also been legends that claim that it possesses an amazing power, and other beliefs say that taking it will release a curse that will cause a calamity. What other characteristics does the relic possess? If it really has some power, what is it and how to invoke it?
- **Free Dream:** The flying ship under construction. This unusual vessel is large enough to hold a troop of armed men. At the stern are located two steam engines that give the ship the necessary propulsion. On the sides are a pair of huge wings that can move like those of a bird. It also has larger-than-normal sails to take advantage of the momentum provided by the wind. What other features does it have? What kind of men are working on it?



CHARACTERS

- **The Preacher:** A robed, bearded, wandering man. Although he can easily be mistaken for a vagabond, this fellow possesses an eloquence powerful enough to convince many. He has dedicated himself to going to both nations to condemn in public the greed of the kings who want to dare to get their hands on the treasure. He preaches that, according to the words of a certain holy text, taking the relic will invoke a calamity that will greatly harm us all. How truthful are his allegations? What is this holy text?
- **Eder:** The engineer who used the desperation of the kingdom to his advantage. Motivated by the king's promise to receive land in his name if he could devise a method to reach the island, he spent days and days devising a machine with the capacity to satisfy one of man's greatest fantasies: to reach the skies. His extensive knowledge of aerodynamics, mechanical energy, and magic guaranteed the birth of a revolutionary idea. On the other hand, the problem with this guy is the suspicions of his greed; it is suspected that his loyalty has been bought by the enemy. If this is true, how can we convince him to return to our side?
- **Kanur:** One of the most skilled warriors in our ranks, he has received a high command. The weight of his words is as crushing as his mace. If anything characterizes Kanur it is his unwavering loyalty to the kingdom, and thanks to this and his countless battle prowess, he has been placed as commander-in-chief of this entire mission. He also has the duty of making sure that none of his men dare to get carried away by the gold and have the desire to escape with the relic, including you. Among other details, he is fascinated by making intimidating jokes related to smashed skulls with his mace. It is not a good idea to make him angry.
- **Ria:** Kanur's sister and second in command of the army. Her speech speed is as fast as her whole body movements. She has also received a good reputation as an infiltrator. We believe she is a key player in making first contact with the engineer and initiating his extraction. If there is one thing Ria has wanted since she was a child, it is to explore the fascinating floating island. She has sworn by iron that she will set foot on it; it is her main motivation for taking extreme risks.



QUESTIONS

- What is the conflict between the two kingdoms? What unsuccessful measures have been taken to solve it?
- What measures have been taken to avoid the harpies? How not to be seduced by their hypnotic song?
- We know that there are many members of both kingdoms who have taken a stand for the Preacher's claims. How latent is the possibility that they would sabotage obtaining the relic? What methods would they use?
- If it is not possible to finish our flying ship, what other method could there be to go to the Floating Turtle?
- If indeed taking the relic would cause a calamity, what would it be? How could you keep the treasure and prevent any consequences?
- Why is the island shaped like a turtle? Is it really a natural formation or was it created by some entity? If it was created, what is its function?



HARPY

Rank: Dangerous

Features:

- Maiden's face
- Bird of prey body
- Shiny feathers
- Sharp claws

Drives:

- Marking territory
- Steal everything
- Devour men

Tactics:

- Hypnotizing chorus
- Seducing men
- Swoop down from the heights
- Stalk in swarms

From time to time the harpies descend to earth to bring chaos and death. They are disguised as angelic beings whose song sweetens the ear, yet they are nothing more than harmful existences deserving of our contempt.

Originally there were harpies lurking from the darkness of the forests all over this part of the continent. They devoured the men who allowed themselves to be carried away by their seductive power. The dominance of the harpies culminated when an elite of female warriors was formed whose oath was to hunt down these creatures. They were also controlled by destroying their environments, thus forcing them to flee to the floating island.



Primordial Fire

In the high mountains clothed by great lakes and rivers, two elementals engaged in a fierce battle to prove their dominance over these lands. Air and water fought forming a whirlwind that ravaged everything in its path. Constructions were swept away, vegetation perished, and herds died, but what generated most fear and expectation of death is the result of such inclement duel of natural forces.

Great rocks like hailstones, larger than human size, now lie scattered over the area where the great whirlwind faded away. The oldest people say that these rocks are the product of a cataclysmic union between two elementals, and from which only creatures that represent a threat to the peace of our people can emerge. These creatures are the genesis of chaos, the firstborn of these lands, the children of the primordial forces of nature: each one of these large hail-like rocks are the vessel of a first-generation giant, who would later procreate until they repopulated the region, their homeland of which we are but, invaders, foreigners, and illegitimate owners.

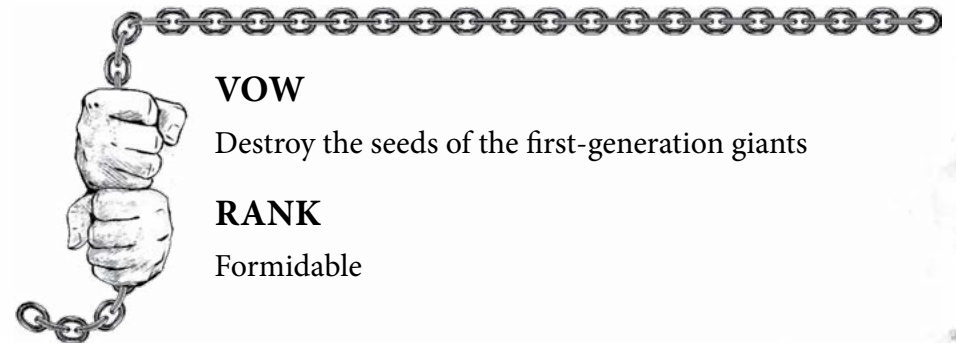
After a community meeting it was agreed to look for ways to destroy these seeds. The elders have proposed to acquire the Primordial Fire, which it is said to be found in the neighboring region, in the bowels of its caves, an extremely perilous site they call the Salamander Caves. This fire, as old as earth itself, is the only one capable of pulverizing the seeds of the first-generation giants since one drop might destabilize them; this is due to the nature of the substance which is opposite to the elements that formed the vessels. This mythical fire is guarded by the salamanders that inhabit the caves, hence its name.

Not everyone agreed to this expedition, though. One of the elders argued that the fairest thing to do is to prepare the ground, wait for the seeds to hatch, allow the giants to claim their terrain, and seek coexistence with them. However, we know little about the nature of these beings, if they would be willing to share their land and how hostile they might be. So it was concluded that taking such risk can be a death sentence for our people. A bit of resentment made its way through the people.

The overseer is commissioning a group of capable men to carry out an expedition into the aforementioned caves. They will all leave the settlement together, to travel across the region and reach the neighboring one. Then, at the entrance of the caves, they will separate. The whole settlement believes that the chances of success are very low since this is not be the first expedition planned towards the Salamander Caves, and the records show that no one has survived, except one man, an old survivor who is willing to partake in this endeavor.

The most optimistic claim that what makes this expedition so exceptional is that no one has ever organized an exploration in these caves with so many men. That can be an advantage... or a disadvantage. The greed for recognition, the craving to become a legend, and the emerging cowardice that manifests itself at times of immeasurable danger, as well as political interests contrary to the common good, could be the inner enemy we should fear. Whatever the case may be, most of us have assumed that we would rather face the enemy within than that outside.

You have sworn an iron vow to respond to this threat by taking part in the expedition.

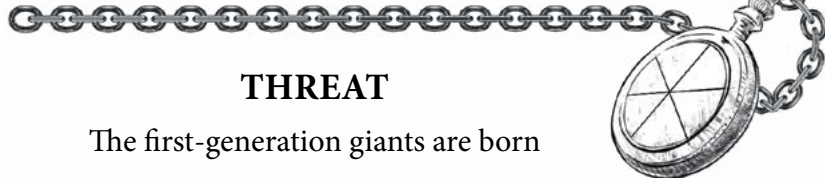


VOW

Destroy the seeds of the first-generation giants

RANK

Formidable



THREAT

The first-generation giants are born

THREAT MILESTONES

- **1 segment:** More seeds are found across the zone of the event
- **2 segments:** The angst among the people moves them to attempt to destroy the seeds by their own means
- **3 segments:** The methods applied to destroy the seeds cause them to mature prematurely instead
- **4 segments:** The opposers take advantage of the people's dread and create a cult to venerate the first-generation giants, preparing the ground for their arrival and presenting a solid opposition to those who want to destroy the vessels
- **6 segments:** The seeds begin the hatching process



ARTIFACTS

- **Primordial Fire:** The remains of creation, the residues of the divine act that gave birth to these lands and shaped this continent; the raw material for the craft of the gods... Or at least that's how this substance is described by the elders. Although they do not disclose the source of this myth, the conviction that this substance exists has never been questioned. Even the least believers hold the idea that primordial fire is nothing more than the lava that comes out of the magma chambers of the region's volcano. What is the true nature of this substance, and how can be retrieved and stored to be used on the seeds?
- **Ada's Concoction:** A two-use concoction with healing properties that not only calms the pain but also regains the energy of the consumer. Each participant of the expedition has received one of these from the settlement's witch.



CHARACTERS

- **Othar:** The overseer of the settlement who commands the destruction of the seeds. His disagreement with Arne has created a feud that casts a shadow over the future peace of the community.
- **Arne:** Elder settler that sustains the belief that we should allow the first-generation giants to be born, as they are the legitimate owner of these lands. A small group of people we call the opposers has formed based on this menacing and worrying stand.
- **Randir:** An expert hunter and explorer, and an opposer. He has been banned from following the expedition group, but his confidence has left some with the concern that the opposers may know how to get involved, or that they already have.
- **Torstein:** Old man that is the only known survivor of the Salamander Caves. He firmly believes that the giants' seeds must be destroyed. Lacks one arm, but he's coming with us. Whom will stay with old Torstein once we split will be a difficult decision to make, not only because we know that he represents greater security in the bowels of the caves and a higher chance of success, but also because his life could be threatened if he ends up accompanied by infiltrated opposers.

ART



SITE

- **Salamander Caves:** Undertaking a journey to get to the neighboring region is just one step to get the primordial fire. These **Wild Caverns** (extreme rank) have been the source of numerous tales, among those, the existence of this substance, said to be the remnant of the one used by the gods to form these lands. Many have delved into these depths in the search of powerful minerals and the forbidden secrets of this continent. The immeasurable vastness of these natural tunnels, the little knowledge one has of them, and the foul fire salamanders that inhabit here, makes this site one of great danger even for the most experienced explorers. Only someone who has survived this site might lead an formidable excursion throughout this darkness. What other creatures inhabit this site? What information can be found from the remains of those who perished in previous expeditions?



QUESTIONS

- What happened to the giants that lived here when the settlers came in? Was there even any? Are there any remnants of their existence?
- How far is the neighboring region, where the Salamander Cave is? What dangers await along the way?
- How big is the team that will leave the settlement to carry out the expedition? Who are the rest of the participants?
- In case the first-generation giants are born, how can they be pleased to avoid an adverse reaction towards our people? How hostile can they really be?





SALAMANDER

Rank: Dangerous

- Features:**
- Fire resistant
 - Cold, damp and toxic skin
 - Poisonous breath
-

- Drives:**
- Slumber in the depths
 - Protect territory
-

- Tactics:**
- Lurk in the shadows
 - Bash with tail
 - Drag to the ground
 - Sudden bite
-

From the engravings left by the natives of this content, the settlers found descriptions of enormous reptilian creatures that are the guardians of the Primordial Fire, the residual substance of the gods' act of creation. Salamanders were born from the broth of this matter, emerging as if from the sea to inhabit the deepest caves of the continent. Their cold, damp skins protect them from fire, while their toxic breaths are deadly to any other living thing. If fire and poison are not enough considerations when facing these creatures, the sheer strength of their jaws and limbs can be a real threat to the most careless fighter.

Saner settlers have never dared to make expeditions in search of corroborating stories left by native tribes. However, the myth of the salamanders has for decades generated a dreadful feeling of expectation. The fact of being able to find some creature resistant to fire, the very substance that represents destruction itself, would be a sign that we would be fighting against the gods of these lands.

ART



The Royal Hunt

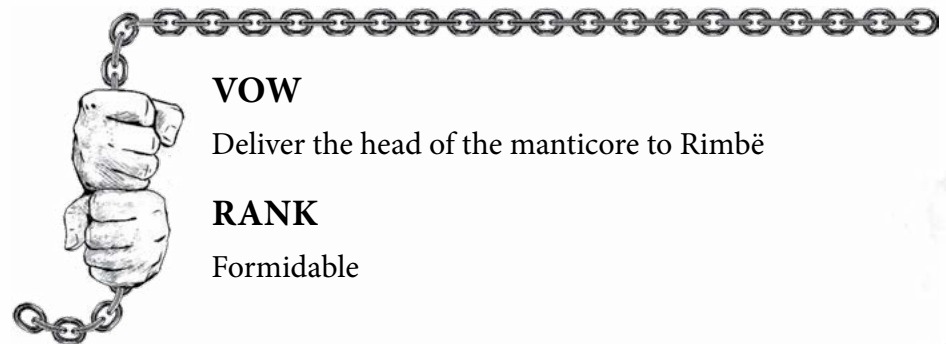
Monarchy is considered by many to be the most important aspect of our culture. It is what has differentiated us for centuries from barbarians and ungovernable people. However, when we migrated from the old world and colonized this continent, the deaths of nobles, the division of lands, the administration of resources and political interests made determining a legitimate successor to the throne an impossible task. As a result, the remnants of our kingdom were divided into three settlements, each advocating its own heir to the crown. And so, what were at first political disagreements soon became declarations of war; discord escalated to arms and we lashed out at each other. We survived the catastrophe of the old world to die in these lands, and would have died out by our own hands had it not been for the intervention of the Tirmo, natives who came down from the mountains to give us a just solution.

To honor what the Tirmo called the peace of the land, they suggested to resolve the conflict of succession by agreeing to celebrate the Royal Hunt, an event that begins in the Forest of Reunion: each settlement would appoint a hunter to represent them and compete against the others in hunting a dangerous creature, the manticore. Whoever returns to the Forest of Reunion with the creature's head, the Tirmo would reward him with the crown, with which to name king the overseer of their settlement and, with it, the right to rule over the other two. In order to honor the equal opportunity to seize the crown, it was agreed to abolish the inheritance of it. So the death of the current king means the beginning of another Royal Hunt to determine the next successor to the throne.

The Royal Hunt has been held three times, the first two kings having died of natural causes, but the latter was assassinated. The resentment that the eastern settlement has had for years raises suspicions towards them, who have never won the event and whose insubordination has become more and more noticeable with each reign. However, the assassin was executed without providing any information that would shed light on his motives, and the lack of evidence prevents us from making a declaration of war towards the eastern settlement and disqualifying them from the upcoming hunt. The Tirmo, being our hosts, are indifferent to the regicide and our intrigues, so we cannot rely on their judgment to reach any conclusions. We can only continue with the arrangement of the event.

The mysterious Tirmo have never put forward convincing motivations as to why they intervene in our affairs, nor what benefit they derive from the Royal Hunt. Many suspect that their interests have to do with the manticores we hunt. They are rare, dangerous creatures of considerable power that inhabit the same areas as these natives. We have never dared to inquire about their motives, since far from aggravating our situation, it was they who offered us the most viable solution to the succession conflict, so we have no reason to distrust them; or perhaps because deep down we are afraid of discovering something we do not know how to deal with, since we can hardly deal with our own problems.

For the fourth Royal Hunt, the overseer of the settlement where you now find yourself has assigned you his hunter, and you have sworn an iron vow to reciprocate this honor, to return to the Forest of Reunion with the head of the manticore and name the rightful king.

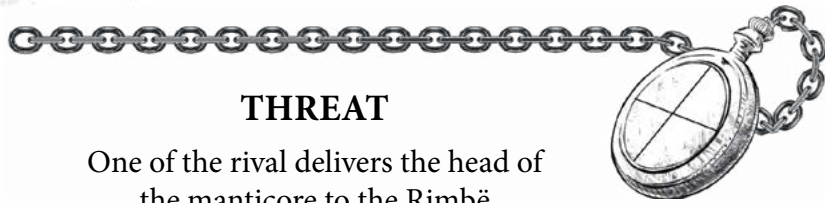


VOW

Deliver the head of the manticore to Rimbë

RANK

Formidable



THREAT

One of the rival delivers the head of the manticore to the Rimbë

THREAT MILESTONES

- **1 segment:** One of the rival hunters finds the manticore
- **3 segments:** One of the rival hunters kills the manticore and starts heading towards the Forest of the Reunion with its head
- **4 segments:** The rival hunters delivers the head of the manticore to Rimbë



SITE

- **The Mountaint of the Hunt:** The wild pass (extreme rank) where we carry out the hunt. It is a territory that we have little bothered to explore. We know that the Tirmo live there, although none of the previous hunters have returned with reports of sightings from their village. The hunters' reports speak of paths, bridges, thresholds built on rock formations, and signs written in a language we do not know. One thing that characterizes the site is that the mountain is surrounded by red stone cairns, with engravings written in a language other than the one found on the signs marking the paths. These cairns are evidence of some kind of ritual that delimits the territory, either to keep something or someone away from the territory or within it. Some argue on the basis of these reports that the Tirmo are not the only race of intelligent beings inhabiting the mountain. If so, what is this other race, and what dangers await at the site?

ART



CHARACTER

- **Rimbë:** The Tirmo arbiter, and the one who established the Royal Hunt when we arrived in these lands two generations ago. He does not seem to have aged, although his features are definitely not human enough to determine his age. His fine facial features, dark skin, and tattoos are characteristic of the Tirmo. He is an extremely limited individual in the information he gives about his people, though remarkably delicate and refined in his dealings. He has been able to connect with our people, earning our trust as a referee for the Royal Hunt.

ART



QUESTIONS

- What is the disposition of the warlords in the face of the regicide? How does the hunter from the eastern settlement prepare in view of the fact that he represents a settlement accused of this crime?
- What is permissible for the hunters during the Royal Hunt? How have the previous hunts unfolded? Will the hunters this time be rivals to the death or respectful participants?
- What were the true motivations of the last king's killer, and is there any way to find out?
- What is the purpose of the red cairns that delimit the mountain? Who placed them there and why?
- What is the other race of intelligent beings that inhabit the Mountain of the Hunt? What is their relationship to the Tirmo?
- What is the interest of the Tirmo in us hunting the manticore? What benefit do they get from the Royal Hunt?



MANTICORE

Rank: Formidable

- Features:**
- Scarlet lion body
 - Human-like face
 - Serrated teeth
 - Bat wings
 - Spiked scorpion tail
 - Voice of a trumpet
-

- Drives:**
- Devour without leaving remains
 - Consume metal
-

- Tactics:**
- Group prey together
 - Sudden, ferocious attack
 - Claw, bite and rend
 - Paralyze with tail poison
 - Throw tail stings
-

Referred to as the “enemies of iron” by native engravings, manticores were predators that plagued this continent. Their voracity coupled with their vicious malice meant that hunting their prey was not just a matter of devouring them. The creature left no trace nor remains, consuming not only the bones, but also the victim’s possessions. Its diet of metals was due to its need to maintain and regenerate its teeth, claws and tail spikes.

The fact that the natives recorded a war against these beasts suggests that they were actually a race of intelligent creatures that populated these lands like any other natives of the time. Now, we rarely hear stories of living manticores, and should one reach our ears, we know it’s time to gather forces to face a threat that one of us could not cope with.

ART





Forest of Oddities

From generations ago we have known that these lands is a vessel of all kinds of wickedness; however, few compare to the Forest of Oddities, not only because this place is a threat to the life of those who dare get into it, but because it attempts against our sanity in unimaginable ways, as a beautiful nymph that poisons us in her charm and leads us to perdition.

The Forest of Oddities is known as a place that gives birth to horrors, as a cradle of the deadliest mysteries of these lands. Surrounded by a fog that never dissipates, in it, inexplicable events occur, as reality seems to be a mockery of some god that manifests itself distorting the material world to the absurd. It is believed that those who cross it hardly ever return, and those who do permanently lose part of themselves. Naturally, the people of our settlement have avoided having any kind of contact with that site, but things have changed: recently, the son of our king has disappeared; some report seeing him go into the forest. His absence has invoked unrest upon us and so bringing him back is of vital importance.

Because our king contracted an incurable disease, his supporters panicked when they learned that the successor had disappeared. To make matters worse, an opposing camp, led by a cousin of the king, did not miss this opportunity to end the current reign. The influence of those rebels caused many to argue that the prince is dead and, consequently, to demand the crown for the next successor. However, the cousin's reputation as a warband officer is that of a tyrannical despot; therefore, his leadership could pose a threat to peace within ourselves and with other communities. For this reason, one way to restore order would be to find the young prince and escort him back to the settlement, but that means going into the dreaded Forest of Oddities and no one in our settlement has had the courage for such a task.

For what it's worth, a few years ago, a man claimed to have discovered a way to access the forest and return alive, but because he is regarded as a madman, no one has taken him seriously. It is taken for granted that his experience with the forest was never overcome. Now, the situation in our settlement forces us to consider that listening to his words may be worthwhile.

On the other hand, the prince's motivations for entering the tanglewood have generated much speculation. Some allege that the forest has a conscience of its own and that it called the young man for some sinister purpose; others, that the young man was convinced he would find the cure for his father's illness in this place. At the same time, there have been those who argue that the whole thing has been sham, a conspiracy for greater purposes regarding the succession of leadership.

Whatever the truth, you have sword an iron vow to retrieve the king's son. Those who wish to enter the Forest of Oddities must prepare their weapons and strengthen their resolve, for the challenge that awaits them has the power to shatter reality, at least in our fragile human minds.

ART



VOW

Ensure that the king's son serves as the crown heir

RANK

Dangerous



THREAT

Government opponents seize power and control over the settlement

THREAT MILESTONES

- **1 segment:** The idea that the prince won't return spreads throughout the settlement and increases support for the opposing side
- **2 segments:** The warlord's illness worsens and he dies, the warlord's chief advisor serves as regent of the settlement, inflaming the discomfort of the opposing side
- **3 segments:** The king's supporters lose all hope and begin to embrace the idea of the next successor to the crown
- **4 segments:** Disorder increases in the whole settlement due to the absence of a commanding figure
- **5 segments:** A speech is made in which the next successor declares himself to be the rightful heir to the crown
- **6 segments:** The coronation of the new leader takes place and thus begins a new monarchy



CHARACTERS

- **Braum:** Son of the king, legitimate heir to the crown. He looks about twenty years old. Due to his father's illness, Braum matured rather quickly and at a very young age proved to have everything necessary to lead his people. On the other hand, there are those who claim to have seen him reading forbidden books and meeting hooded people late at night. What kind of secrets does he hide? How do they relate to the forest?
- **Diobak:** The king's cousin, next successor to the settlement's crown. He is the current officer of the community warband. His cruel methods and decision making precedes his infamy and general dissatisfaction with his taking the mantle.
- **Kraus:** One of the warlord's trusted subordinates. He testifies to having seen Braum enter the Forest of Oddities, but for some reason he was unable to stop him.
- **Kefus:** A ruddy-skinned old man. He gives in easily to drink. Long ago he argued that he knew a method to get in and out of the Forest of Oddities alive. However, since he was the product of ridicule, Kefus exiled himself from the settlement and dwells somewhere in the mountains. Because of his grudges, it may be difficult for him to cooperate. Could his method of getting out of the forest also be used to reduce the difficulty of this expedition?

ART





SITE

- **The Forest of Oddities:** A corrupt tanglewood (extreme rank) filled with giant trees and engulfed by an eternal mist. The mysteries that await within have awoken people's imaginations, sometimes stories of treasure residing in the heart of the forest, sometimes lurid tales of adventurers with dire endings. However, the reality of this place can be more terrifying than the fiction itself. Even those travelers who have surrounded it tell of being influenced by it in some way: wailing cries are said to be heard within, amorphous shadows are cast in the mist, the forest tempts in inexplicable ways, and even creatures not previously known have emerged from it. But what is most certain is that in this place, time passes much more slowly outside of it, which makes the stay a true existential torture. What gave rise to this place or its current nature? If so, what is the true source of its anomalies?



QUESTIONS

- What is Kefus' method of safely accessing the forest? Is his method exclusively mental, through interaction with the material world, or both?
- What types of horrors inhabit the Forest of Oddities? What are some of his anomalies?
- Why did the king's son enter the forest? If found, how would the site have affected him?
- How would the community be affected if it is ruled by a king who survived the forest? Will there be positive or negative repercussions?
- What price do you have to pay for getting out of the forest alive? How would this journey affect you permanently?

ART





Deep Rest

Generations ago, when mankind arrived in these lands from the old world, we knew immediately how dangerous our attempt to make this our home would be. We had no choice but to struggle against the odds, resist the elements, adapt to the weather, fight the creatures, resolve our differences and, ultimately, forge a home. However, sacrifices had to be made to cement our stay. Many died under the claws and jaws of the creatures of this world; some did not withstand the wilderness environment; and still others were never seen, whether lost in expeditions, cursed by curiosity or simply victims of the whim of this continent to make them disappear without a trace.

But if we talk about sacrifices, certain characters of our history stand out for their feats; those who were brave enough to become models for those who aspire to heroism. Among them, Ignes Valar, a renowned sorcerer of the old world who was one of the colonists to lead expeditions to find habitable land. Remarkable for his wisdom, admirable for his combat skills.

Upon stumbling upon the area that would be home to our settlement, Ignes sensed an energy coming from a neighboring cavern. An energy that, according to his records, would have the potential to cause a cataclysm in the region and, should it be unleashed, he would not match it in power if he sought to resist it. Concerned about the lack of knowledge about the nature of this energy, about its apparent instability, or about its potential to be used in the wrong hands, Ignes devised a plan to withhold this energy and keep its emission hidden outside the cavern.

Ignes' spell consisted of making a human life the container vessel for this force, disabling it and keeping it in the place where the energy rests. Thus, the body, the object of the ritual, would remain immobile, inherent, suspended in existence. Ignes knew the implications of the ritual and did not intend to resort to the cultist ethic of sacrificing others. Rather, he chose to be the object of the sacrifice and to offer himself as the recipient of this mystical force.

To this day, Ignes rests in the heart of what became known as the Deep Rest cavern. But this, the powerful mystical energy that troubled Ignes, is not our problem. Our problem is that we need Ignes.

The king is dead, the incompetent ruler who barely managed to save the bulk of his people from the food crisis afflicting our country. His old age was advanced but his health was strong. Assassination is suspected.

The people are shaken. The nobles are engaged in a power struggle to establish balance and determine the next ruler. They do not trust the order of succession. Paranoia and distrust among our leaders outweighs their willingness to compromise. The kingdom suffers instability like never before. But worst of all, our enemies know it. From the neighboring region an army approaches with invasion intentions. Our spies report that they are coming as the solution to the country's problems.

Our army commander is convinced that the only solution is for Ignes himself to appear as the highest authority of the kingdom, as co-founder of this kingdom and as the only one capable of leading, establishing order and presenting a resistance to the threat of invasion. He will know the best course to take, he will know what to do. Our duty: to enter Deep Rest as an expedition team and awaken him from his spell. To do this, someone must take his place, which we will determine when the time comes. If not by luck, those assigned seem to agree to conduct an all-against-all combat. The loser, dying, will take the place of Ignes, as the container vessel of this mystical force, as our champion, as our symbol of sacrifice.



VOW

Free Ignes from the Deep Rest spell

RANK

Dangerous



THREAT

The kingdom is overrun by the invading army

THREAT MILESTONES

The invading army approaches with each segment marked

SITE

- **Deep Rest:** The corrupt cavern (formidable rank) where Ignes rests. According to Ignes' archival records, this cavern is the source of a powerful mystical energy that he sought to sustain with the ritual. Over the years, expeditions were made where the perseverance of the wizard's body was reported. However, the last expedition took place so long ago that we do not now know what has been cultivated on this site. What dangers await those who seek to enter? Who will have made this their home?



QUESTIONS

- How many are assigned to carry out the expedition? Who are they?
- Has Ignes' mind been truly unconscious all this time or have so many years of disembodied consciousness altered it? How will he react if it is released?
- What is the nature of the energy Ignes seeks to retain? Whata attention will this demand once the immediate conflict is resolved?

ART



The Titanic Troop

Large metals clash with each other causing rumblings, and the bearers of the same form formidable footprints with each step that makes the earth tremble. A troop of beings that had been recognized for their calm nature now approach hostile with intentions of destroying the walls that protect our kingdom. The giants have been our neighbors for decades with a history of relations clean of conflict. However, their pacifist ideals were erased with the power of dark forces. The wizard responsible for twisting the spirit of those beings has imbued them with rage in order to possess under his command a military force worthy of fear.

It was an alarmed messenger who informed us of this threat. The herald let it be known that the wizard would stop his attack if the current monarchy gave up the throne. Our king, outraged, ordered all the men of the kingdom to take up swords in order to defend the crown. Naturally, everyone understood the harsh reality of facing such an enemy. After a panicked reaction from the army, the wise men of the kingdom gathered to devise a plan in which you are the key player.

The king has hired you to put an end to the conflict. To do so, you must head to the remote mountain Jokul's Crown, home to a clan of giants who have not fallen victim to the wizard's powers. Once there, you must set up a meeting with the so-called Lord of the Giants to formalize a military alliance with our kingdom. Convincing this giant to lend the strength of those under his dominion would seem an impossible task due to the pacifist condition of those of his race, and it may not be enough to establish a treaty to promise supplies in the winter season. Therefore, it will be necessary to appeal to the honor of the giants so that the reputation of their race is not tarnished as that of violent creatures in the service of a human. In addition, we also know of a relic of great value to the giants located somewhere in the mountain. Reaching their home with it would establish a good frame that will predispose them for our acceptance; this would greatly increase the likelihood that they will support us.

On the other hand, the challenge exposed by this mission is not only sustained by convincing the giants of Jokul's Crown, but even counting on the alliance, leading the battle against the wizard and his troop does not guarantee victory. During the war, we believe that the decisive blow would be to finish off the wizard, which would cause the control spell to be rendered ineffective. We know that the wizard possesses a barrier of dark magic that protects him from physical attacks. As a countermeasure, we can make use of Albor Drizzle, a natural source that has a bright water like beautiful light turned into liquid. Imbuing in it any weapon or projectile would provide it with magical light properties with the ability to penetrate the dark barrier that provides protection to the mage.

You have sworn an iron vow to take part in this conflict and prevent the wizard and the giants from overthrowing the king. Your footprints are small compared to those left by your enemies, but your success will leave a mark on our kingdom that will be remembered for generations to come.

ART



VOW

Prevent the magician and his troop of giants from gaining access to the kingdom

RANK

Formidable



THREAT

The walls are destroyed by the giants

THREAT MILESTONES

- **1 segment:** The army of giants marches into the kingdom
- **3 segments:** The army of giants arrives at the outskirts of the kingdom
- **4 segments:** The wizard sends a spokesman to negotiate the handover of the crown
- **5 segments:** The king sends his men to fight
- **6 segments:** The men fail against enemies wielding titanic weapons
- **7 segments:** The giants destroy the wall and break through to the castle
- **8 segments:** The king is executed and the wizard declares victory on the throne

FAILURE AFTERMATH

Some supporters of the former monarch decide to take revenge and start a civil war, thus increasing the number of victims and resulting in the long-term desolation of the kingdom



CHARACTERS

- **Ernest IV:** The king, a difficult man to deal with, irate and dogmatic in his ideas. His way of governing has been questioned multiple times and because of this he began to lose favor with the population. Realizing this, he decided to establish a decree of economic equality that consisted in the distribution of goods by rich people to the poorest. This made him regain the support of a large part of his subjects. However, he lost the approval of some nobles. Some suspect that the wizard's attack is part of a covert conflict involving these individuals, how truthful are these allegations? How much moral reason could the wizard have to justify his methods?
- **Branimor Solić:** The powerful wizard who wields darkness as a weapon; intelligent, cold and wise. Formerly he provided his services to the kingdom as a light mage, even undertaking a movement to hunt down practitioners of the dark arts. However, he ended up using this power to which he was so opposed for reasons of revenge. It is speculated that this desire was born from a discord with the king, who executed an order to free the prisoners and put them to work in the strengthening of the wall, an event that resulted in one of these individuals ending up killing the life of the wizard's daughter. Although this rumor is not confirmed, it is certain that he was expelled from the kingdom for not supporting the movement of economic equity undertaken by the king. How is the control spell that he cast over the giants performed? How can it be stopped?
- **Safrus:** Popularly known as the Lord of the Great Ones, he is the chief of the giants found in Jokul's Crown. Despite his great intellect, he finds it difficult to understand the language and customs of humans. He will hardly agree to the alliance because he is not willing to sacrifice his compatriots in battle. Among other details, he has long desired a relic of great value to those of his ancestries, however, his large size has worked against him as said artifact is located in a very narrow cave. How do giants distinguish their leader? How does he or she come to be named as such?



SITES

- **Jokul's Crown:** A gigantic mountain, of wild passes (formidable rank) whose tip has several peaks, one next to the other, forming a circular shape that resembles a crown. In the higher parts snow falls with intensity and eventually hostile beings descend. At the top grows a species of trees of immense size. It is here where the giants dwell, sheltered by the trees and, in turn, becoming protectors of the same. What kind of creatures can pose a threat to venture into the mountain? What history hides this mountain with such a characteristic appearance?
- **Holy Den:** In the lowest part of the mountain is a complex of ancient caverns (formidable rank). Although the giants have it as narrow and inaccessible, it is wide enough for humans to pass through. According to them, one of the caverns connects to an ancient crypt of giants, which was buried underground due to a landslide. And it is somewhere in the crypt that a valuable relic for the giants is found. What kind of creatures live in this network of caverns? What kind of information can be found in the now-buried former home of the giants?

ART




ARTIFACTS

- **Relic of the giants:** Relic of unknown form and function. The king's avid advisors speculate that, because it is so valuable to the giants, perhaps it could be some kind of jewel that holds some magical power of interest, but perhaps it is nothing more than an ornament that has been handed down through the generations. If the suspicions of the advisors are true, what kind of power does it hide? And, if such a relic is found, how practical might it be to use it just as a tribute for the support of the giants of Jokul's Crown?
- **Albor Drizzt Fountain:** A natural creation formed in such an orderly fashion that it appears to have been made by human hands. It is a small spring that expels a vertical jet of water under pressure. A considerable amount of geometrically similar rocks surround the spring, giving it a characteristic fountain shape. During the day a pillar of blue light descends from the sky, it is believed that this magical light has given mystical properties to the water located there. We know that Branemor has knowledge of the location of the fountain, and that he knows the powers it can provide. What measures could he have taken to prevent us from acquiring the powers of the fountain? Where is the fountain located?



QUESTIONS

- Under what condition must the giants be for Branemor's spell to take effect? Once understood, how can it be prevented from also dominating the minds of allied giants during battle?
 - Some few are sympathetic to the wizard's motivations and support his ideals, how latent is the possibility that they sabotage the plans? In what ways would they do so?
 - In view of the fact that the enemy giants are being controlled and the allied giants are unlikely to agree to finish them off, how could they be immobilized without being killed before stopping the control spell?
- 

ART