

ANCIENT WORLDS



Atisi



Marcelo Paschoalin

Letra Impressa



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MARCELO PASCHOALIN

ANCIENT WORLDS



Atisi



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by Marcelo Paschoalin

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Samantha Chapman

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Marcelo Paschoalin

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Paloma Diniz

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Summary

Preface	7
Introduction.....	9
Overview of the book	12
A Land of Heroes	13
Homeland.....	14
Classes	34
Gods and Goddesses	96
Lands of Lore	110
Inspiration	112
A note about treasure	114
Kingdoms.....	115
Atisi.....	116
02.23 Buhun Lighthouse	119
03.19 Karna.....	120
03.22 The herbs of the Swamps of Zawty	124
03.25 Semna	126
04.19 The Atet Monument	129
04.21 Lost Temple of Sennyla	130
04.26 Akhem Windmills.....	131
05.17 The Steely Woods	132
05.21 Caves of Karnu	133
05.25 Awtydo Hunting Camp.....	134
06.17 Village of Deshra	139
06.20 Fort Kahen.....	140
06.21 Copper mines of Etak	142
06.26 Monastery of Copty.....	144
06.27 Ruins of Maadi	145
07.21 Monastery of Akhur.....	146
07.23 The Biset Quarries.....	148
07.24 Ruins of Marnak.....	149
07.27 Maada's Dome.....	150
08.19 Nekhet	152
08.24 Leba's Altar	155
09.19 Hemun Tower.....	156
09.20 Stone circle of Kaleb	157
09.22 Vortex of Semphuna.....	158
09.23 Gong Inn.....	159
09.24 Ruins of Swena.....	160
09.28 Atis.....	162
10.19 Kahunu	165
10.21 Lair of the Pedjeti.....	166
10.24 Ruins of Soleb	167
10.25 The Wreck of the Nephthenhay	169
10.26 Arenut's Rest.....	170
11.20 Temple of Pedi	172
11.23 Djeba	175
11.29 Arch of Lahun.....	178
12.20 Lotus fields	179
Compendium of Beasts	180
Bestiary.....	181
Silver Coins and Bronze Weapons.....	210
New Tags	210
Equipment	211



Other tools and equipment.....	216
Poisons.....	218
Services.....	219
Meals.....	220
Transport.....	220
Land and Buildings.....	221
Bribes.....	221
Gifts and Finery.....	221
Paths of Power.....	222
Jade Acolyte.....	222
Tomb Raider.....	224
Tainted.....	226
Dark Servant.....	228
Gloryhound.....	230
Lost Treasures.....	231
Adjanankh's Cartouche.....	232
Akhuna's Gauntlet.....	233
Arperen's Facial Tonic.....	234
Arperen's Mask.....	235
Bone Spheres.....	236
Dashris' Girdle.....	237
Deshis' Sacrificial Dagger.....	238
Hawaset's Axe.....	239
Jackal's Armor.....	240
Lotus.....	242
Mensobe's Reed Sandals.....	244
Merhu's Pendant.....	245
Neferury's Falcon.....	247
Nekhenna's Ring.....	248
Nesenay's Circlet.....	249
Nesenay's Sarcophagus.....	250
Satefy's Candle.....	251
Seneshkuy's Claw.....	252
Shayten's Pendant.....	253
Swena's Silver Beer.....	254
Taruia's Straw Scorpion.....	255
Tawere's Devouring Blade.....	256
Your own World.....	258
Principles.....	258
Appendix I: Names.....	260
Common names in Atisi.....	261
Common names in Gotai and Eiman.....	263
Common names in the Principalities of Minal.....	265
Common names in Mungo.....	267
Common names in Kunla.....	269
Common names in Kidhai.....	271
Common names in Javala.....	273
Common names in Qatab.....	275
Appendix II: Calendar.....	277
Nuna and Naty.....	277
Weeks, months, and years.....	277



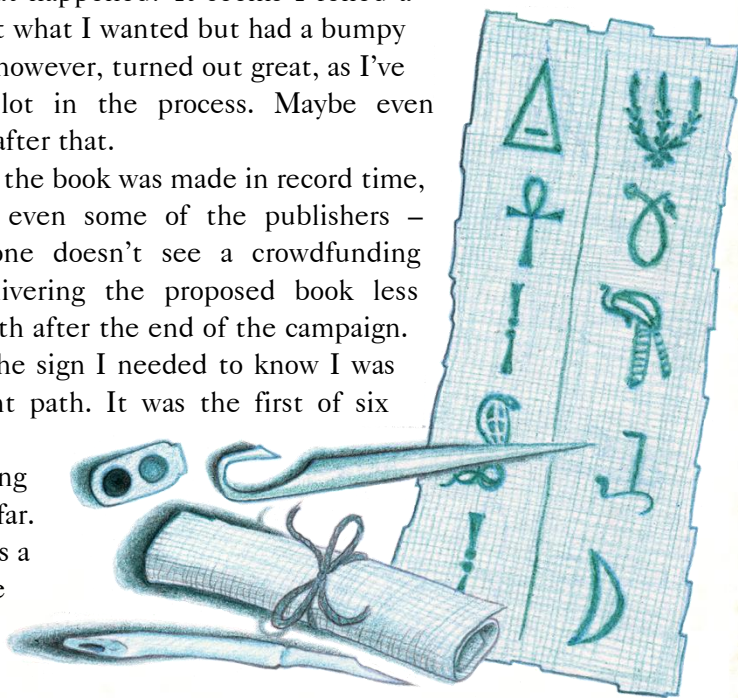
Preface

When I wrote a *sword & sorcery* setting back in 2016, I decided to follow the crowdfunding route and do almost everything by myself. Mind you, here in Brazil, that was an almost unprecedented task: publishing roleplaying games was considered something only the big publishers could do, and doing that on my own became an adventure in itself. Even if I was not writing for *Dungeon World* at the time, I was *playing to find out what happens*.

And what happened? It seems I rolled a 7-9, so I got what I wanted but had a bumpy ride. This, however, turned out great, as I've learned a lot in the process. Maybe even leveled up after that.

You see, the book was made in record time, impressing even some of the publishers – after all, one doesn't see a crowdfunding project delivering the proposed book less than a month after the end of the campaign. That was the sign I needed to know I was on the right path. It was the first of six successful crowdfunding projects so far.

That was a Bronze Age setting, the same

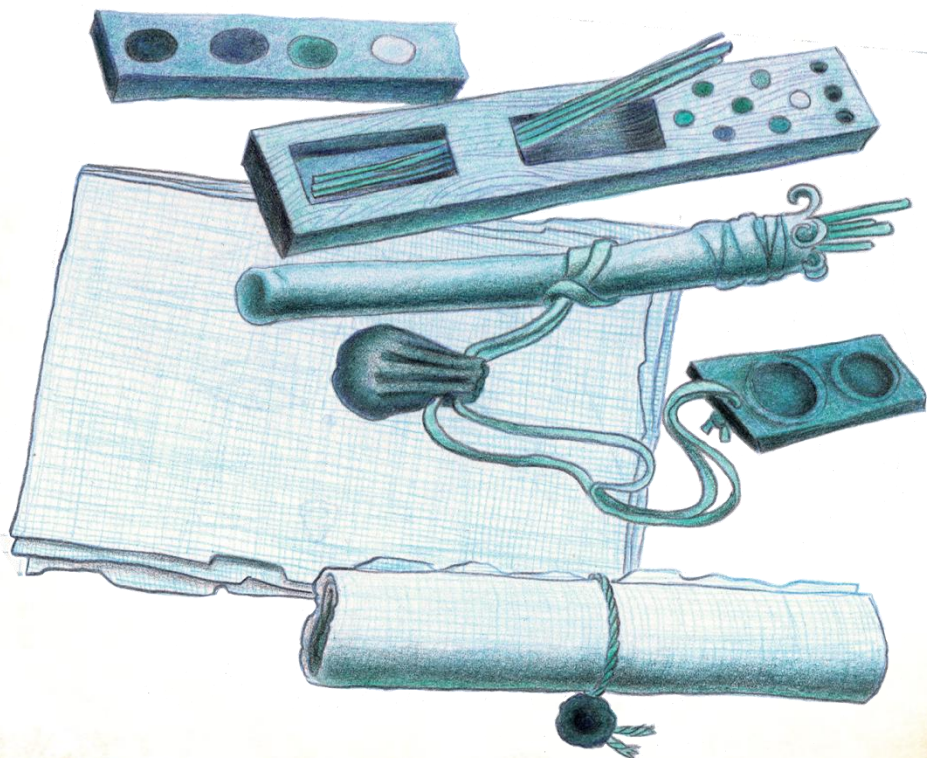


one I decided to translate into English and convert to Dungeon World – the same one you hold in your hands now. It evokes the image of a fantastic Egypt, like the Stygia Howard’s Conan braved when fighting against Thoth-Amon, or even Magic: the Gathering’s Amonkhet.

This Dungeon World conversion turned out great, but this is not due to my own diligence only: I’m in debt to David Guyll and Melissa Fisher, as their help was paramount to writing this book – without it, I’d probably still be struggling with playbooks/class concepts. So, if you like what you read here, do yourself a favor and check their website to see what their prolific writing has created in the form of numerous playbooks for your Dungeon World game – <http://daegames.blogspot.com>.

So, welcome to these Ancient Worlds. It’s a work of love that now is your hands...

...make it your own.



Introduction

Welcome to a world of strong and powerful warriors, mysterious and clever sorcerers, cruel and decadent rulers, and unnamed horrors in the ruins of ancient civilizations. Prepare your weapons and be ready to dethrone mighty kings using your fury and your wisdom.

ANCIENT WORLDS: ATISI is an adventure setting that uses the Dungeon World rules. Here you'll find rules to create and experience adventures full of dangers inspired by the stories of Robert Ervin Howard, Fritz Leiber, Michael Moorcock, Poul Anderson, Marion Zimmer Bradley, and Jessica Amanda Salmonson. Do you dare to investigate the pyramids of Atisi, cross the woods of Kidhai, and journey through the plains of Javala?

A WORLD OF ADVENTURE

A world of adventure

You leave the protection of the city walls behind and go on under the unforgiving sun. What do you find? Lost cities which have a single crater amidst the desolate landscape as an entrance, inhabited by vanished civilizations and monsters that man is not ready to know? Tombs and broken obelisks full of treasure and, maybe, a legendary item? Or desecrated temples where macabre rituals take place once in a blood moon...

Yet adventure is not the heroes' only goal: there is also the challenge and excitement of the journey. Big cities are protected, but what lies beyond their walls? Bandits lurk, nomads and



plunderers prepare to attack, monsters watch the innocent from behind the trees...

Monsters? Yes, primal creatures conceived by mad gods or rituals gone wrong, brought to this world through portals linking places beyond human comprehension. Each one is as terrible as it is powerful, and yet, able to bleed.

However, even some monsters are not as evil as the despicable humans, and one should beware: for the right price, even the greatest friendship can end in betrayal.

And, beyond the shores and the harbors, the sea is a bed of dangers, as pirates and maritime creatures seek those who dare to sail on the dark waters of the insular kingdoms.

Danger. And rewards. Will your hero find glory or will he be forgotten in some dark dungeon?

Δ@Ψδ71)δδF@ΜΔ&K

A world of magic

Priests and sorcerers wield a power most don't understand: they can bend the reality around them. For a price.

In temples devoted to the gods, priests pray for protection and guidance, preparing themselves to face the challenges their deities impose on them. Yet every time they channel that power, portals open and something else may cross them. Is it worth the risk?

In ancient tomes written in obscure languages, sorcerers find rituals and arcane formulae. It's tough to comprehend all that and many believe it's unsafe to use that knowledge. It is tempting to receive such power, isn't it?

In one way or another, magic ends up grabbing its wielders with dark tentacles, marking them, allowing them to achieve more and more if they are willing to approach insanity and give themselves to powers they will never understand. Yet who will dare to say the sorcerers are wrong, if his will itself can be manipulated by the magic they invoke?



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New to Dungeon World?

Oh, in that case this is not the right place to start. This is an adventure setting, and it assumes the reader has some familiarity with Dungeon World. If you don't know what Dungeon World is, it's best for you to leave this game aside for the moment while you point your internet browser to <http://www.dungeonworldsrd.com> and discover the great, award-winning roleplaying game created by Sage LaTorra and Adam Koebel. Then you may return here. We'll be waiting for you.

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OVERVIEW OF THE BOOK

What will you find in ANCIENT WORLDS: ATISI? Let's see...

In *A Land of Heroes* (page 13), you'll find the major rules changes for Dungeon World, including tweaks to the basic moves, bonds, playbooks (classes) and magic.

In *Lands of Lore* (page 110), you'll find information about the setting, including descriptions of locations and questions about them.

In *Compendium of Beasts* (page 180), you'll find the monsters and creatures of the land, including their stats, moves, instincts, and descriptions.

In *Silver Coins and Bronze Weapons* (page 210), you'll find common equipment and tools.

In *Paths of Power* (page 222), you'll find the compendium classes the heroes can follow.

In *Lost Treasures* (page 231), you'll find the mystical artifacts and magical items the heroes can find. Some of them, however, are not what they seem at first...

In *Your own World* (page 258), you'll find Game Master (GM) tips and rules needed to run a game.

Ready to enter this world of adventure and magic? Read on.



A Land of Heroes

The rules of Dungeon World were subject to some changes to best fit the spirit of ANCIENT WORLDS: ATISI. After all, they are a framework designed for fantasy adventures and, as this game focuses on a specific genre known as sword & sorcery, the rules and mechanics need to correspond to the tone and setting. So, the following rules are in place to make everything work as intended.

HERO CREATION

Hero Creation

All heroes (Player Characters, or PCs) are human in this Egyptian-flavored sword & sorcery setting – while our intent is not to reproduce a faithful image of Egypt, the inspiration is clear and must be considered. To reflect this, a few changes have been made to the character creation section:

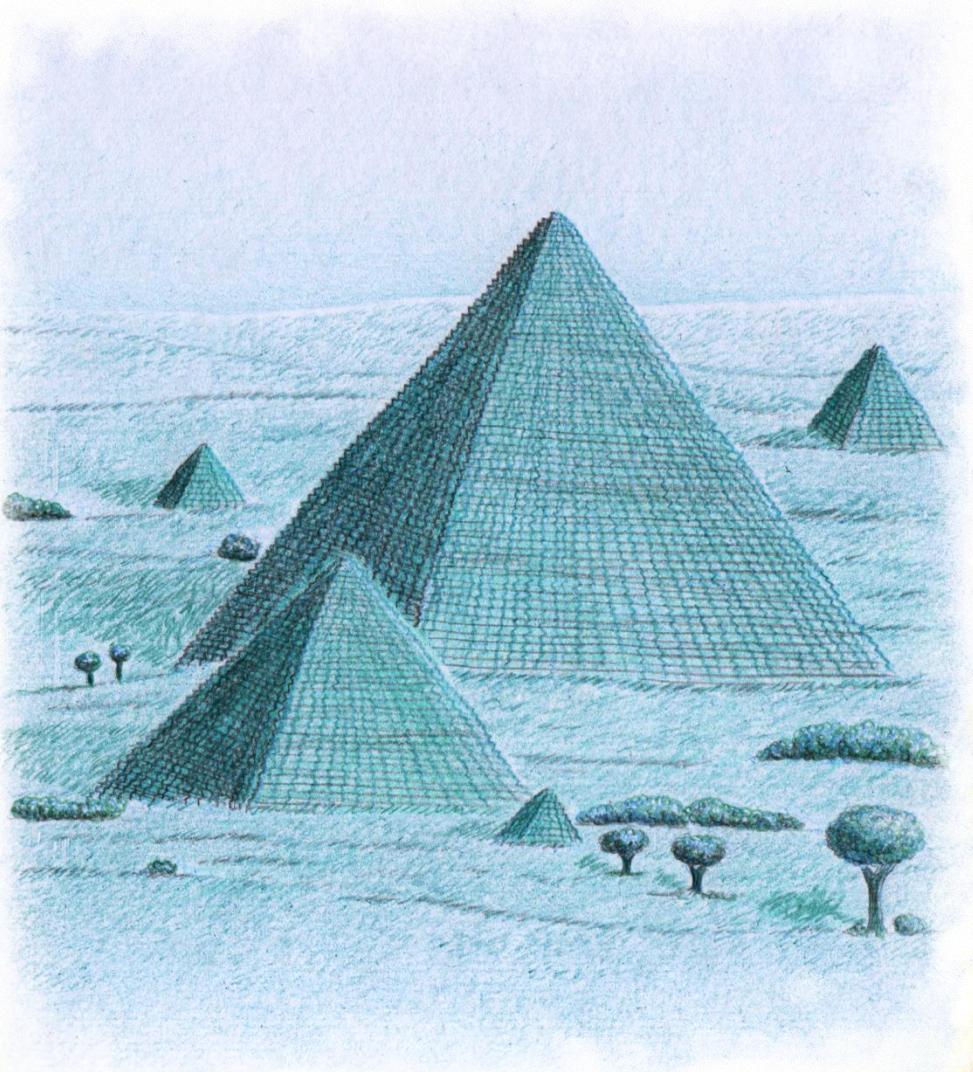
- * There are specific playbooks to use in this setting, with their own lists of bonds and moves.
- * A hero's Homeland defines her looks and heritage moves, and may restrict the playbooks the player can choose.



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HOMELAND

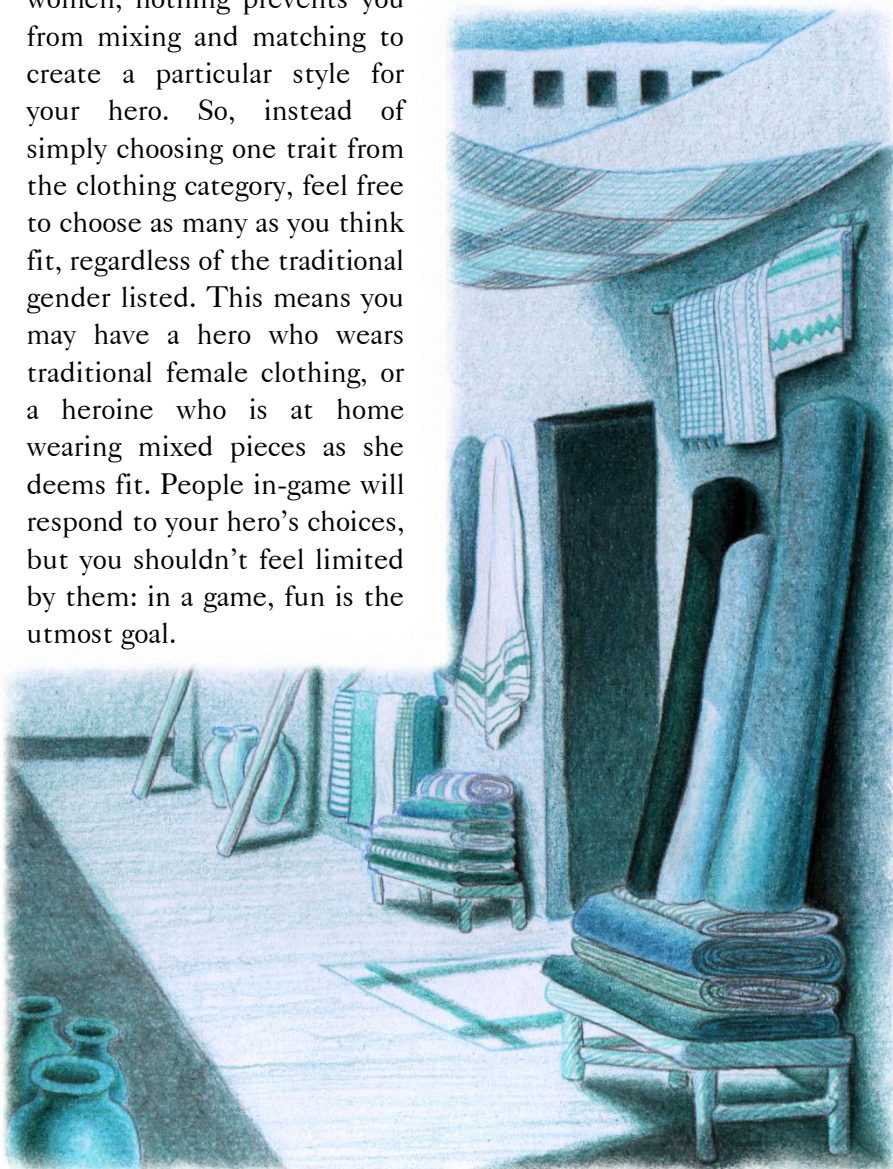
Different people have different abilities (and problems), as we are all a product of our environment and we inherit some characteristics of our homeland. When one says Qatabii are haughty and Mungose are attractive it is a generalization, but there's some truth behind it.



Attire

Attire

While most cultures in this setting have traditional pieces of clothing worn by men or women, nothing prevents you from mixing and matching to create a particular style for your hero. So, instead of simply choosing one trait from the clothing category, feel free to choose as many as you think fit, regardless of the traditional gender listed. This means you may have a hero who wears traditional female clothing, or a heroine who is at home wearing mixed pieces as she deems fit. People in-game will respond to your hero's choices, but you shouldn't feel limited by them: in a game, fun is the utmost goal.



△†! †!

Atisi

The Atisit are an old people, ruled by a theocracy in which the king is seen as a representative of the gods. To them, knowledge is power, second to nothing but the immortality of the soul, which can only be preserved when one follows the divine precepts.

Looks: The Atisit have medium height, slender bodies, and thin faces; their skin is tanned and their eyes and hair are usually dark. Men cut their hair short and have well-kept beards or clean-shaven faces; women embellish their long hair with circlets and ribbons, and sometimes with thick braids.

- * Skin: tanned, dark beige, tawny, light brown
- * Hair: well-kept, short, perfumed, braided
- * Eyes: moonlit, eager, distant, almond
- * Men's clothing: tunic, kilt, short skirt, animal skin
- * Women's clothing: wide shirt, long skirt, sheath dress, sleeved bodice

Clothing: Men wear linen tunics, but workers often wear nothing but linen kilts. The women prefer wide shirts, girdles, and skirts. Leather sandals are the common footwear, unless someone intends to travel long distances. Jewelry, like brooches, armllets, and necklaces, is the order of the day: the poor can usually afford bone rings, while the rich adorn themselves with gold and sapphires.

Beliefs: The Atisit pantheon is formed of a multitude of gods with animal companions (the priests usually wear the pelts or the feathers of those animals). Many temples can be found in their cities, as religion is important to their people.

Languages usually known: Atisit and Gotaii.



If you are born in Atisi, choose one:

Devoted to the gods

You need to pray twice a day (dawn and dusk) for ten minutes – if unable to do it, you must remain silent until you can recite your prayers properly. Once per day, if **your prayers were recited according to the godly precepts**, you may change the result of one of your rolls to one step higher (a 6- becomes a 7-9, a 7-9 becomes a 10+) due to being favored by the gods.

Pyramidal link

You have a mystical bond with the mysterious pyramids of your homeland. When you are **inside a pyramid or ziggurat, or near those buildings (one kilometer radius)**, take +1 ongoing.



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Gotai

The Gotaii have a nomadic origin, yet they have lived in cities built with mud bricks for more than two centuries. To them, a sedentary life is the worst of sins, and it's unusual to see even a village without a proper athletics center.

Looks: The Gotaii have small bodies and wide chests, with bronze skin, dark brown eyes, and near black hair. Men like long mustaches and hair; women prefer to keep their hair at shoulder length.

- * Skin: bronze, golden brown, sepia, dark sand
- * Hair: shale, pewter, long, fuzzy
- * Eyes: dark brown, toffee, muddy, aloof
- * Men's clothing: wide and puffy, leather vest, low turban, worn and tattered
- * Women's clothing: dress and overdress, scarf, veil, long shirt, huge jewelry

Clothing: Men traditionally wear wide, puffy linen shirts with pants and leather vests. Women wear dresses and overdresses. Both sexes keep their heads covered: men prefer low turbans, women prefer scarves (and veils if single). Reinforced linen and leather shoes are the norm. Jewelry (usually huge earrings and necklaces), however, is just for women.

Beliefs: The Gotaii believe in the dualism of Tilai (the feminine creator force) and Temay (the masculine destructive essence). To them, all creation is an act of the love of that divine couple.

Languages usually known: Gotaii and Atisit.



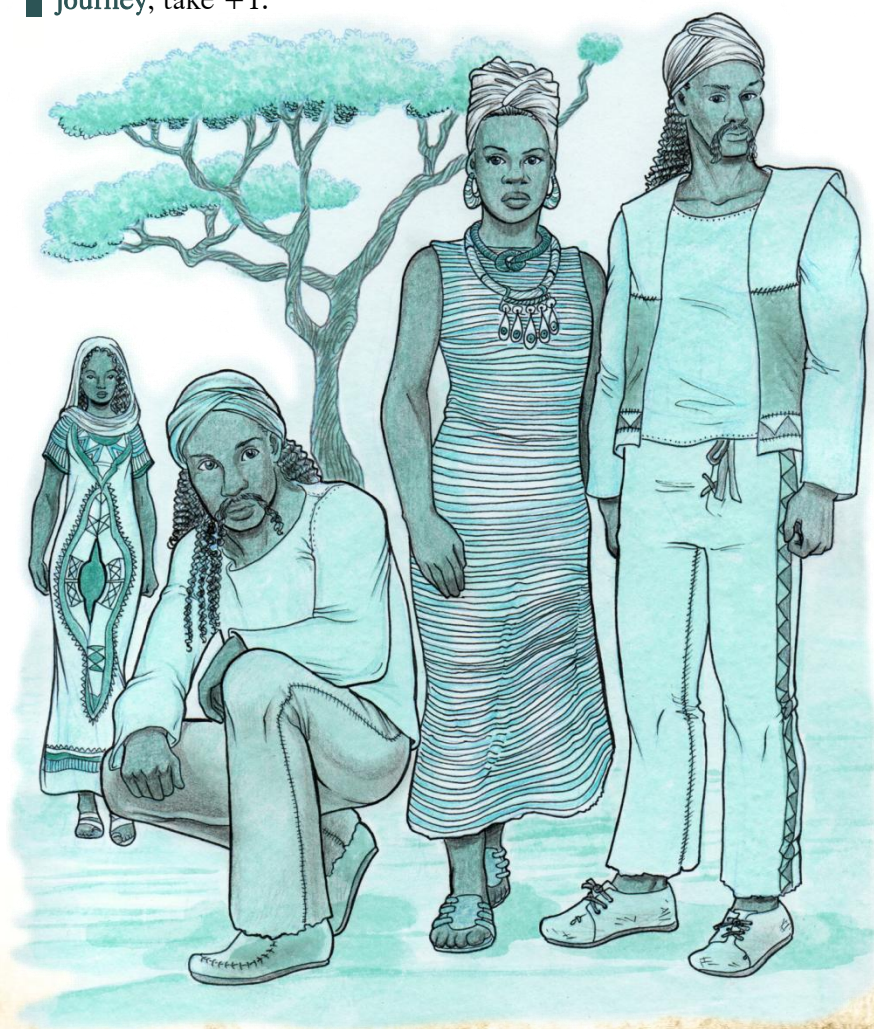
If you are born in Gotai, choose one:

Natural agility

You are nimbler than most. When you perform any acrobatic move, take +1.

Well traveled

You are used to long journeys. When you undertake a perilous journey, take +1.



Principalities of Minal

The city-states of Minal are ruled by princes who govern the nation as a cabal. Thick forests cover the hills and mountains, leaving the sandy shores as the only lowlands of the nation. Honor and glory are the values of Minal.

Looks: Minaltas have slim bodies and medium height, with lightly tanned skin. Their curly hair ranges from golden to brown tones. Men keep their hair short, but women allow it to be as long as possible.

- * Skin: warm khaki, dark fawn, light tan, deep ochre
- * Hair: ginger, wheat, curly, unkempt
- * Eyes: cinnamon, brown, vague, sorrowful
- * Men's clothing: light poncho, colorful tunic, short pants and tight vest, battered
- * Women's clothing: long bell-mouth pants, round blouse, huge scarf, embroidered

Clothing: Men wear short pants and colorful tunics under a light poncho. Women wear long bell-mouth pants, round blouses, and long scarves on their heads (long enough to reach the waist). Rings and large bracelets are worn by both sexes. Gladiator-like knee-high sandals are the norm.

Beliefs: Minaltas believe in a single goddess, Niri, creatrix of the whole world using the four basic elements (earth, fire, air, water). According to their tradition, everything a person does is recorded in a book that will be read when she dies, awaiting Niri's verdict: future reincarnation or destruction of the soul.

Languages usually known: Minalan.



If you are born in the Principalities of Minal, choose one:

Adaptable

Choose any Playbook's starting move.

Noble birth

You are an aristocrat in your homeland. When you deal with nobles and their servants, take +1.



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Mungo

The humid vales of Mungo are the home of a noble and civilized people. The wealth of their hereditary monarchy reflects in the gold palaces and statues of their ancestors. It's said Mungo may be the richest nation of the insular kingdoms.

Looks: Mungoese are usually described as obsidian giants, and this exaggeration is forgiven, as they are tall, have dark skin, and have black and steely eyes. Men usually shave their heads; women make short and thin braids adorned with gold rings.

- * Skin: obsidian, deep black, moonless night, melancholy
- * Hair: ink, midnight, shaved, braided
- * Eyes: obsidian, ocean blue, steely, focused
- * Men's clothing: long and loose pants, bare-chested with big necklaces, finely made, plain
- * Women's clothing: colorful skirt, chila, necklaces and earrings, traveling

Clothing: Men wear long and loose pants, covering their bare chests with many big necklaces, and sometimes wear anklets. Women prefer a colorful skirt and a chila (a mix of scarf and short shirt in one piece) with their gold necklaces, earrings, and bracelets. Both sexes like to walk barefoot.

Beliefs: Mungoese worship their ancestors, usually in private rites with their direct family. However, there are bond rituals that allow others to become family members, even without blood or matrimonial ties.

Languages usually known: Mungoeso.



If you are born in Mungo, choose one:

Exotic beauty

Your natural beauty draws the attention of others. When you talk to someone who is impressed by your looks, take +1. Similarly, if you don't want to draw attention, take -1.

Skyclad armor

Your body is blessed by your ancestors and has a natural protection. You have Armor 2.



KUNLA

Kunla

The lands of Kunla are painted with a colorful palette, from deserts, marshes, and jungles in the north, to plains and swamps around the woods, to mountains in the southern and central areas of the nation. It's common for their women to have more than one husband, but the opposite is forbidden by their laws.

Looks: Kunlani have medium height and olive skin, with eyes that range from clear blue to green. Men and women wear their dark hair on the top of their heads, in a rough ponytail with bone rings. A yellowish extract found in the northern jungles is commonly used to paint their foreheads, eyelids, and cheeks.

- * Skin: olive, copper, taupe, dark clay
- * Hair: black, iron, slate, high ponytail
- * Eyes: aquamarine, denim, sea, leaf
- * Clothing: onsun, bracelet, finely made, poorly made

Clothing: Men and women wear a one-piece tunic made of a rectangular cloth with an opening in the center, called an onsun. Necklaces and bracelets are common jewelry, and they wear low sandals made of marsh fibers as footwear.

Belief: Kunlani believe that the land below them is the goddess Otool, the sky above them is the god Ojux, and all flora have faerie creatures protecting them. Thus, they avoid eating any vegetables, except during some rituals.

Languages usually known: Kunlan and Mungoeso.



If you are born in Kunla, choose one:

Martial preference

You are used to wielding spears (the weapon of Ojux) and shields (the defense of Otool), as all other weapons are unworthy. When you use **spears and shields to hack and slash or defend**, take +1. Take -1 ongoing when using other weapons, except when fighting bare-handed. Also, when selecting your starting gear, you may always choose a spear and shield, regardless of your class.

Fierce warrior

You keep your mind focused on combat to the point that nothing can rout you. When you use the **defend** move, choose 1 extra option regardless of the outcome (this extra option may allow you to duplicate one of your choices).



KIDHAI

Kidhai

The great kingdom of Kidhai lies in the central part of the region, marked by tall mountains around forests and swamps. Under the rule of a sorceress-queen, their people believe real power comes from mystical knowledge.

Looks: Kidhain have dark skin, dingy hair, black eyes, and yellowish sclera. They have medium height and broad shoulders and waists, but despite this, usually move with feline grace.

- * Skin: black, umber, burnt, onyx
- * Hair: jet black, raven, dark, dingy
- * Eyes: ebony, smoky, soggy, cold
- * Men's clothing: fur skirt, short kilt, bandana, fur boots
- * Women's clothing: strips and bands, long slit skirt, intricate headwear, geometric patterns

Clothing: Men wear fur skirts and short shirts that don't cover the abdomen. Women cover their breasts with strips and bands, wearing long slit skirts. Intricate circlets and crowns, and also bones and feathers, adorn feminine hair; the men, however, wear nothing but a bandana. Fur boots are usually worn as footwear.

Beliefs: The Kidhain pantheon is formed of gods and goddesses with a penchant for the mystical and warrior arts, and their followers believe the best way to enter the divine world is dying in combat.

Languages usually known: Kidhait.



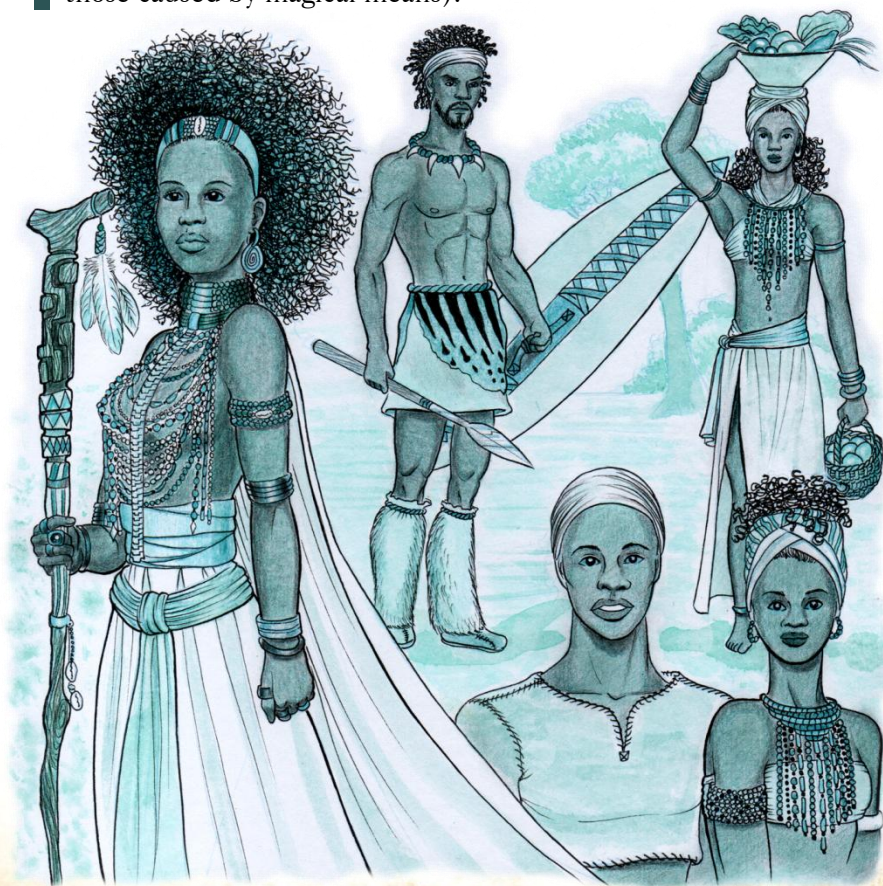
If you are born in Kidhai, choose one:

Mystical aptitude

You are born with some innate magical talent. When you create **minor crude illusions no bigger than yourself**, roll +INT. On a 10+, they are entertaining. On a 7-9, like 10+ but you are not able to do it again until the next dawn.

Piercing the night's veil

You are used to the thick woods of your homeland. You don't need to defy danger due to darkness and dim light (including those caused by magical means).



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Javala

The large plains of Javala were the home of the horse nomads of yore. Today there are a few tribes like those, but the most prestigious settled in the regions where the big cities of Javala lie, ruled by the matriarchy.

Looks: Javalans have auburn skin with dark brown hair and eyes. Tall and large, sometimes they are compared to dolmens.

- * Skin: auburn, terra-cotta, russet, dark ochre
- * Hair: russet, sorrel, ash, tawny
- * Eyes: chocolate, coal, tired, fierce
- * Men's clothing: long pants, form-fitting shirt, too many buttons, ragged
- * Women's clothing: sari, alpani and badu, comfortable dress, practical dress

Clothing: Men wear long and form-fitting pants and shirts, always full of buttons. Women prefer saris. Men also like necklaces, but women love the graceful alpani (rings and bracelets joined by small chains) and badu (a nose ring with a small chain linking it to an earring).

Belief: Javalans believe in Aranam, a god that, after creating the lands and the beings, fell in love with the beauty of the women He created, becoming their servant. Thus, no man can become a priest in Javala.

Languages usually known: Javalani.



If you are born in Javala, choose one:

Nomad blood

Riding is an instinctive ability. When you **ride** an animal, take +1 ongoing.

Ritual tattoo

You have a tattoo created according to the old rituals of Aranam. Choose a specific trade (smithing, painting, trading, needlework etc.). When you **perform related tasks**, take +1.



EIMAN

Eiman

Descendants of the Gotaii, the Eimani migrated to the plains in the east where they built sandstone cities and developed the sea trade.

Looks: Eimani are short and wide, with copper skin, auburn hair, and eyes like honey. Men are proud of their thick beards and short hair; women like joined braids down their backs.

- * Skin: warm copper, deep bronze, dark khaki, twilight tawny
- * Hair: auburn, brown, chestnut, short
- * Eyes: honey, amber, cognac, topaz
- * Men's clothing: light pants, long sleeveless tunic, dirty, patched up
- * Women's clothing: colorful light dress, veil, blouse and short skirt, buoyant dress

Clothing: Men like light and wide pants with long sleeveless tunics. Women wear colorful light dresses (keeping the tradition of wearing veils if single). Leather shoes and boots are typical, and their jewelry is limited to rings and bracelets only.

Beliefs: Like the Gotaii, the Eimani believe in the duality of Tilai (the feminine creator force) and Temay (the masculine destructive essence). Everything is created by the love of the divine couple.

Languages usually known: Gotaii and Atisit.



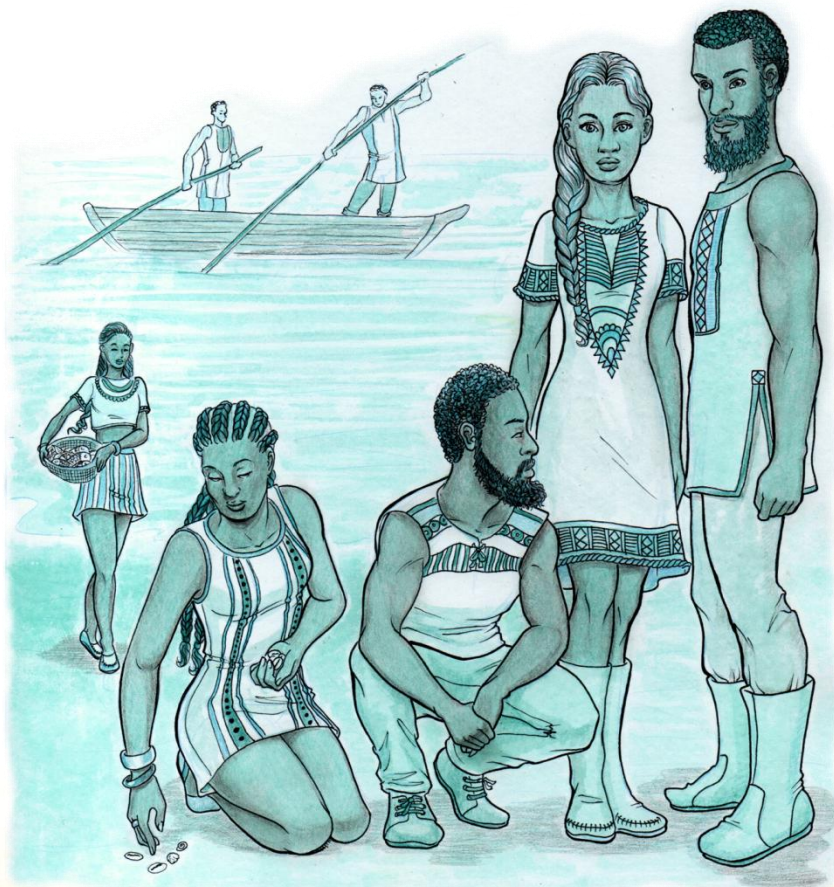
If you are born in Eiman, choose one:

Natural trader

You are used to buying low, selling high, and always keeping a straight face. When you tell a lie or barter with someone else, take +1.

Born on the sea

If it floats, you are used to it. You don't need to defy danger due to any circumstances related to sailing or bad weather on rivers or seas.



QATAB

Qatab

Hailing from the lands beyond the northeast shores, the Qatabii follow a strict caste system that determines their lives from birth. The barbarian traditions of Qatab make others respect those warriors that cross the seas.

Looks: Tall and strong, with unusually pale skin and frosty eyes, their hair ranges from golden to red. Men usually have their hair, mustaches, and beards unkempt; women prefer very long hair (sometimes at or past waist length), always soft and well kept.

- * Skin: pale, light ash, gypsum, porcelain
- * Hair: golden, red, unkempt, very long
- * Eyes: frosty, blue, steely, clear
- * Men's clothing: cotton shirt, warm pants, big leather belt, large armband
- * Women's clothing: tunic, leather corset, circlet, long boots

Clothing: Men wear cotton shirts and pants with leather belts and armbands. Women wear sober tunics and leather corsets with bronze buttons, and love circlets and tiaras. The usual shoes are leather boots with cotton interiors, but they typically adopt the custom of wearing sandals in the insular kingdoms.

Beliefs: Qatabii believe they can reach the heavens and become gods, but that no one ever was able to do yet. In the absence of a central deity, they usually accept the beliefs of those around them in order to not disrespect the regional gods.

Languages usually known: Qataboli.



If you are born in Qatab, choose one:

Out of place

When you draw on the ways of your homeland to Spout Lore, use CON instead of INT. If you do, the GM will ask you a question about Qatab or why you left. Answer them now.

Paragon

You believe there are no people as strong or honorable as the Qatabii. When you brag about Qatab, roll +CHA. On a 10+, people are impressed: take +1 when dealing with them. On a 7-9, people are interested: they'll focus their attention on you for a while.



CLASSES

CLASSES

Not all of the usual classes/playbooks fit a world of sword & sorcery, and some of them needed to be adapted to this setting. This section deals with the classes we allow, but the GM is free to include others.

Land of Origin and Heritage

Land of Origin and Heritage

Each class has a selection of homelands listed, indicating that people from those nations are more inclined to belong to that class. However, this shouldn't be a restrictive list. Let's say you want an Atisit Warden, but you don't like Atisi as a homeland choice... what should you do? Well, perhaps you are from Atisi but, when you were young, were sent to Kunla or Qatab?

If you want to belong to an unusual class, follow these steps:

- * Select your class.
- * Select any homeland you want and note your looks as normal.
- * Select an origin/heritage move from one of the homelands listed in the class you want.

This will allow you to be born in one land and raised somewhere else. There's no need for the rules to prevent you from having fun.



BARD

Bard

“I know the tales and the songs by heart. I have told and retold them in the solitude of my mind and before a crowd. Yet, it’s one thing to recount the stories others created; another to shape my own, choosing the words, leaving my mark in the sagas others will sing. Now it’s time to live the tale, to write my epic, to become the main character of the play on this vast stage that others call life.”

Bards are storytellers and songkeepers, but they are also skilled with their weapons, as sharp as their tongues.

ORIGIN

Origin

Choose your Homeland:

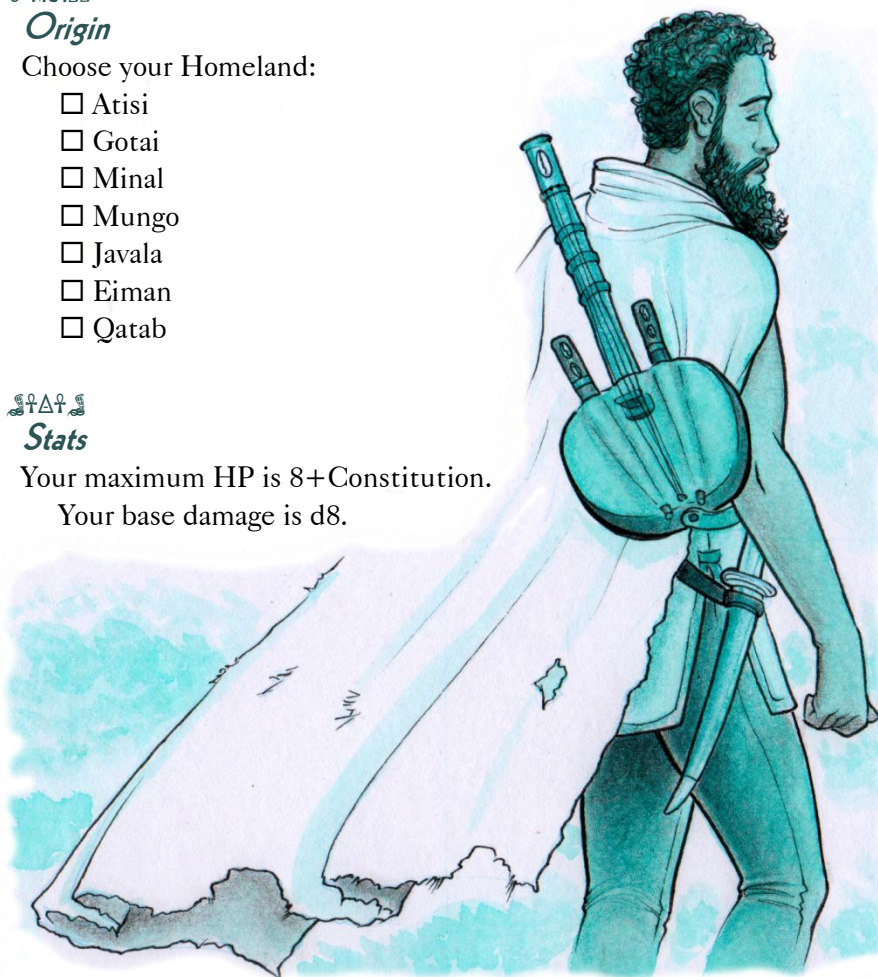
- Atisi
- Gotai
- Minal
- Mungo
- Javala
- Eiman
- Qatab

STATS

Stats

Your maximum HP is 8+Constitution.

Your base damage is d8.



SELECT YOUR INITIAL MOVE

Select your Initial Move

Choose one of these to start with:

Bardic College

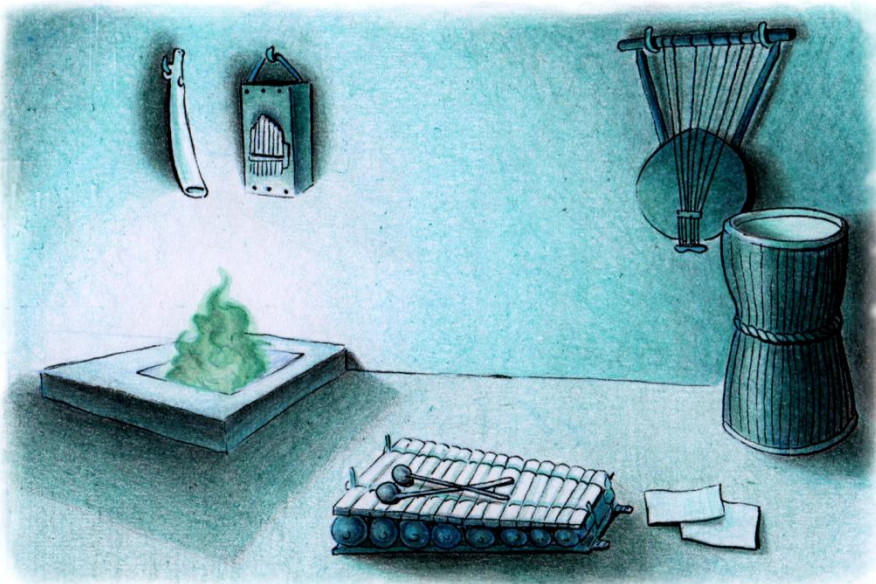
Where is your school located? Who was your favorite instructor? Who was your least favorite? When you **use stories and legends or spout lore**, on a miss, in addition to whatever else the GM says you know where to go to find the information you seek.

Fey Tutelage

You learned from one or more denizens of the faerie realm. Were you abducted as a child? Was it part of an exchange? Lost in the woods of Kunla? Maybe you overheard a dryad or nymph singing. You start with **soothe the savage beast**.

On the Road

Out on your own with just the clothes on your back, you quickly learned that many were willing to trade a warm meal and roof for an entertaining evening. You can **use your stories and songs to get a roof over your head for the night**, and when you **parley** with someone to prevent conflict, take +1.



Ἐἰς τὴν ἄρχὴν τῆς ἡμέρας τῆς ἐπιπέρας τῆς ἡμέρας

Extra Starting Moves

You also start with these moves:

Entertainer

When you **carouse**, if you describe to the GM a story you tell, a song you sing, or your performance, you don't have to pay 100 coins. In addition, add the following to the list of options that you can choose from:

* You make some money—gain 2d10 coins.

Stories & Legends

When you **declare that you've heard tell of something or someone important**, name the book, song, or story that you learned of it from. Then ask the GM any one question about it and roll +INT. On a 10+, the GM will give you an elaborate answer, providing information immediately useful or relevant to you. On a 7-9, you'll need to find out a good use for the answer the GM will give you.

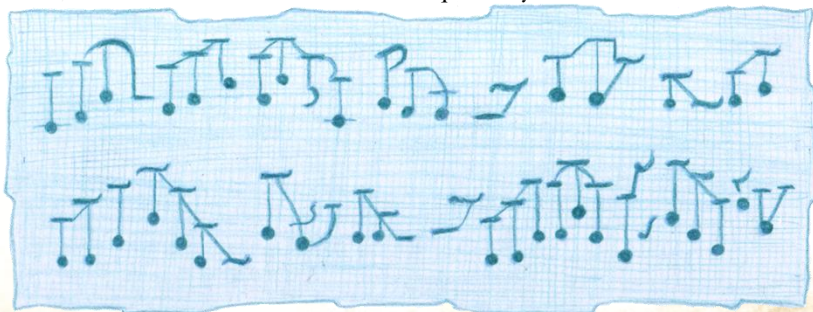
Magical Music

When you **sing or play a song**, describe it and roll +CHA. On a 10+, you hold the attention of every intelligent creature that can see or hear you until the performance is completed, or until something happens to break their attention, and choose 2. On a 7-9, like 10+ but choose 1.

* A member of the audience becomes enraptured with you – the GM will tell you who.

* One or more members of the audience give you gifts – the GM will tell you what.

* A member of the audience requests your services.



Stirring Speech

When you **deliver a stirring speech before a conflict**, roll +CHA.

On a 10+, choose 2. On a 7-9, choose 1.

- * Your allies take +2 armor forward.
- * Your allies take +1d4 damage forward.
- * Your allies take +1 ongoing against fear until the conflict ends.

Song of Rest

When you **make camp**, if you sing a soothing song, everyone recovers +1d6 hit points the next day.

Alignment

Alignment

Choose an alignment:

- Good:** Use your songs or stories to bring excitement or happiness to someone else.
- Neutral:** Discover something new, or write a new song.
- Chaotic:** Use your music to sow chaos or your words to spread misinformation.

Gear

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight) and a songbook or instrument of your choice (0-1 weight). Choose your defenses:

- A thick, worn cloak (0 weight) and poultices and herbs (2 uses, slow, 0 weight)
- Leather tunic (1 armor, 1 weight)

Choose your weapon:

- An elaborately crafted longsword (close, +1 damage, 2 weight)
- A slender short sword (close, precise, 1 weight) and an easily concealed dagger (hand, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Beauty kit (1 weight) and 3 coins
- 8 coins





Bonds

Ask the other players the following questions and write down who volunteered.

- * Who is searching for a legendary artifact or place with me?
- * Who has traveled with me for a long time?
- * Who was my lover in the past?
- * Who is the model I'm using for a character in my tales?



Advanced Moves

When you gain a level from 2-5, choose from these moves.

Befuddling Banter

When you **spend a while conversing with someone**, take +1 to parley with them or convince them to go along with a plan or suggestion of yours.

Cutting Jibe

When you **insult someone**, roll +CHA. On a 10+ choose two. On a 7-9 choose one.

- * The target makes a rash decision.
- * The target falters or leaves an opening—you or an ally take +1 forward against them.
- * They do not make an attack against you.

Graceful Swordsman

When you **face a foe one-on-one and are wielding a weapon with the precise tag**, gain +1 armor. In addition, when you **hack and slash with a precise weapon**, on a 12+ you ignore their armor.

Lullaby

When you **sing or play a gentle song**, roll +CHA. On a 10+, every creature you choose that can hear you becomes lethargic and inattentive until the song ends, and falls asleep after a few minutes. On a 7-9, they are able to resist the urge to sleep, but remain lethargic and inattentive.



Pep Talk

You can **use aid or interfere** by simply giving someone a few words of encouragement, and you can choose to roll +CHA instead of +Bonds.

 Putting the Pieces Together

When you **use stories and legends or spout lore**, on a miss, if you spend a while pondering or carefully examining the subject or object you can try again.

 Refreshing Song

When you **use song of rest**, everyone either regains an additional 1d6 hit points or takes +1 forward the next day.

 Soothe the Savage Beast

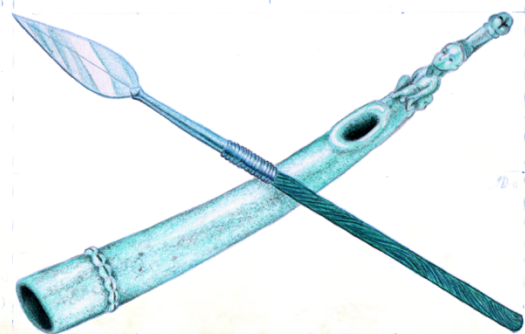
When you **play a song in the presence of wild beasts**, roll +CHA. On a 10+, they are enthralled: they won't attack you or your allies until the song ends or they are attacked first. After that, the GM will choose if they leave peacefully or regard you affectionately. On a 7-9, the enthrall will last only until they are attacked or the song ends.

 Storyteller

When you **tell a story**, you can use **entertainer** without having to return triumphantly from an adventure. If you choose to **gain coins**, you instead gain 3d10 coins.

 War Skald

You ignore the clumsy tag when wearing armor, and when you **hack and slash while chanting a war hymn**, deal +1 damage.



When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Captivating Storyteller

Requires: Storyteller

When you **use storyteller**, choose one additional option, and on a miss you can still choose one.

Furry Friend

Requires: Soothe the Savage Beast

You've attracted the attention of a loyal animal. Regardless of its size or appearance, treat it as a hireling with 8 skill points and a starting Loyalty of +1. If it dies, the next time you **use soothe the savage beast**, one of the animals will stick around.

Inspiring Shout

Requires: Pep Talk

When you **use aid or interfere by shouting at someone**, on a 10+ they instead take +2 or -3, your choice.

Invigorating Song

Replaces: Refreshing Song

When you **use song of rest**, everyone regains an extra 1d6 hit points and takes +1 forward the next day.

Moving Music

When you **pour your heart and soul into a performance**, roll +CHA. On a 10+, every creature you choose that can hear you is instilled with joy, hope, despair, or dread even long after the song has ended. On a 7-9, the effects linger only until the song ends.

Patronage

When your **patron asks a task of you**, write a bond reflecting this task. When you complete it, mark XP and when you **return to your patron** he or she will reward you for your services. In addition when you **use magical music** you can choose to have an NPC admire your patron.



Rallying Cry

Requires: War Skald

You can use stirring speech simply by shouting as you charge headlong into the fray, and you choose from these instead:

- * Your allies take +3 armor forward.
- * Your allies take +1d6 damage forward.
- * Your allies are immune to fear until the conflict ends.

 Reading Between the Lines

When you spend some time engaged with someone, whether talking or performing, you may ask the GM any one question about them.

 Riposte

Requires: Graceful Swordsman

When you defy danger against a nearby opponent while wielding a weapon with the precise tag, on a 10+ you can deal your damage to your attacker.

 Sudden Insight

Requires: Putting the Pieces Together

You can discern realities by quickly glancing about. When you use stories and legends or spout lore, on a 12+ the GM will also reveal a glaring weakness, strength, or long-forgotten secret.



BEASTMASTER

Beastmaster

“I’m one with my animal companion. With her, I’m full. Without her, I’m empty. We hunt together, feast together, breathe together. My family is not bound by blood, but by the thrill of the hunt, the bond of chasing our prey. In the woods of brick and mortar I seek solace in my companion, longing for the day we’ll once again live in nature as predators.”

Beastmasters are skillful hunters who are bound to an animal companion, thriving in places away from civilization.

ORIGIN

Origin

Choose your Homeland:

- Kunla
- Kidhai

STATS

Stats

Your maximum HP is 8+Constitution.

Your base damage is d6.



SELECT YOUR INITIAL MOVE

Select your Initial Move

Choose one of these to start with:

Tradition

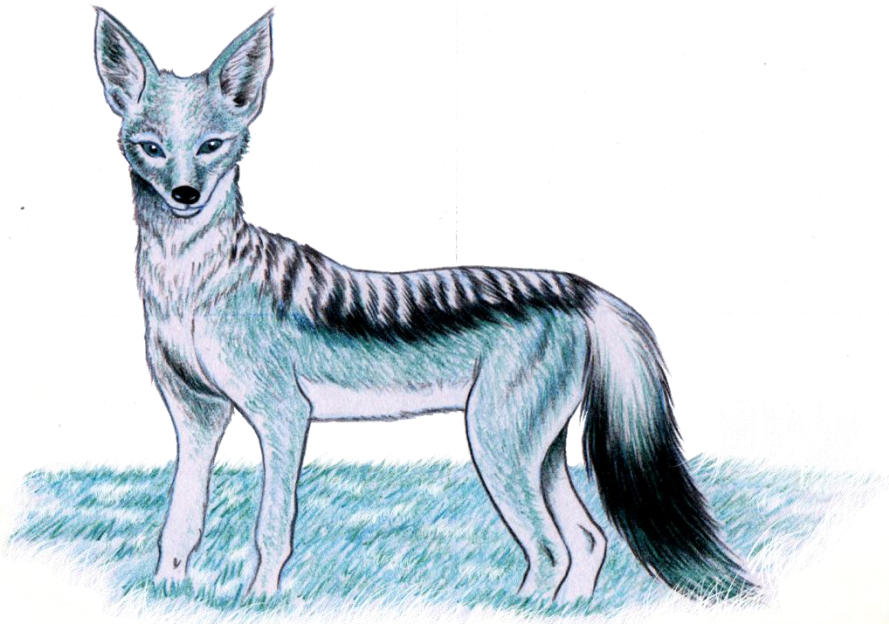
You grew up in a clan that bonded with and raised certain animals. You see your animal companion as family. When you **aid** or **hinder each other**, take +1, and you can never be compelled to harm each other.

Survival

You and your animal companion worked together to get out of a bad situation. Since then, the animal has stuck with you. You both gain +2 HP, and when you or your animal companion **takes your last breath**, take +1.

Spirit

Your animal companion is a spiritual manifestation of you. You start with **spirit bond**, and your animal companion can reside within your body.



Alignment

Alignment

Choose an alignment:

- Lawful: Tame or drive off a dangerous beast.
- Good: Help a beast in need.
- Chaotic: Side with nature over civilization.

Gear

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight), pet food (5 uses, 1 weight), and armor made from animal skins (1 armor, 1 weight). Choose your armaments:

- Katar (hand, 1 piercing, 1 weight), and a short bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight)
- Wood harpoon (reach, thrown [near], awkward, 2 weight)
- Hunting spear (reach, thrown [near], 1 weight) and shield (+1 armor, 2 weight)

Choose one other:

- 3 vials of antitoxin (0 weight)
- Poultices and herbs (2 uses, slow, 1 weight)
- Travel rations (5 uses, 1 weight) and animal skins (5 coins)

Bonds

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who fears my animal companion?
- * Who gets along unusually well with my animal companion?
- * Who wants to learn how I tame and command beasts?
- * Who considers me uncivilized?



ADVANCED MOVES

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Animal Instincts

When in a **natural environment**, enemies cannot catch you or your animal companion by surprise.

Beast Hunter

When you **deal damage to a beast**, deal +1d6 damage.

Coordinated Attack

Replaces: Cooperation

When you **hack and slash**, on a 10+ your animal companion takes +1d6 damage forward against the same target, and vice versa.

Don't Bite the Hand That Feeds You

As long as your animal hirelings are well fed, you take +1 when ordering them. When you **parley with an animal**, if you offer it food that it would normally eat you take the 10+ result.

Feral Telepathy

Requires: Wild Speech

You can communicate with animals you can see telepathically.

Hunter & Gatherer

When you **travel through the wilderness**, choose 1:

- * You gain 1d6+2 rations.
- * You gain 2 uses of poultices and herbs.
- * You gain 3 uses of healing salve.

Leader of the Pack

You attract 4 skill points worth of animal hirelings. When you **order them**, you can roll +WIS instead of +LOYALTY. If they are slain, more will arrive to serve you as soon as possible.



Man's Best Friend

When your **animal companion defends you or an ally**, it holds +1 for each bond it has, even on a miss.

 Master of Beasts

When you **parley with beasts**, you can roll +WIS instead of +CHA.

 Spirit Bond

You can sense your animal companion's general mood. When your **animal companion takes damage**, it is divided between you and it. This damage ignores your armor. If it's an odd amount, your animal companion takes the highest.

 Spring the Trap

When you **hack and slash or volley and miss**, your animal companion takes +1 forward to attack the same target, and vice versa.

 Survival of the Fittest

Requires: Animal Companion

Your animal companion gains +1 to its STR, DEX, CON, or WIS, and it can have three options from **animal companion**. Add these to the list of options you can choose from:

* It deals +1 damage.

* It has +1 armor (stacks with the previous option for +1 armor).

 Size Up

When you **spend a few moments examining a creature**, the GM will tell you its HP, damage, armor, special qualities, and moves.

 Venommunity

You and your animal companion are immune to all venoms and poisons.



When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Apex Predator

Requires: Survival of the Fittest

Choose a stat that you didn't increase with **survival of the fittest** and increase it by +1. Your animal companion can have four options from the list. Add these to the list of options you can choose from:

- * It deals +1 damage (stacks with the previous option for +1 damage).
- * It can have the *huge* and *forceful* tags.

Beast Slayer

Replaces: Beast Hunter

When you **deal damage to a beast**, deal +1d8 damage.

Dominate Beast

Requires: Feral Telepathy

When you **force your way into a beast's mind and take control**, roll +WIS. On a 10+, hold 3 Control. On a 7-9, hold 2 Control. On a miss, hold 1 Control in addition to whatever else the GM says. Spend Control, 1 for 1, to force the beast to move to a nearby location or make a move. You cannot have the target attack itself.

Pack Alpha

Requires: Leader of the Pack

You now attract a total of 8 skill points worth of animal hirelings.

Pecking Order

Requires: Leader of the Pack

When you **reduce a beast to 0 hit points**, instead of killing it you can spare it: it will obey you to the best of its ability until you show weakness or dismiss it.



Precision Strike

Replaces: Coordinated Attack

When you **hack and slash**, on a 7+ your animal companion takes +1d8 damage forward against the same target, and vice versa.

 Scavenger

Requires: Hunter & Gatherer

When you use **hunter and gatherer**, choose 2. You are also immune to diseases and can survive on carrion without any ill effects.

 Share Strength

Requires: Spirit Bond

When you **touch your animal companion and channel your strength into it**, it regains 1d8 HP and roll +WIS. On a 10+, all 3. On a 7-9, choose 2.

- * It regains an additional +1d8 HP.
- * It takes +1 forward.
- * You don't suffer 1d8 damage, ignoring armor.

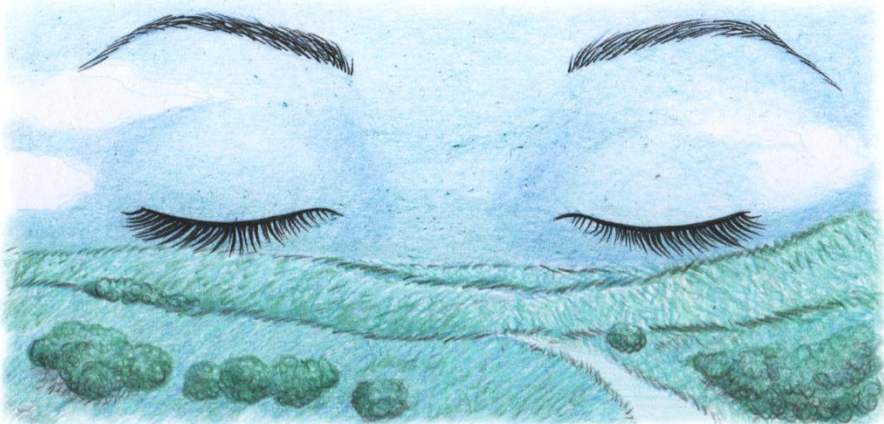
 Shared Senses

Requires: Feral Telepathy

When you use **feral telepathy**, you can also choose to extend your senses to the target. You have no control over the target.

 Thick-Skinned

You and your animal companion both gain +1 armor.



CLERIC

Cleric

“We are all but toys of the gods, wandering souls needing guidance. At least, I was this way: now I’m the voice they choose to speak through, the hand that delivers the blow, the divine vessel of their influence. I’m an instrument and I’ll be used, carving the world as they see fit, smiting the unbelievers and the creatures of the dark. I wield the power of men and gods together, as my faith guides me above and beyond.”

Clerics are soldiers of faith, using the power of the gods to accomplish miracles no other mortals can.

ORIGIN

Origin

Choose your Homeland:

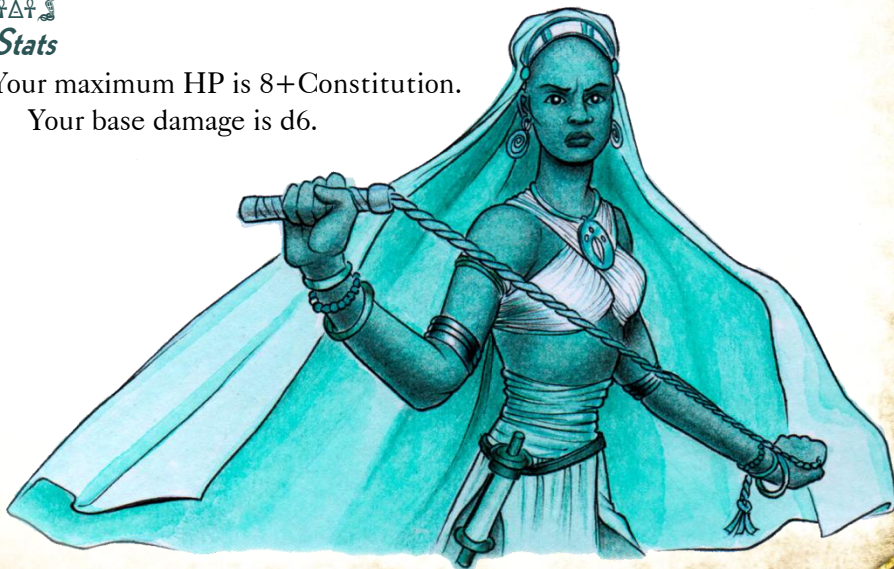
- Atisi
- Gotai
- Minal
- Kunla
- Kidhai
- Javala
- Eiman

STATS

Stats

Your maximum HP is 8+Constitution.

Your base damage is d6.



Ἐπιθέματα ἑξ ἄρχαίων ἑλληνικῶν θεῶν

Extra Starting Moves

You also start with these moves:

Deity

At the start of the game, choose your deity (see page 96).

When your **deity imposes a task upon you**, mark XP when you complete it.

Divine Favor

Your starting maximum Favor is 3. When you **pray to your deity**, roll +WIS. On a 10+, set your Favor to its maximum. On a 7-9, like 10+ but your maximum Favor is reduced by 1 until you complete a task or provide a suitable sacrifice – the GM will tell you what.

You can spend Favor, 1 for 1, to choose an option:

- * Reduce damage you have taken by 1d4 points.
- * When you or an ally you can see makes a move, if it is related to your deity or its domains in some way, take +1 forward.
- * Over a short period of time, restore 1d6 hit points to a creature you touch.

True Praying

When you **petition your deity to perform a miracle that falls within its domains**, tell the GM what you desire, and the GM will tell you when and where the rite must be performed, as well as what it will require (materials, sacrifices, worshipers etc.).



Rebuke Adversary

Describe a creature you are sworn to defeat in the name of your deity. When you **brandish your holy symbol and call upon your deity to keep its adversaries at bay**, roll +WIS. On a 10+, you or your allies take +1 forward against them and, as long as you brandish your holy symbol and pray, they cannot come within arm's reach of you, unless you or your allies attack. On a 7-9, they cannot come within arm's reach of you unless you or your allies attack or you stop brandishing your holy symbol and praying.

Religious Lore

When you **spout lore about your deity and related legends, people, places, items, and the like**, you can roll +WIS instead of +INT.

Dependency on Iconology

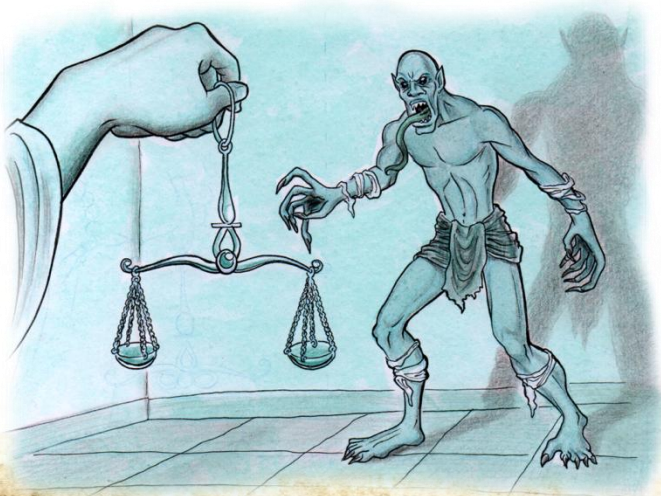
If you **don't have your holy symbol**, you have -1 ongoing to use cleric moves, and at the GM's discretion some moves may not work at all.

Alignment

Alignment

Choose an alignment:

- Good: Help those in need.
- Neutral: Spread the word of your faith.
- Evil: Manipulate or harm others to further your deity's influence.



GEAR

Gear

Your load is 10+STR. You start with travel rations (5 uses, 1 weight), a holy symbol (describe it, 0 weight), sacred writings (0 weight), and your deity's favored weapon. Choose your defenses:

- Mail armor (2 armor, worn, clumsy, 3 weight) or leather tunic (1 armor, worn, 1 weight)
- 2 blocks of incense (holy, 1 use, 0 weight) and 2 bottles of Swena's Silver Beer (1 use, 0 weight, as per page 254)

Choose one:

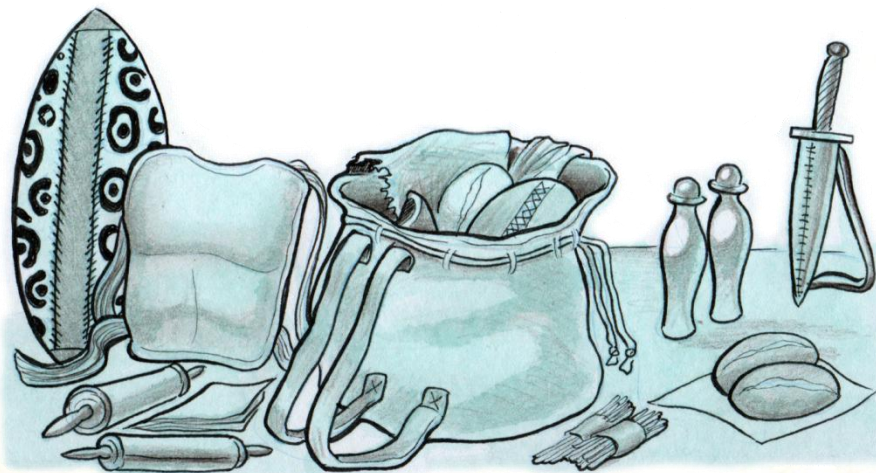
- Adventuring gear and travel rations (5 uses, 1 weight)
- A shield (+1 armor, 2 weight)
- A bag of books (5 uses, 2 weight) and 2 blocks of divine incense (holy, 1 use, 0 weight)

BONDS

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who despises my god? Why?
- * Who is also religious? Why do we respect each other?
- * Who was seen in visions granted to me by my god? What do they mean?
- * Who seeks atonement for the sins of the past? What have they done?



ΔΔΔΔΔΔΔΔΔΔΔΔΔΔΔΔ

Advanced Moves

When you gain a level from 2–5, choose from these moves.

Bless You

You can give a creature you touch one or more Favor. They can spend it as if they have the **divine favor** move, but if they act in a manner opposed by your deity this Favor is immediately lost and you take -1 ongoing until you perform a task or provide a sacrifice as demanded by your deity.

Divine Insight

When you **use religious lore**, you always get the 10+ result, and when you **spout lore**, if you spend a few moments praying to your deity, you can roll +WIS instead of +INT.

Divine Intervention

When you **petition your deity for aid that is within its domains**, roll +WIS. On a 10+, your deity intervenes on your behalf. On a 7-9, like 10+ but choose one:

- * You get a lesser or different result – the GM will tell you which.
- * You need to spend 1 or more Favor.
- * You'll need to perform a task or sacrifice something to your god – the GM will tell you what.

Divine Wrath

When you **call upon your deity's wrath to smite a creature up to near range**, describe it and roll +WIS. On a 10+, deal 1d8 damage, ignoring armor. On a 7-9, like 10+ but choose one:

- * Roll damage twice and choose the lesser result.
- * You must spend 1 Favor.
- * You draw unwelcome attention or put yourself in a spot – the GM will describe how.



- Favored Soul
 - Increase your maximum Favor to 5.

- Flagellant
 - When you **deal 1d6 damage to yourself**, ignoring armor, gain 1 Favor. Damage taken this way can only be healed naturally.

- Hallowed Ground
 - When you use **rebuke adversary**, they are repelled to *near* range.

- Lay on Hands
 - When you **spend Favor to heal a creature**, you instead restore 2d6 hit points.

- Last Rites
 - You can affect undead normally, even if it would usually require special conditions or materials. When you **reduce an undead creature to 0 or fewer hit points**, it never returns.

- On The Third Day
 - You recover from all of your debilities in three days, whether or not you rest.

- Purity of Body
 - You are immune to all poisons and disease.

- Shepherd
 - When you **order followers that worship the same deity as you**, you can roll +WIS instead of +Loyalty.

- Shield of Faith
 - As long as you **have Favor**, take +1 armor. If you aren't wearing any armor or carrying a shield, you instead have 2 armor. When you **spend Favor to reduce damage you have taken**, you instead reduce it by 1d6 points.



Smite Adversary

You deal +1d6 damage against your deity's adversaries, and your attacks gain the *agonizing* tag.

 Suffer Not the Heretic

When you **discern realities**, the GM will tell you if any adversaries are nearby, even on a miss.

 Warpriest

You ignore the *clumsy* tag when wearing armor.

 Watch Over Us

When you or an ally **takes watch**, you can spend 1 Favor to take or have them take the 10+ result.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

 Apocalypse

Requires: Divine Wrath

When you **use divine wrath**, it can have the *area* and *1 piercing* tags, and on a 12+ it deals 2d8 damage instead of 1d8.

 Blessed Ye Shall Be

Replaces: Favored Soul

Increase your maximum Favor to 7.

 Cleansing Touch

Requires: Purity of Body

You can spend 1 Favor to cure a creature or object touched of disease, poison, corruption, and similar afflictions.

 Faith Healing

Replaces: Lay on Hands

When you **spend Favor to heal a creature touched**, you heal +2d6 damage and the effect happens instantly.



Improved Smite

Replaces: Smite Adversary

Against your deity's adversaries, deal +1d8 damage and your attacks gain the *agonizing* and *ignores armor* tags.

 Miracle

Requires: Divine Intervention

When you **use divine intervention**, on a 12+ your deity's assistance goes beyond the scope of your need or request.

 Only Mostly Dead

When you or a creature you see **takes its last breath**, you can spend one or more Favor to have the recipient roll +Favor Spent. In addition, on a 12+ the target's hit points are set to an amount equal to your cleric level.

 Purge the Unclean

Requires: Hallowed Ground

When you **use turn adversary**, on a 10+ *near* enemies suffer 2d8 damage, and on a 7-9 they suffer 1d8 damage.

 Sanctuary

Requires: Shield of Faith

As long as you **have Favor**, you and all allies within arm's reach have +1 armor. You can also spend Favor to reduce the damage that allies take.

 Spiritual Weapon

As long as you **have Favor**, you can conjure your deity's favored weapon. When you **hack and slash or volley with it**, you can roll +WIS.

 The Lion's Den

When you **encounter your adversaries**, they cannot act to harm or impede you unless you harm or impede them first.



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Rogue

“I know them. They live their lives in meaningless wandering, day to day, expecting to earn enough coin to feed this unending cycle. I know the others too, the ones who become richer and richer without moving a single finger, letting others do the tough jobs. Yet, there’s one more thing that I know, and I know it well: the thrill of the chase when you grab the riches in one hand and try with the other to pry open the lock that will let you see the light of day once more.”

Rogues are scoundrels, thieves, and burglars, and they excel at tasks other individuals consider below them.

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Origin

Choose your Homeland:

- Atisi
- Gotai
- Minal
- Mungo
- Javala
- Eiman
- Qatab

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Stats

Your maximum HP is 6+Constitution.

Your base damage is d6.



SELECT YOUR INITIAL MOVE

Select your Initial Move

Choose one of these to start with:

Mean Streets

You grew up on the streets, doing what it took to survive. You start with **dirty fighting**, and your maximum hit points are increased by 2. Your area of expertise is **picking pockets**.

Thieves' Guild

You joined a thieves' guild: so long as you regularly perform jobs for the guild, they'll provide you with food, shelter, and security. When you **complete a job for your guild leader**, mark XP and they'll reward you in some way. Your area of expertise is **opening locks**.

Treasure Hunter

You just wanted to find treasure and have fun. When you **discern realities**, you can ask the GM if there is any treasure for free, even on a miss. In addition, whenever you find treasure, you find something extra hidden away: the GM will describe it to you, and it is up to you to make it useful. Your area of expertise is **disabling traps**.



EMPHATICALLY ADVISORY

Extra Starting Moves

You also start with these moves:

Evasion

When you **use defend**, so long as you have plenty of room to move about and aren't encumbered, you can roll +DEX instead of +CON.

Sneak Attack

When an ally deals damage to an enemy, you take +1d4 damage forward against it using melee weapons. If you **aid** an ally in melee combat, on a 12+ you can deal your damage with a melee weapon instead of granting them +1 forward.

Stealthy

You have the *stealthy* tag. When you **find a place to hide**, as long as you remain still and quiet, no one will notice you unless they happen to stumble across your hiding place.

Tricks of the Trade

Choose an **area of expertise** that you didn't get from your **initial move**:

- * Disabling traps
- * Opening locks
- * Picking pockets

When you **use one of these skills**, roll +DEX. On a 10+, you get the job done. On a 7-9, there's an unforeseen complication or consequence—the GM will tell you what.



Alignment

Alignment

Choose an alignment:

- Lawful: Suffer a setback or loss by following your personal code of honor.
- Good: Suffer a meaningful personal loss by doing the right thing.
- Chaotic: Break the law to get what you want, or incite discord.
- Evil: Kill or harm the helpless or law-abiding for personal gain.

Gear

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), a dagger (hand, 1 weight), and 3d6 coins. Choose an additional weapon:

- A well balanced short sword (close, precise, 1 weight)
- 3 darts (thrown, near, 0 weight) and another dagger (hand, 1 weight)
- A sling (near, 0 weight) and a bag of stones (2 ammo, 1 weight)

Choose 2:

- Adventuring gear (5 uses, 1 weight)
- Thieves' tools (1 weight)
- 3 uses of poison (choose one type) and a vial of antitoxin

Bonds

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who has something I want and won't part with it? What is it?
- * Who would make a great partner in crime?
- * Who saw me doing something illegal and didn't rat on me when they had the chance?
- * Who usually distracts my victims? Is that something she knows she does?



Advanced Moves

Advanced Moves

When you gain a level from 2–5, choose from these moves.

Appraise

When you **closely examine noteworthy treasure**, you can ask the GM any one question about it. When you **act on the answer**, take +1 forward.

Backstab

When using **sneak attack**, you instead deal +1d6 damage. When you **aid an ally in melee combat**, on a 10+ you can deal your damage instead of giving them +1 forward.

Blend in With the Crowd

When you **are surrounded by people**, you can use **stealthy** to avoid notice and escape pursuers. Groups of people also don't impede your movement.

Case the Joint

When you **spend a while observing a location that you want to break into**, roll +WIS. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 in addition to whatever the GM says. Spend hold, 1 for 1, to take +1 forward circumventing the location's defenses (guards, locks, traps, and so on).

Chink in the Armor

Weapons with the *hand* and/or *precise* tags gain +2 *piercing*.

Deadeye

You can use **sneak attack** with ranged weapons up to a range of *near*.

Dirty Fighting

When you **hack and slash**, on a 12+ you can also deal your **sneak attack** damage to your target.



- Improved Evasion
 - When you **use evasion**, as long as you have hold, you have +1 armor ongoing.

- Fast Talk
 - When you **spend a while conversing with someone**, take +1 to parley with them or convince them to go along with a plan or suggestion of yours.

- Hamstring
 - When you **hack and slash or volley**, on a 12+ you also cripple one of the target's limbs in some way – describe how.

- Hit And Run
 - When you **deal damage to an enemy**, on a 10+ instead of dealing additional damage, you move to any location within *reach*.

- Poisoner
 - You ignore the *dangerous* tag when using poisons.

- Quick Fingers
 - When you **use pick pocket**, on a 7+ nobody notices that you took anything right away. In addition, when you **hack and slash**, on a 10+ you can also take something from your target without them realizing it.

- Scrubbing
 - When you **pick a lock**, on a 10+ you do it within seconds.

- Silent Stalker
 - When you **use stealthy**, you can move about slowly without alerting anyone.

- Trapfinder
 - When you **discern realities**, you can ask the GM if there are any traps for free, even on a miss. If there are traps, the GM will also reveal how they are triggered and their likely effects.



When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

Apothecary

Requires: Poisoner

When you **have the time and materials**, you can make any poison you've used before. You can also make antitoxin, herbs and poultices, and healing salve.

Bleeding Wounds

Requires: Hamstring

When you **deal damage with a melee attack**, on a 12+ anyone who deals damage to the target rolls twice and uses the highest result until the creature has time to heal or bandage its wounds.

Deadly Precision

Replaces: Backstab

When using sneak attack, you instead deal +1d8 damage. When you aid an ally in melee combat, on a 7+ you can deal your damage instead of giving them +1 forward.

Feint

Requires: Dirty Fighting

When you **defy danger against an attack**, on a 12+ take +1 forward against your attacker.

Fleeting Shadow

Replaces: Silent Stalker

When you **use stealthy**, you can move as quickly as you like without revealing yourself.

Gaps in the Armor

Replaces: Chink in the Armor

Weapons with the *hand* and/or *precise* tags gain *ignores armor*.



Grab and Dash

Requires: Quick Fingers

When you **use pick pocket**, on a 7+ you're gone before anyone realizes that anything was taken. When you **defy danger against an enemy within arm's reach**, on a 10+ you can also take something from them without them immediately realizing it.

 Keymaster

Requires: Scrubbing

When you **pick a lock**, on a miss you still open the lock in addition to whatever the GM says.

 Lightning Reflexes

Requires: Improved Evasion

When **an enemy would get the drop on you**, you get to act first. In addition, when you use evasion hold +1, and on a miss you still hold 1.

 Skill Mastery

Choose an **area of expertise**: when you use it, roll 3d6 and choose the two highest results.

 Sniper

Requires: Deadeye

You can **use sneak attack** when making a ranged attack up to *far*. In addition, on a 12+ no one knows where the attack came from.

 Trap Defense

Requires: Trapfinder

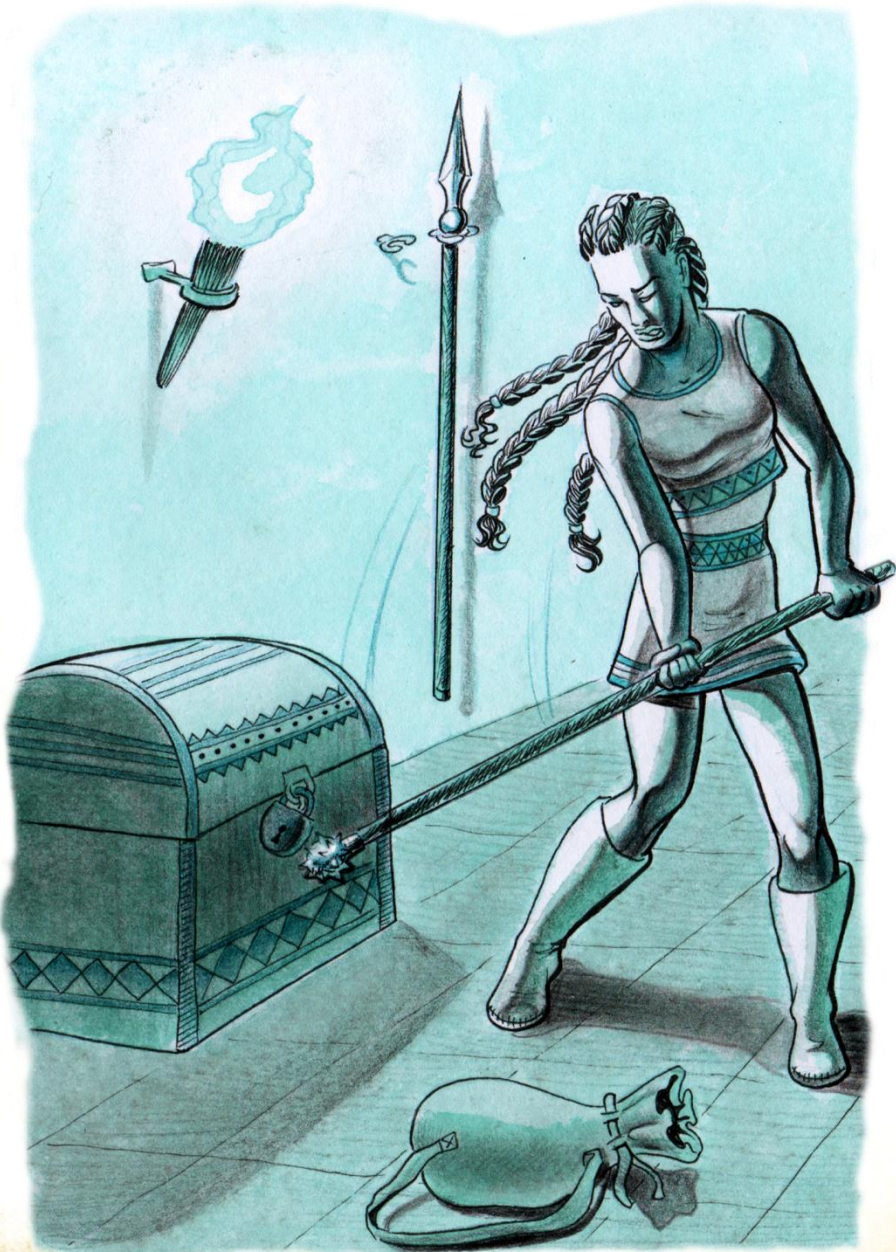
When you **defy danger against a trap**, take +1 forward against it. If you suffer damage, roll twice and take the lower result. If you explain the effects of the trap, whoever listens also gains the benefits of this move against it.



□ Opening Tap

Requires: Scrubbing

As long as you have something solid to hit it with, you can attempt to open a lock without any other tools, and on a 7+ you do it within seconds.



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Sorcerer

“I learned the secrets, I studied the spells, I saw what the powers around us can do. I’ll conjure forth the wonders others call magic, turning foe against foe as I spell the words of the ancients. I know the risks as I’ve seen what unlimited power can do, but...I know what I need to do. The power is in my hands and I’ll use it to achieve greatness, even if my own soul may become tainted in the process.”

Sorcerers are spellcasters able to employ magic in their lives. Too much magic, however, can corrupt.

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Origin

Choose your Homeland:

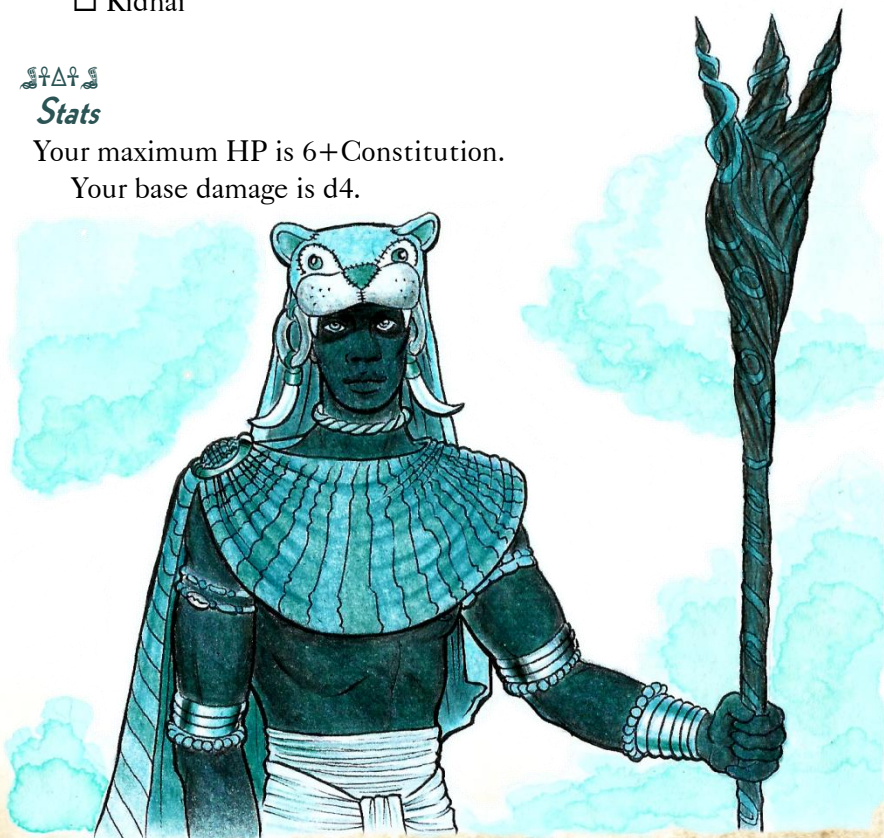
- Mungo
- Kidhai

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Stats

Your maximum HP is 6+Constitution.

Your base damage is d4.



☑ Conjure a spell

When you **invoke mystical forces to cast a spell within the limits of magic**, say what you intend to do and roll +INT. On a 10+, choose 1 below. On a 7-9, choose 2 below. On a 6-, mark XP and choose 1 below.

- * The spell tempts you.
- * The spell draws unwelcome attention or puts you in a spot. The GM will tell you how.
- * The spell disturbs the fabric of reality as it is cast – take -1 ongoing to conjure a spell until the next dawn.
- * The spell takes longer to cast than someone with proper tools and skills could produce the same effect.
- * The spell isn't as potent or doesn't last as long as you'd like.

When you **are tempted by a spell**, roll -Corruption. On a 10+ you shake off the temptation and take +1 forward to cast another spell. On a 7-9, you consider the temptation but resist, for now: take -1 forward when tempted by a spell again. On a 6-, mark XP as you cede to the temptation of power (take +1 Corruption) and roll 1d12 to see what kind of corruption affects you from now on (if you roll the same corruption twice, its effects are improved):

1. You need to drink blood once a day.
2. Plants wither around you.
3. You exhale a sulfuric odor.
4. Small horns grow on your head.
5. You grow a tail.
6. Fur or scales cover your body.
7. You can only talk by whispering, but you are more convincing: take +1 ongoing when trying to convince others to do your bidding.
8. You growl when nervous or excited, but you are more threatening: take +1 ongoing when trying to intimidate others.
9. Your canines become sharp fangs: your bite is treated as a weapon with the *precise* tag.
10. Your skin becomes albino and your hands turn into claws: your claws are treated as weapons with the *precise* and *piercing 1* tags.
11. Your tongue becomes forked: your bite is treated as a weapon with the *precise* and *venomous* tags.
12. Your eyes assume a red or golden tone and you become unable to discern colors, but you are now able to see in total darkness without trouble.



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Limits of magic

There are a few things that a sorcerer can't do when conjuring a spell. Some of them are:

Divination: Oracles exist, but they are rare and imbued with powers no magic can replicate. This also means not even a single scroll can be simply identified or read (if it's written in a forgotten or unknown tongue) by using magical powers.

Artillery: Magic doesn't make a caster a weapon of mass destruction – flaming spheres and meteors are impossible to conjure.

Transport: Flying and teleportation are beyond the limits of magic. Even simple levitation is not able to cross chasms or prevent fatal falls.

Raise the dead: When someone dies, it's final, and no magic can change that. Some can still bargain when finding themselves before the black gate, but it's Death itself that may allow them to return, not a magic spell.

Creation: One cannot create something from thin air. You may propagate flames through the air, but you can't create them. The same applies to water and food. This ensures that exploration is dangerous, as the adventurers must think about their supplies.

Yet the means exist to produce higher magical powers that transcend these limits. One of them is using a ritual.



Alignment

Alignment

Choose an alignment:

- Good: Use your magic to help someone.
- Evil: Use your magic to inflict lasting harm on someone.
- Chaotic: Use your magic to sow chaos or panic.

Gear

Gear

Your Load is 8+STR. You start with writing tools (0 weight), poultices and herbs (2 uses, slow, 1 weight), and travel rations (5 uses, 1 weight). Choose your weapon:

- A gnarled staff (close, two-handed, 1 deflecting, 1 weight)
- A dirk (hand, 1 weight)
- A hand scythe (close, 1 weight)
- A stang capped with antlers (close, two-handed, 1 piercing, 1 weight)

Choose two:

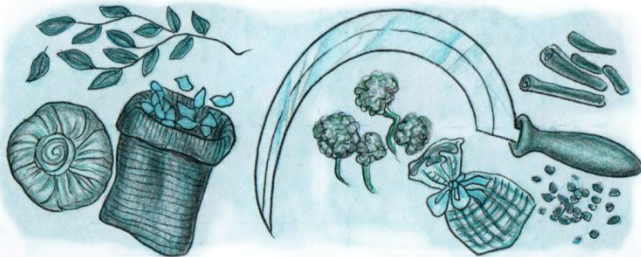
- Poultices and herbs (2 uses, slow, 1 weight) and a vial of antitoxin (0 weight)
- A bag of books (5 uses, 2 weight)
- A ritual armor (1 armor, worn, clumsy, 3 weight)
- A potion that you brewed (0 weight)

Bonds

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who saved me from angry townsfolk?
- * Who does not trust my magic?
- * Who once helped me to perform a ritual? What for?
- * Who believes I'm sent by dark powers?



ADVANCED MOVES

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Alternative Medicine

When you **make camp**, one creature regains +1d6 hit points and takes +1 forward the following day.

Logical

When you **use strict deduction to analyze your surroundings**, you can discern realities with INT instead of WIS.

Blood Magic

When you **have a creature's blood**, take +1 forward to work your magic on them. If you **mark a debility when taking part in a ritual**, choose one:

- * It will require fewer components.
- * It will not take as long.
- * The effects will last longer, or be more powerful than expected.

Familiar

You have a familiar that provides you with advice and information. Describe what it looks like, its personality, and how you got it. When you **spout lore**, take +1, and on a miss your familiar will seek out the answer in exchange for some of your blood: take 1d4 damage, ignoring armor. If your familiar dies, you can summon, craft, or bind a new one using **ritual**.

Evil Eye

When you **lock eyes with a living creature**, roll +CHA. On a 10+, the target remains paralyzed as long as you hold its gaze. On a 7-9, choose 1:

- * You can't maintain the effect for long.
- * Until you make camp, one of your eyes turn blind.
- * You draw unwelcome attention or put yourself in a spot – the GM will tell you how.



Herbalism

When you **undertake a perilous journey through the wilderness**, the next time you make camp you can use the apothecary move.

 Necromancy

When you **consult the spirits of the dead**, roll +CHA. On a 10+, the spirit will answer 3 questions for you about something they know or the immediate area. On a 7-9, the spirit answers 2 questions. On a miss, the spirit answers 1 question, but it will seek to do you harm later.

 Arcane Weapon

When you **hack and slash or volley using magic**, use INT instead of STR or DEX, using an impromptu arcane weapon with the *hand, close, reach, thrown, and near* tags.

 Linguist

When you **spend a few minutes studying a text written in an unknown language**, roll +INT. On a 10+, you understand the general idea of the text: take +1 forward when acting upon this information. On a 7-9, you misunderstand a few parts: the GM won't tell you what's true and what's not.

 Shadow Step

When you are in an area of dim light or darker, you may walk into the shadows and appear in another connected dim or dark location up to *near* range.



When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Mystical Strike

Requires: Arcane Weapon

■ Your arcane weapon gains the *2 piercing* tag.

Brewmaster

Requires: Herbalism

■ When you **brew a potion**, the effects of the potion are enhanced in some way—the GM will tell you how.

Dark Matter

Requires: Arcane Weapon

■ When you **attack with your arcane weapon**, on a 12+ dark tentacles pin your target to the ground, preventing them from moving more than a few meters.

Summoning

■ When you **call forth the minions of darkness**, roll +INT. On a 10+, you summon a lesser demon and choose 3. On a 7-9, you summon a shadow and choose 1.

- * It's skilled: it has +2 instead of +1 to all stats when performing basic moves.
- * It's stronger: 1d8 damage instead of 1d4 damage.
- * Its bond to your plane is strong: it has 3HP for each level you have instead of 1HP for each level.
- * It's a true servant: it'll follow your orders blindly instead of asking something in return.

A Taste of Sin

Requires: Corruption 1+

■ When you **hack and slash**, you may deal +Corruption damage to the target if you accept being **tempted by a spell**.



Moment of Foresight

You notice the omens and signs of fate and destiny everywhere: when you **discern realities**, on a 10+ you can instead ask the GM any one question you wish.

Master of Languages

Requires: Linguist

When you use **linguist for an ancient text**, improve your result by one step: treat a 6- result as 7-9, and a 7-9 as a 10+.

Soul Drain

Requires: Arcane Weapon

When you **kill a target using your arcane weapon**, you heal 1d8.

Soul Power

Requires: Blood Magic

When you **kill a creature**, take +1 forward to conjure a spell. If you **sacrifice one or more intelligent creatures when using a ritual**, choose two:

- * It will require fewer components.
- * It will not take as long.
- * The effects will last longer, or be more powerful than expected.
- * You can do it anywhere or at any time.

Wanna know how I got these scars?

Requires: Corruption 1+

When you **curse someone with your own corruption marks**, say which one and roll +INT. On a 10+, the victim receives the mark permanently until she atones in some way. On a 7-9, the curse lasts until the next dawn. On a 6-, mark XP as you intensify that corruption in your body until the next dawn. Regardless of the result, you are now **tempted by a spell**.



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Warden

“When I left home, I did it knowing someone else would take care of them. I believed that. It was the duty of the next protector while I followed the steps of those who walked the arduous path I decided to thread. One day, when I learn enough about the world, I’ll return there and once again take up the mantle of protector. Until then, I’ll do my best to become who I’m meant to be.”

Wardens are protectors who are able to defend their companions using their strength and their souls.

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Origin

Choose your Homeland:

- Kunla
- Qatab

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Stats

Your maximum HP is 10+Constitution.

Your base damage is d8.



SELECT YOUR INITIAL MOVE

Select your Initial Move

Choose one of these to start with:

Mountainborn

You draw strength from the rugged mountains. Your Primal stat is Constitution. When you spend hold from defend to redirect an attack to yourself, reduce any damage suffered by your CON. When you use defend, as long as you are in contact with the ground you take +1 armor ongoing and are immune to the *forceful* tag.

Stormheart

You draw strength from turbulent storms. Your Primal stat is Charisma. When you spend hold from defend to open up the attacker to an ally, you can also use powerful winds to knock them to the ground. You start with exposure to the elements.

Wildblood

You draw strength from the primeval forests. Your Primal stat is Wisdom. When you spend hold to halve an attack's effect or damage, the target of the attack regains hit points equal to your WIS. When you make camp, *close* allies also gain the benefits of your font of life move, as well as purifying font, wellspring of life, and renewal if you have those moves.



Alignment

Choose an alignment:

- Good: Protect the wilderness or its denizens in need.
- Lawful: Enforce the laws of nature.
- Neutral: Establish a form of long-term protection for an area of the wilderness.
- Chaotic: Undo the works of civilization, allowing the wilderness to reclaim a region.

Gear

Gear

Your load is 9+STR. You start with travel rations (5 uses, 1 weight) and leather or bone armor (1 armor, worn, 1 weight). Choose a weapon:

- Maul (close, two-handed, forceful, awkward, +1 damage, 2 weight)
- Trident (reach, thrown [near], 1 piercing, 2 weight) and wooden shield (+1 armor, 2 weight)
- War axe (close, +1 damage, 2 weight) and a chakram (thrown [near], returnable, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Travel rations (5 uses, 1 weight) and poultices and herbs (2 uses, slow, 1 weight)
- 2 vials of antitoxin (0 weight) and bandages (3 uses, slow, 0 weight)

Bonds

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who is weak compared to me and seeks extra protection from me?
- * Who have the spirits asked me to watch over? Why?
- * Who asked for my protection one too many times?
- * Who doesn't respect nature and is at odds with me?



ADVANCED MOVES

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Barkskin

As long as you have at least 1 Might, you have 2 armor. When you spend Might to reduce damage taken, you instead reduce it by 1d6 points.

Crushing Might

As long as you have at least 1 Might, your melee attacks gain the *forceful* and *messy* tags.

Unbound

You can spend 1 Might to immediately break free of any physical or mental restraint.

Entangling Roots

As long as you have at least 1 Might, your melee attacks gain the *entangling* tag. You can spend 1 Might to cause roots and vines to emerge from a *near* area, trapping everything caught inside until they manage to escape.

Force of Nature

When you spend hold from defend to deal damage to the attacker, you deal additional damage equal to your Primal stat.

Guardian Form

When you use defend and have at least 1 Might, you can choose one:

- * Your speed is greatly increased.
- * You and the area *close* to you gain the *entangling*, *freezing*, *shocking*, or *windy* tag.
- * You gain the *large* and *reach* tags.
- * You gain a useful adaptation or ability.



Exposure to the Elements

You can spend 1 Might to deal 1d6 damage to a *near* creature. You can also give it the *entangling*, *freezing*, *forceful*, or *shocking* tag as appropriate for the environment.

Purifying Font

You can spend 1 Might to cleanse yourself of a single poison or disease afflicting you.

Ranger

Natural terrain and its denizens will not impede or harm you in any way, unless you harm them first. When you **undertake a perilous journey**, if you choose the trailblazer role a 6- counts as a 7-9.

Spirit Sentries

Local spirits warn you of danger: you cannot be surprised.

Warden's Shield

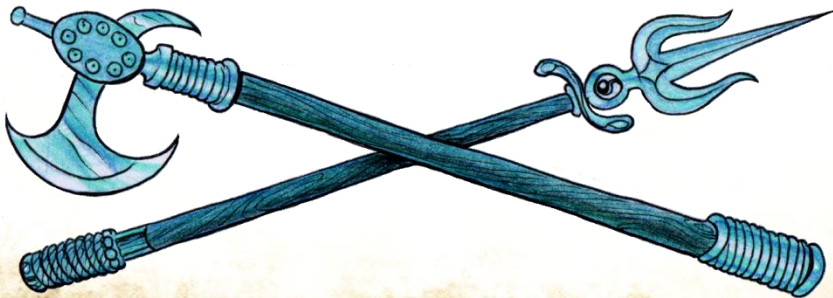
When you **defend**, you may spend Might to gain additional hold, one for one (and trigger moves that require you to spend hold from defend). You must still be standing in defense of a person, item, or location.

Wellspring of Life

When you **make camp**, you regain all of your hit points or recover from a debility, your choice.

Wind Warrior

You can spend 1 Might to make the winds carry you to any *near* location. When you **dive upon an enemy**, take +1 forward.



When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

A Good Day to Die

As long as you have less than your CON in current HP (or 1, whichever is higher) take +1 ongoing.

Devastating Might

Replaces: Crushing Might

As long as you have at least 1 Might, your melee attacks gain the *forceful*, *messy*, and *+1 damage* tags. When you spend Might to roll damage and take the higher result, you instead inflict maximum damage.

Enhanced Form

Requires: Guardian Form

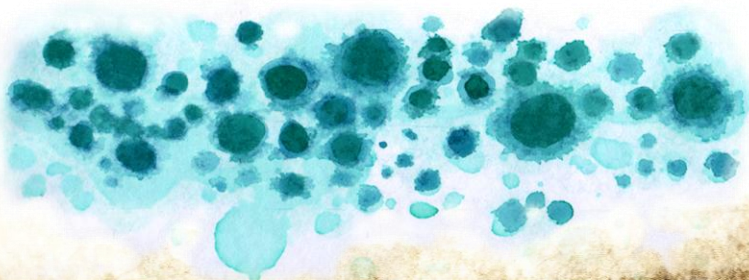
Choose two benefits while **guardian form** is active. You can choose to gain a tag or useful adaptation or ability twice.

Turning Tables

As long as you have at least 1 Might when you defy danger, on a 12+ you turn the danger back on itself, the GM will describe how.

For the Blood God

You are initiated in the old ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc.) value – gold, blood, bones, or the like. When you **sacrifice those things as per your rites and rituals**, roll +WIS. On a 10+, the GM will grant you insight into your current trouble or a boon to help you. On a 7-9, the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon. On a 6-, you earn the ire of the fickle spirits.



Renewal

Replaces: Wellspring of Life

When you **make camp**, you regain all of your hit points and recover from all debilities. If you weren't missing any hit points or suffering from any debilities, you take +1 forward the next day.

 Stoneskin

Replaces: Barkskin

As long as you **have at least 1 Might**, you have 3 armor. When you **spend Might to reduce damage taken**, you instead reduce it by 1d8 points.

 Thorny Vines

Requires: Entangling Roots

As long as you **hold Might**, your attacks gain the *2 piercing* tag. When you **spend Might to cause roots and vines to emerge from a near area**, they can also be covered in thorns, dealing 1d6 damage to trapped creatures.

 Indomitable

When you **suffer a debility**, take +1 forward against whatever caused it.

 Warden's Rampart

Requires: Warden's Shield

When you **use defend**, you can protect everything *near* you. You can spend hold from defend to protect things that you could normally use defend on, otherwise you must spend Might.

 Watcher

When you **discern realities in the wilderness**, you can ask one additional question, and on a miss you can still ask one question.



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Warrior

“I know my enemies. I know they bleed, they suffer, they die. And I’m the one who’ll give them that. I’m more than a fighter: I’m a warrior. I don’t fight: I battle. The clash of weapons is my lullaby and I’m always ready to test my mettle. I know the odds and ends of combat to the point that they are second nature, and I show my prowess when the time comes that words are not enough to settle a conflict. I may not begin fights, but I’ll surely end them.”

Warriors are able fighters versed in many martial styles, becoming fearsome foes in battle.

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Origin

Choose your Homeland:

- Atisi
- Gotai
- Minal
- Mungo
- Kunla
- Kidhai
- Javala
- Eiman
- Qatab

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Stats

Your maximum HP is 10+Constitution.

Your base damage is d10.



SELECT YOUR INITIAL MOVE

Select your Initial Move

Choose one of these to start with:

Glory

You want fame and fortune. When you **come across a dangerous opponent**, tell the GM what part of it you intend to keep, and take +1 forward to get it.

Protect

You want to protect others. Who have you saved? Who have you failed? When you **use defend to protect someone else**, a miss counts as a 7-9.

Survival

You were put in a situation – stranded in the wilderness, conscripted into an army, enslaved in a gladiatorial arena, or something else – where you had no choice but to either fight or die. When you **take your last breath**, you may roll +CON.



Extra Starting Moves

You also start with these moves:

Armored

You ignore the *clumsy* tag on armor you wear.

Battle-Ready

You can spend 1 use of adventuring gear to choose 1:

- * A weapon with the *close* tag
- * A weapon with the *hand*, *thrown*, and *near* tags

Combat Awareness

When you spend a few moments observing a creature's weaponry, whether natural or manufactured, the GM will tell you how much damage they deal and any associated tags. When you discern realities during a fight, take +1.

Weapon Specialization

Though you know how to use any weapon, choose a category you're most specialized with:

- * **Dual-Wielding:** When you attack with two melee weapons, roll twice and choose the higher result.
- * **Missile Weapons:** Your ranged attacks gain 2 *piercing*.
- * **Sword & Board:** When you use defend while carrying a shield, on a 7+ hold +1.
- * **Two-Handed:** When you wield a weapon with the *two-handed* tag, deal +1 damage.

Alignment

Alignment

Choose an alignment:

- Neutral: Gain fame or renown.
- Good: Protect those weaker than yourself.
- Chaotic: Instigate conflict where conflict could have been avoided.



BEAT

Gear

Your load is 12+STR. You start with travel rations (5 uses, 1 weight) and scale armor (worn, clumsy, 2 armor, 3 weight). Choose your primary weapon:

- Halberd (reach, +1 damage, two-handed, 2 weight)
- Khopesh (close, +1 damage, 2 weight) and shield (+1 armor, 2 weight)
- Shortbow (near, 2 weight) and a quiver of arrows (3 ammo, 1 weight)
- A pair of shortsworda (close, precise, 1 weight)

Choose a backup weapon:

- Hand mace (close, 1 weight)
- Dagger (hand, 1 weight) and a throwing stick (close, thrown [near], -1 damage, 1 weight)
- Barbed spear (reach, thrown [near], 1 piercing, 1 weight)

Choose your supplies:

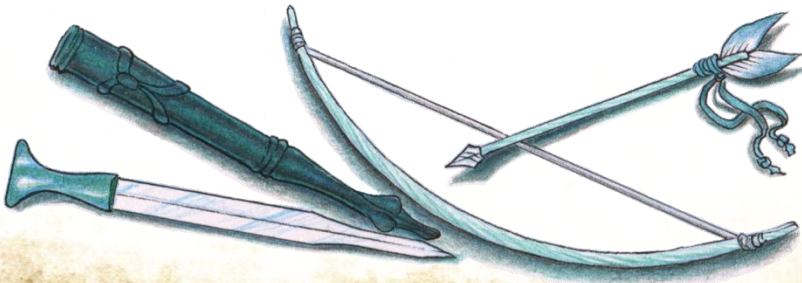
- Adventuring gear (5 uses, 1 weight) and 5 coins
- Poultices and herbs (2 uses, slow, 1 weight) and a vial of antitoxin (0 weight)
- Travel rations (5 uses, 1 weight) and bandages (3 uses, slow, 0 weight)

BOND

Bonds

Ask the other players the following questions and write down who volunteered.

- * Who was saved by me in a life and death situation? Does she admit that?
- * Who always has my back in a fight if I need?
- * Who shares my lust for battle?
- * Who impressed me as a strong fighter? Does she know that?



ADVANCED MOVES

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Exploit the Opening

When you **defy danger**, on a 10+ take +1 forward to hack and slash your attacker.

Iron-Clad

When you **wear armor with the clumsy tag**, gain +1 armor.

Keen-Eyed

Requires: Missile Weapon Specialization

When you **discern realities against a creature in combat**, on a 10+ you also take +1d4 damage forward against it. On a 7-9 you instead take +1 damage forward against it.

Know Your Enemy

When you **spout lore about a creature**, on a 7+ you also take +1 forward to defeat it.

Makeshift Armory

When you **have a short period of time (half an hour or so) and the necessary materials**, you can create a makeshift weapon, suit of armor, or shield. Choose an option from **battle-ready** or one of the following:

- * A weapon with the *two-handed* and *reach* tags
- * Crude armor (1 armor) or shield (+1 armor)

Piercing Shots

Requires: Missile Weapon Specialization

When you **volley against a target at near range**, deal +1d4 damage and the attack ignores the target's armor.

Second Specialization

Choose a **weapon specialization** that you don't have and gain the corresponding move.



Press the Attack

Requires: Dual-Wielding Specialization

When you **hack and slash with two melee weapons**, take +1 forward to hack and slash the same target.

 Rampart

Requires: Sword & Board Weapon Specialization

When you **have hold from defend and are carrying a shield**, take +1 armor ongoing.

 Shattered Shield

Requires: Sword & Board Weapon Specialization

When you **are struck by a physical attack**, you can instead use your shield to absorb the brunt of it: the shield is destroyed, but you take no damage.

 Slayer

Requires: Two-Handed Weapon Specialization

Attacks you make with *two-handed* weapons deal +1d4 damage and gain the *messy* tag.

 Strong Hands

When you **use aid or hinder**, if your strength is a factor you can roll +STR instead of +BONDS.

 Sundering Blows

Requires: Two-Handed Weapon Specialization

Attacks you make with a *two-handed* weapon gain *1 piercing*. When you **hack and slash with a two-handed weapon**, on a 12+ the target's armor is reduced by 1 until they have time to heal or repair the damage.

 The Best Defense...

Requires: Sword & Board OR Dual-Wielding Weapon Specialization

When you **spend hold from defend to reduce damage while wielding two weapons or carrying a shield**, reduce it by an additional 1d4 points.



When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

...is a Good Offense

Requires: The Best Defense...

When you spend hold from defend to deal damage to your attacker, deal +1d4 damage.

Cleave

When you slay an enemy with a melee attack, take +1 to hack and slash another enemy.

Devastating Strike

Requires: Two-Handed Weapon Specialization

When you hack and slash with a *two-handed* weapon, on a 12+ you act as if your class damage die rolled a 10. Any other bonus dice are still rolled.

Distracting Shots

Requires: Missile Weapon Specialization

When you use ranged attacks to aid or hinder an ally, you can roll +DEX instead of +BONDS. If the weapon uses ammo, you must mark off 1 ammo.

Field Smith

Requires: Makeshift Armory

Add the following to the list of choices you can make with makeshift armory:

- * A weapon with the *close* and +1 damage tags
- * A weapon with the *two-handed*, *reach*, and +1 damage tags
- * Serviceable armor (2 armor), or crude armor (1 armor) and a shield (+1 armor)

Like a Second Skin

Replaces: Iron-Clad

When you wear armor with the *clumsy* tag, gain +2 armor. You also ignore the weight of any armor you wear.



Mighty Slayer

Replaces: Slayer

Melee attacks you make with a *two-handed* weapon deal +1d8 damage and gain the *messy* and *forceful* tags.

 Precise Aim

Replaces: Piercing Shots

When you **volley** against a target that is at *near* range, on a 10+ deal your damage and choose one:

- * Your shot strikes true – deal +1d6 damage.
- * Your shot disorients or stuns the target – you or an ally take +1 against them.
- * Your shot strikes one of the target's limbs – it does not function normally until they have time to heal it.

 Protector

Requires: Rampart

When you **have hold from defend and are carrying a shield**, allies within arm's reach of you gain +1 armor.

 Rapid Shot

Requires: Missile Weapon Specialization

When you **volley**, on a 10+ you can throw another weapon or spend 1 ammo to roll your damage twice and use the highest result, or deal your damage to another target.

 Shield Mastery

Requires: Sword & Board Specialization

When you **use defend while carrying a shield**, hold +1. On a miss you still hold 1, and on a 12+ you hold 5.

 Well-Rounded Warrior

Requires: Second Specialization

Choose a **weapon specialization** that you don't have and gain the corresponding move.



Twin Strike

Requires: Press the Attack

When you **hack and slash** with two melee weapons, on a 7+ you can deal +1d6 damage to your target or 1d8 damage to another enemy you can reach.

 Walk It Off

You recover from debilities within three days, whether or not you rest.

 Whirlwind Attack

Requires: Two-Handed Weapon Specialization

When you **hack and slash** while wielding a *two-handed* weapon, on a 12+ you deal your damage to every enemy you can reach.



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GODS AND GODDESSES

Many deities inhabit these Ancient Worlds. The list in this chapter details each pantheon.

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Gods of the Atisit pantheon

Many gods exist in Atisi, maybe as many as the stars in the sky. Some of them, however, have more importance to the people and are the prominent deities of the Atisit pantheon, with larger temples and richer offerings.

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Perka, God of the Tricksters

Perka, usually followed by a blue-greenish scaled serpent with brown eyes, is also associated with thieves and those who work under the moonlight. Many of his worshippers bear scars they got in rites of passage.

- * Domain: lies, deceiving, night
- * Favored Weapon: scepter
- * Holy Symbol: serpent swallowing a waning moon



𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒𐓓𐓔𐓕𐓖𐓗𐓘𐓙𐓚𐓛𐓜𐓝𐓞𐓟𐓠𐓡𐓢𐓣𐓤𐓥𐓦𐓧𐓨𐓩𐓪𐓫𐓬𐓭𐓮𐓯𐓰𐓱𐓲𐓳𐓴𐓵𐓶𐓷𐓸𐓹𐓺𐓻𐓼𐓽𐓾𐓿𐔀𐔁𐔂𐔃𐔄𐔅𐔆𐔇𐔈𐔉𐔊𐔋𐔌𐔍𐔎𐔏𐔐𐔑𐔒𐔓𐔔𐔕𐔖𐔗𐔘𐔙𐔚𐔛𐔜𐔝𐔞𐔟𐔠𐔡𐔢𐔣𐔤𐔥𐔦𐔧𐔨𐔩𐔪𐔫𐔬𐔭𐔮𐔯𐔰𐔱𐔲𐔳𐔴𐔵𐔶𐔷𐔸𐔹𐔺𐔻𐔼𐔽𐔾𐔿𐕀𐕁𐕂𐕃𐕄𐕅𐕆𐕇𐕈𐕉𐕊𐕋𐕌𐕍𐕎𐕏𐕐𐕑𐕒𐕓𐕔𐕕𐕖𐕗𐕘𐕙𐕚𐕛𐕜𐕝𐕞𐕟𐕠𐕡𐕢𐕣𐕤𐕥𐕦𐕧𐕨𐕩𐕪𐕫𐕬𐕭𐕮𐕯𐕰𐕱𐕲𐕳𐕴𐕵𐕶𐕷𐕸𐕹𐕺𐕻𐕼𐕽𐕾𐕿𐖀𐖁𐖂𐖃𐖄𐖅𐖆𐖇𐖈𐖉𐖊𐖋𐖌𐖍𐖎𐖏𐖐𐖑𐖒𐖓𐖔𐖕𐖖𐖗𐖘𐖙𐖚𐖛𐖜𐖝𐖞𐖟𐖠𐖡𐖢𐖣𐖤𐖥𐖦𐖧𐖨𐖩𐖪𐖫𐖬𐖭𐖮𐖯𐖰𐖱𐖲𐖳𐖴𐖵𐖶𐖷𐖸𐖹𐖺𐖻𐖼𐖽𐖾𐖿𐗀𐗁𐗂𐗃𐗄𐗅𐗆𐗇𐗈𐗉𐗊𐗋𐗌𐗍𐗎𐗏𐗐𐗑𐗒𐗓𐗔𐗕𐗖𐗗𐗘𐗙𐗚𐗛𐗜𐗝𐗞𐗟𐗠𐗡𐗢𐗣𐗤𐗥𐗦𐗧𐗨𐗩𐗪𐗫𐗬𐗭𐗮𐗯𐗰𐗱𐗲𐗳𐗴𐗵𐗶𐗷𐗸𐗹𐗺𐗻𐗼𐗽𐗾𐗿𐘀𐘁𐘂𐘃𐘄𐘅𐘆𐘇𐘈𐘉𐘊𐘋𐘌𐘍𐘎𐘏𐘐𐘑𐘒𐘓𐘔𐘕𐘖𐘗𐘘𐘙𐘚𐘛𐘜𐘝𐘞𐘟𐘠𐘡𐘢𐘣𐘤𐘥𐘦𐘧𐘨𐘩𐘪𐘫𐘬𐘭𐘮𐘯𐘰𐘱𐘲𐘳𐘴𐘵𐘶𐘷𐘸𐘹𐘺𐘻𐘼𐘽𐘾𐘿𐙀𐙁𐙂𐙃𐙄𐙅𐙆𐙇𐙈𐙉𐙊𐙋𐙌𐙍𐙎𐙏𐙐𐙑𐙒𐙓𐙔𐙕𐙖𐙗𐙘𐙙𐙚𐙛𐙜𐙝𐙞𐙟𐙠𐙡𐙢𐙣𐙤𐙥𐙦𐙧𐙨𐙩𐙪𐙫𐙬𐙭𐙮𐙯𐙰𐙱𐙲𐙳𐙴𐙵𐙶𐙷𐙸𐙹𐙺𐙻𐙼𐙽𐙾𐙿𐚀𐚁𐚂𐚃𐚄𐚅𐚆𐚇𐚈𐚉𐚊𐚋𐚌𐚍𐚎𐚏𐚐𐚑𐚒𐚓𐚔𐚕𐚖𐚗𐚘𐚙𐚚𐚛𐚜𐚝𐚞𐚟𐚠𐚡𐚢𐚣𐚤𐚥𐚦𐚧𐚨𐚩𐚪𐚫𐚬𐚭𐚮𐚯𐚰𐚱𐚲𐚳𐚴𐚵𐚶𐚷𐚸𐚹𐚺𐚻𐚼𐚽𐚾𐚿𐛀𐛁𐛂𐛃𐛄𐛅𐛆𐛇𐛈𐛉𐛊𐛋𐛌𐛍𐛎𐛏𐛐𐛑𐛒𐛓𐛔𐛕𐛖𐛗𐛘𐛙𐛚𐛛𐛜𐛝𐛞𐛟𐛠𐛡𐛢𐛣𐛤𐛥𐛦𐛧𐛨𐛩𐛪𐛫𐛬𐛭𐛮𐛯𐛰𐛱𐛲𐛳𐛴𐛵𐛶𐛷𐛸𐛹𐛺𐛻𐛼𐛽𐛾𐛿𐜀𐜁𐜂𐜃𐜄𐜅𐜆𐜇𐜈𐜉𐜊𐜋𐜌𐜍𐜎𐜏𐜐𐜑𐜒𐜓𐜔𐜕𐜖𐜗𐜘𐜙𐜚𐜛𐜜𐜝𐜞𐜟𐜠𐜡𐜢𐜣𐜤𐜥𐜦𐜧𐜨𐜩𐜪𐜫𐜬𐜭𐜮𐜯𐜰𐜱𐜲𐜳𐜴𐜵𐜶𐜷𐜸𐜹𐜺𐜻𐜼𐜽𐜾𐜿𐝀𐝁𐝂𐝃𐝄𐝅𐝆𐝇𐝈𐝉𐝊𐝋𐝌𐝍𐝎𐝏𐝐𐝑𐝒𐝓𐝔𐝕𐝖𐝗𐝘𐝙𐝚𐝛𐝜𐝝𐝞𐝟𐝠𐝡𐝢𐝣𐝤𐝥𐝦𐝧𐝨𐝩𐝪𐝫𐝬𐝭𐝮𐝯𐝰𐝱𐝲𐝳𐝴𐝵𐝶𐝷𐝸𐝹𐝺𐝻𐝼𐝽𐝾𐝿𐞀𐞁𐞂𐞃𐞄𐞅𐞆𐞇𐞈𐞉𐞊𐞋𐞌𐞍𐞎𐞏𐞐𐞑𐞒𐞓𐞔𐞕𐞖𐞗𐞘𐞙𐞚𐞛𐞜𐞝𐞞𐞟𐞠𐞡𐞢𐞣𐞤𐞥𐞦𐞧𐞨𐞩𐞪𐞫𐞬𐞭𐞮𐞯𐞰𐞱𐞲𐞳𐞴𐞵𐞶𐞷𐞸𐞹𐞺𐞻𐞼𐞽𐞾𐞿𐟀𐟁𐟂𐟃𐟄𐟅𐟆𐟇𐟈𐟉𐟊𐟋𐟌𐟍𐟎𐟏𐟐𐟑𐟒𐟓𐟔𐟕𐟖𐟗𐟘𐟙𐟚𐟛𐟜𐟝𐟞𐟟𐟠𐟡𐟢𐟣𐟤𐟥𐟦𐟧𐟨𐟩𐟪𐟫𐟬𐟭𐟮𐟯𐟰𐟱𐟲𐟳𐟴𐟵𐟶𐟷𐟸𐟹𐟺𐟻𐟼𐟽𐟾𐟿𐠀𐠁𐠂𐠃𐠄𐠅𐠆𐠇𐠈𐠉𐠊𐠋𐠌𐠍𐠎𐠏𐠐𐠑𐠒𐠓𐠔𐠕𐠖𐠗𐠘𐠙𐠚𐠛𐠜𐠝𐠞𐠟𐠠𐠡𐠢𐠣𐠤𐠥𐠦𐠧𐠨𐠩𐠪𐠫𐠬𐠭𐠮𐠯𐠰𐠱𐠲𐠳𐠴𐠵𐠶𐠷𐠸𐠹𐠺𐠻𐠼𐠽𐠾𐠿𐡀𐡁𐡂𐡃𐡄𐡅𐡆𐡇𐡈𐡉𐡊𐡋𐡌𐡍𐡎𐡏𐡐𐡑𐡒𐡓𐡔𐡕𐡖𐡗𐡘𐡙𐡚𐡛𐡜𐡝𐡞𐡟𐡠𐡡𐡢𐡣𐡤𐡥𐡦𐡧𐡨𐡩𐡪𐡫𐡬𐡭𐡮𐡯𐡰𐡱𐡲𐡳𐡴𐡵𐡶𐡷𐡸𐡹𐡺𐡻𐡼𐡽𐡾𐡿𐢀𐢁𐢂𐢃𐢄𐢅𐢆𐢇𐢈𐢉𐢊𐢋𐢌𐢍𐢎𐢏𐢐𐢑𐢒𐢓𐢔𐢕𐢖𐢗𐢘𐢙𐢚𐢛𐢜𐢝𐢞𐢟𐢠𐢡𐢢𐢣𐢤𐢥𐢦𐢧𐢨𐢩𐢪𐢫𐢬𐢭𐢮𐢯𐢰𐢱𐢲𐢳𐢴𐢵𐢶𐢷𐢸𐢹𐢺𐢻𐢼𐢽𐢾𐢿𐣀𐣁𐣂𐣃𐣄𐣅𐣆𐣇𐣈𐣉𐣊𐣋𐣌𐣍𐣎𐣏𐣐𐣑𐣒𐣓𐣔𐣕𐣖𐣗𐣘𐣙𐣚𐣛𐣜𐣝𐣞𐣟𐣠𐣡𐣢𐣣𐣤𐣥𐣦𐣧𐣨𐣩𐣪𐣫𐣬𐣭𐣮𐣯𐣰𐣱𐣲𐣳𐣴𐣵𐣶𐣷𐣸𐣹𐣺𐣻𐣼𐣽𐣾𐣿𐤀𐤁𐤂𐤃𐤄𐤅𐤆𐤇𐤈𐤉𐤊𐤋𐤌𐤍𐤎𐤏𐤐𐤑𐤒𐤓𐤔𐤕𐤖𐤗𐤘𐤙𐤚𐤛𐤜𐤝𐤞𐤟𐤠𐤡𐤢𐤣𐤤𐤥𐤦𐤧𐤨𐤩𐤪𐤫𐤬𐤭𐤮𐤯𐤰𐤱𐤲𐤳𐤴𐤵𐤶𐤷𐤸𐤹𐤺𐤻𐤼𐤽𐤾𐤿𐥀𐥁𐥂𐥃𐥄𐥅𐥆𐥇𐥈𐥉𐥊𐥋𐥌𐥍𐥎𐥏𐥐𐥑𐥒𐥓𐥔𐥕𐥖𐥗𐥘𐥙𐥚𐥛𐥜𐥝𐥞𐥟𐥠𐥡𐥢𐥣𐥤𐥥𐥦𐥧𐥨𐥩𐥪𐥫𐥬𐥭𐥮𐥯𐥰𐥱𐥲𐥳𐥴𐥵𐥶𐥷𐥸𐥹𐥺𐥻𐥼𐥽𐥾𐥿𐦀𐦁𐦂𐦃𐦄𐦅𐦆𐦇𐦈𐦉𐦊𐦋𐦌𐦍𐦎𐦏𐦐𐦑𐦒𐦓𐦔𐦕𐦖𐦗𐦘𐦙𐦚𐦛𐦜𐦝𐦞𐦟𐦠𐦡𐦢𐦣𐦤𐦥𐦦𐦧𐦨𐦩𐦪𐦫𐦬𐦭𐦮𐦯𐦰𐦱𐦲𐦳𐦴𐦵𐦶𐦷𐦸𐦹𐦺𐦻𐦼𐦽𐦾𐦿𐧀𐧁𐧂𐧃𐧄𐧅𐧆𐧇𐧈𐧉𐧊𐧋𐧌𐧍𐧎𐧏𐧐𐧑𐧒𐧓𐧔𐧕𐧖𐧗𐧘𐧙𐧚𐧛𐧜𐧝𐧞𐧟𐧠𐧡𐧢𐧣𐧤𐧥𐧦𐧧𐧨𐧩𐧪𐧫𐧬𐧭𐧮𐧯𐧰𐧱𐧲𐧳𐧴𐧵𐧶𐧷𐧸𐧹𐧺𐧻𐧼𐧽𐧾𐧿𐨀𐨁𐨂𐨃𐨄𐨅𐨆𐨇𐨈𐨉𐨊𐨋𐨌𐨍𐨎𐨏𐨐𐨑𐨒𐨓𐨔𐨕𐨖𐨗𐨘𐨙𐨚𐨛𐨜𐨝𐨞𐨟𐨠𐨡𐨢𐨣𐨤𐨥𐨦𐨧𐨨𐨩𐨪𐨫𐨬𐨭𐨮𐨯𐨰𐨱𐨲𐨳𐨴𐨵𐨶𐨷𐨹𐨺𐨸𐨻𐨼𐨽𐨾𐨿𐩀𐩁𐩂𐩃𐩄𐩅𐩆𐩇𐩈𐩉𐩊𐩋𐩌𐩍𐩎𐩏𐩐𐩑𐩒𐩓𐩔𐩕𐩖𐩗𐩘𐩙𐩚𐩛𐩜𐩝𐩞𐩟𐩠𐩡𐩢𐩣𐩤𐩥𐩦𐩧𐩨𐩩𐩪𐩫𐩬𐩭𐩮𐩯𐩰𐩱𐩲𐩳𐩴𐩵𐩶𐩷𐩸𐩹𐩺𐩻𐩼𐩽𐩾𐩿𐪀𐪁𐪂𐪃𐪄𐪅𐪆𐪇𐪈𐪉𐪊𐪋𐪌𐪍𐪎𐪏𐪐𐪑𐪒𐪓𐪔𐪕𐪖𐪗𐪘𐪙𐪚𐪛𐪜𐪝𐪞𐪟𐪠𐪡𐪢𐪣𐪤𐪥𐪦𐪧𐪨𐪩𐪪𐪫𐪬𐪭𐪮𐪯𐪰𐪱𐪲𐪳𐪴𐪵𐪶𐪷𐪸𐪹𐪺𐪻𐪼𐪽𐪾𐪿𐫀𐫁𐫂𐫃𐫄𐫅𐫆𐫇𐫈𐫉𐫊𐫋𐫌𐫍𐫎𐫏𐫐𐫑𐫒𐫓𐫔𐫕𐫖𐫗𐫘𐫙𐫚𐫛𐫜𐫝𐫞𐫟𐫠𐫡𐫢𐫣𐫤𐫦𐫥𐫧𐫨𐫩𐫪𐫫𐫬𐫭𐫮𐫯𐫰𐫱𐫲𐫳𐫴𐫵𐫶𐫷𐫸𐫹𐫺𐫻𐫼𐫽𐫾𐫿𐬀𐬁𐬂𐬃𐬄𐬅𐬆𐬇𐬈𐬉𐬊𐬋𐬌𐬍𐬎𐬏𐬐𐬑𐬒𐬓𐬔𐬕𐬖𐬗𐬘𐬙𐬚𐬛𐬜𐬝𐬞𐬟𐬠𐬡𐬢𐬣𐬤𐬥𐬦𐬧𐬨𐬩𐬪𐬫𐬬𐬭𐬮𐬯𐬰𐬱𐬲𐬳𐬴𐬵𐬶𐬷𐬸𐬹𐬺𐬻𐬼𐬽𐬾𐬿𐭀𐭁𐭂𐭃𐭄𐭅𐭆𐭇𐭈𐭉𐭊𐭋𐭌𐭍𐭎𐭏𐭐𐭑𐭒𐭓𐭔𐭕𐭖𐭗𐭘𐭙𐭚𐭛𐭜𐭝𐭞𐭟𐭠𐭡𐭢𐭣𐭤𐭥𐭦𐭧𐭨𐭩𐭪𐭫𐭬𐭭𐭮𐭯𐭰𐭱𐭲𐭳𐭴𐭵𐭶𐭷𐭸𐭹𐭺𐭻𐭼𐭽𐭾𐭿𐮀𐮁𐮂𐮃𐮄𐮅𐮆𐮇𐮈𐮉𐮊𐮋𐮌𐮍𐮎𐮏𐮐𐮑𐮒𐮓𐮔𐮕𐮖𐮗𐮘𐮙𐮚𐮛𐮜𐮝𐮞𐮟𐮠𐮡𐮢𐮣𐮤𐮥𐮦𐮧𐮨𐮩𐮪𐮫𐮬𐮭𐮮𐮯𐮰𐮱𐮲𐮳𐮴𐮵𐮶𐮷𐮸𐮹𐮺𐮻𐮼𐮽𐮾𐮿𐯀𐯁𐯂𐯃𐯄𐯅𐯆𐯇𐯈𐯉𐯊𐯋𐯌𐯍𐯎𐯏𐯐𐯑𐯒𐯓𐯔𐯕𐯖𐯗𐯘𐯙𐯚𐯛𐯜𐯝𐯞𐯟𐯠𐯡𐯢𐯣𐯤𐯥𐯦𐯧𐯨𐯩𐯪𐯫𐯬𐯭𐯮𐯯𐯰𐯱𐯲𐯳𐯴𐯵𐯶𐯷𐯸𐯹𐯺𐯻𐯼𐯽𐯾𐯿𐰀𐰁𐰂𐰃𐰄𐰅𐰆𐰇𐰈𐰉𐰊𐰋𐰌𐰍𐰎𐰏𐰐𐰑𐰒𐰓𐰔𐰕𐰖𐰗𐰘𐰙𐰚𐰛𐰜𐰝𐰞𐰟𐰠𐰡𐰢𐰣𐰤𐰥𐰦𐰧𐰨𐰩𐰪𐰫𐰬𐰭𐰮𐰯𐰰𐰱𐰲𐰳𐰴𐰵𐰶𐰷𐰸𐰹𐰺𐰻𐰼𐰽𐰾𐰿𐱀𐱁𐱂𐱃𐱄𐱅𐱆𐱇𐱈𐱉𐱊𐱋𐱌𐱍𐱎𐱏𐱐𐱑𐱒𐱓𐱔𐱕𐱖𐱗𐱘𐱙𐱚𐱛𐱜𐱝𐱞𐱟𐱠𐱡𐱢𐱣𐱤𐱥𐱦𐱧𐱨𐱩𐱪𐱫𐱬𐱭𐱮𐱯𐱰𐱱𐱲𐱳𐱴𐱵𐱶𐱷𐱸𐱹𐱺𐱻𐱼𐱽𐱾𐱿𐲀𐲁𐲂𐲃𐲄𐲅𐲆𐲇𐲈𐲉𐲊𐲋𐲌𐲍𐲎𐲏𐲐𐲑𐲒𐲓𐲔𐲕𐲖𐲗𐲘𐲙𐲚𐲛𐲜𐲝𐲞𐲟𐲠𐲡𐲢𐲣𐲤𐲥𐲦𐲧𐲨𐲩𐲪𐲫𐲬𐲭𐲮𐲯𐲰𐲱𐲲𐲳𐲴𐲵𐲶𐲷𐲸𐲹𐲺𐲻𐲼𐲽𐲾𐲿𐳀𐳁𐳂𐳃𐳄𐳅𐳆𐳇𐳈𐳉𐳊𐳋𐳌𐳍𐳎𐳏𐳐𐳑𐳒𐳓𐳔𐳕𐳖𐳗𐳘𐳙𐳚𐳛𐳜𐳝𐳞𐳟𐳠𐳡𐳢𐳣𐳤𐳥𐳦𐳧𐳨𐳩𐳪𐳫𐳬𐳭𐳮𐳯𐳰𐳱𐳲𐳳𐳴𐳵𐳶𐳷𐳸𐳹𐳺𐳻𐳼𐳽𐳾𐳿𐴀𐴁𐴂𐴃𐴄𐴅𐴆𐴇𐴈𐴉𐴊𐴋𐴌𐴍𐴎𐴏𐴐𐴑𐴒𐴓𐴔𐴕𐴖𐴗𐴘𐴙𐴚𐴛𐴜𐴝𐴞𐴟𐴠𐴡𐴢𐴣𐴤𐴥𐴦𐴧𐴨𐴩𐴪𐴫𐴬𐴭𐴮𐴯𐴰𐴱𐴲𐴳𐴴𐴵𐴶𐴷𐴸𐴹𐴺𐴻𐴼𐴽𐴾𐴿𐵀𐵁𐵂𐵃𐵄𐵅𐵆𐵇𐵈𐵉𐵊𐵋𐵌𐵍𐵎𐵏𐵐𐵑𐵒𐵓𐵔𐵕𐵖𐵗𐵘𐵙𐵚𐵛𐵜𐵝𐵞𐵟𐵠𐵡𐵢𐵣𐵤𐵥𐵦𐵧𐵨𐵩𐵪𐵫𐵬𐵭𐵮𐵯𐵰𐵱𐵲𐵳𐵴𐵵𐵶𐵷𐵸𐵹𐵺𐵻𐵼𐵽𐵾𐵿𐶀𐶁𐶂𐶃𐶄𐶅𐶆𐶇𐶈𐶉𐶊𐶋𐶌𐶍𐶎𐶏𐶐𐶑𐶒𐶓𐶔𐶕𐶖𐶗𐶘𐶙𐶚𐶛𐶜𐶝𐶞𐶟𐶠𐶡𐶢𐶣𐶤𐶥𐶦𐶧𐶨𐶩𐶪𐶫𐶬𐶭𐶮𐶯𐶰𐶱𐶲𐶳𐶴𐶵𐶶𐶷𐶸𐶹𐶺𐶻𐶼𐶽𐶾𐶿𐷀𐷁𐷂𐷃𐷄𐷅𐷆𐷇𐷈𐷉𐷊𐷋𐷌𐷍𐷎𐷏𐷐𐷑𐷒𐷓𐷔𐷕𐷖𐷗𐷘𐷙𐷚𐷛𐷜𐷝𐷞𐷟𐷠𐷡𐷢𐷣𐷤𐷥𐷦𐷧𐷨𐷩𐷪𐷫𐷬𐷭𐷮𐷯𐷰𐷱𐷲𐷳𐷴𐷵𐷶𐷷𐷸𐷹𐷺𐷻𐷼𐷽𐷾𐷿𐸀𐸁𐸂𐸃𐸄𐸅𐸆𐸇𐸈𐸉𐸊𐸋𐸌𐸍𐸎𐸏𐸐𐸑𐸒𐸓𐸔𐸕𐸖𐸗𐸘𐸙𐸚𐸛𐸜𐸝𐸞𐸟𐸠𐸡𐸢𐸣𐸤𐸥𐸦𐸧𐸨𐸩𐸪𐸫𐸬𐸭𐸮𐸯𐸰𐸱𐸲𐸳𐸴𐸵𐸶𐸷𐸸𐸹𐸺𐸻𐸼𐸽𐸾𐸿𐹀𐹁𐹂𐹃𐹄𐹅𐹆𐹇𐹈𐹉𐹊𐹋𐹌𐹍𐹎𐹏𐹐𐹑𐹒𐹓𐹔𐹕𐹖𐹗𐹘𐹙𐹚𐹛𐹜𐹝𐹞𐹟𐹠𐹡𐹢𐹣𐹤𐹥𐹦𐹧𐹨𐹩𐹪𐹫𐹬𐹭𐹮𐹯𐹰𐹱𐹲𐹳𐹴𐹵𐹶𐹷𐹸𐹹𐹺𐹻𐹼𐹽𐹾𐹿𐺀𐺁𐺂𐺃𐺄𐺅𐺆𐺇𐺈𐺉𐺊𐺋𐺌𐺍𐺎𐺏𐺐𐺑𐺒𐺓𐺔𐺕𐺖𐺗𐺘𐺙𐺚𐺛𐺜𐺝𐺞𐺟𐺠𐺡𐺢𐺣𐺤𐺥𐺦𐺧𐺨𐺩𐺪𐺫𐺬𐺭𐺮𐺯𐺰𐺱𐺲𐺳𐺴𐺵𐺶𐺷𐺸𐺹𐺺𐺻𐺼𐺽𐺾𐺿𐻀𐻁𐻂𐻃𐻄𐻅𐻆𐻇𐻈𐻉𐻊𐻋𐻌𐻍𐻎𐻏𐻐𐻑𐻒𐻓𐻔𐻕𐻖𐻗𐻘𐻙𐻚𐻛𐻜𐻝𐻞𐻟𐻠𐻡𐻢𐻣𐻤𐻥𐻦𐻧𐻨𐻩𐻪𐻫𐻬𐻭𐻮𐻯𐻰𐻱𐻲𐻳𐻴𐻵𐻶𐻷𐻸𐻹𐻺𐻻𐻼𐻽𐻾𐻿𐼀𐼁𐼂𐼃𐼄𐼅𐼆𐼇𐼈𐼉𐼊𐼋𐼌𐼍𐼎𐼏𐼐𐼑𐼒𐼓𐼔𐼕𐼖𐼗𐼘𐼙𐼚𐼛𐼜𐼝𐼞𐼟𐼠𐼡𐼢𐼣𐼤𐼥𐼦𐼧𐼨𐼩𐼪𐼫𐼬𐼭𐼮𐼯𐼰𐼱𐼲𐼳𐼴𐼵𐼶𐼷𐼸𐼹𐼺𐼻𐼼𐼽𐼾𐼿𐽀𐽁𐽂𐽃𐽄𐽅𐽆𐽇𐽋𐽍𐽎𐽏𐽐𐽈𐽉𐽊𐽌𐽑𐽒𐽓𐽔𐽕𐽖𐽗𐽘𐽙𐽚𐽛𐽜𐽝𐽞𐽟𐽠𐽡𐽢𐽣𐽤𐽥𐽦𐽧𐽨𐽩𐽪𐽫𐽬𐽭𐽮𐽯𐽰𐽱𐽲𐽳𐽴𐽵𐽶𐽷𐽸𐽹𐽺𐽻𐽼𐽽𐽾𐽿𐾀𐾁𐾃𐾅𐾂𐾄𐾆𐾇𐾈𐾉𐾊𐾋𐾌𐾍𐾎𐾏𐾐𐾑𐾒𐾓𐾔𐾕𐾖𐾗𐾘𐾙𐾚𐾛𐾜𐾝𐾞𐾟𐾠𐾡𐾢𐾣𐾤𐾥𐾦𐾧

The Mungoose belief

The Mungoose have no gods. They seek guidance from their ancestors, worshipping them in private ceremonies. Many families have someone they call mbona, or venerable, and direct their prayers to her when the hardships come, but they also trust their close family members' judgment.



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Gods of the Kunlani pantheon

“Someday I’ll return to Otool. This I swear under the eye of Ojux.” This says a lot about the Kunlani’s view of the fleeting values of life. The goddess they serve is the earth itself, and their god is the sky above them. Between them there’s the mortal world, in particular the plants, each one with its faerie guardian.

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Otool

Otool is strong and dominating, sensual in her olive skin, with hair like fire and bright eyes like amber. She’s also the Mistress of Battles, as the blood of enemies is poured over her. On the other hand, she abhors meaningless fights. If there are no important battles to fight, it’s typical for her worshippers to draw their own blood in offering, and the menstrual blood of a virgin is even more appreciated.

- * Domain: battle, earth, lust
- * Favored Weapon: shield
- * Holy Symbol: offering bowl

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Ojux

Ojux is known by his perfect features, as his ebony skin, long, white hair, and sapphire eyes are considered as beautiful as beauty itself. In his honor there are many sacred days, and his followers await the moment when the portal linking heaven and earth opens again, allowing him to lay down with Otool once more to ensure the prosperity of Kunla.

- * Domain: beauty, sky, protection
- * Favored Weapon: spear
- * Holy Symbol: twin raindrops



Lands of Lore

“All the world’s a stage, and all the men and women merely players. They have their exits and their entrances, and one man in his time plays many parts.”

— William Shakespeare, *As You Like It*, Act II Scene VII.

ANCIENT WORLDS: ATISI, the stage where epic sagas take place, is doomed to ruin. More than lost temples and creatures man is not prepared to know, this world has in its essence the atmosphere and the tone found in sword & sorcery books.

As in those stories with horror elements, this is a world en route to its destruction. However, what makes this setting different from those tales is the presence of heroes who really are able to postpone that fate – even if just for a few moments, as everything will eventually fade away. It’s a complicated tapestry that needs proper doses of hope and tragedy, good deeds and selfish acts, fair payback and vengeance, sword and sorcery. Heroes often do the right thing not because of justice and truth, but in pursuit of personal glory and to satiate their desires...they are, in truth, anti-heroes. Yet they make the difference in the end.

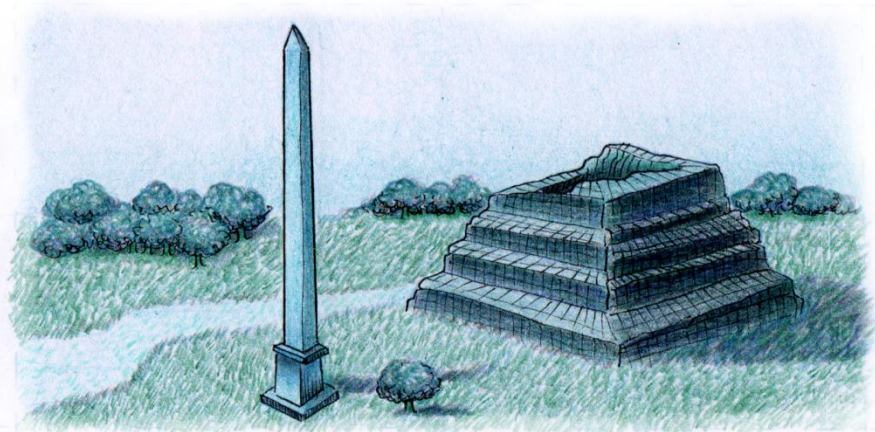
One day, Atisi (and the other insular kingdoms) will end. Be it the work of sleeping gods that will eventually wake up and destroy the fabric of reality, or the work of humankind, it will end. Deep inside everyone knows that, but the certainty doesn’t make them quit: on the contrary, they’ll keep fighting while they have the strength to do so, while they are able to get something for it, while they can smile before Death itself and tell her their time has not come yet.



This is true at least partly due to the type of magical essence in the world. This is not a high fantasy world (or high magic, as some say): there's no simple or generalized use of magic, as even the smallest spell can corrupt. Magic is not used to solve mundane problems or even to replace the Bronze Age technology of the insular kingdoms. Here, what counts in the end are the heroes' determinations and swords, which will put an end to all threats.

This leads us to the next topic: action. This is a world where something is always happening, with rare moments of rest while the villains try to kick down doors and invade. Villages will burn, blood will be spilled, giant monsters will need to be controlled (attacking them directly, climbing on their scales, or even using the environment to detain them, crushing a bridge over their heads). But that doesn't mean the heroes must always triumph! Not at all! The players will need to notice when the danger is greater than they can deal with right now and escape – and, in those situations, a pursuit by dozens of enemies trying to capture them among lost valleys may be the order of the day. So, let them jump through palace windows, destroy something valuable in fury, spend every single coin in a feast that may end with the destruction of a whole tavern... and live to tell the tale.

This setting is not only the sum of ruin, violence, and forbidden magic: it screams mystery! The heroes (and you, the GM) need to be surprised – lost cities, ancient monsters, or pyramids may appear during sandstorms. Play to find out what happens. Everything is part of the world and, one by one, those secrets will be revealed, making the heroes feel part of something even greater.



About the maps

Some maps represent a bird's eye view of an area, while others use symbols to show what's there. The map in this book is of this second type.

We used hexagons to create these maps as they have the advantage of being a regular figure that even nature uses (honeycombs are made hexagonal by bees). Also, the distance from the center of one hexagon to the center of any of the six around it is always the same (something that wouldn't be true if we had used squares). We recognize this is just a matter of style and other ways could have been chosen.

In our map, each hexagon has a numerical index (indicating the column and the row where the hexagon is located, which helps in organizing all the info) and an icon that represents most of the terrain found there. It's possible to find other kinds of terrain in a hexagon, as we chose a particular scale: 20 kilometers, or 12 miles, per hexagon.

For example, from the center of one hexagon to the center of a neighbor's hexagon, in a straight line (to make the mathematics simple), is a 20-kilometer journey. So, in ideal circumstances (following the main roads, under fair weather, without overloading your backpack), it's possible to travel two hexagons a day.

However, when we talk about a 20km/hex scale, we are talking about an area of almost 246 square kilometers. This is roughly the size of Las Vegas, Philadelphia, or Atlanta. It's a big space that can (and should!) contain more than we show here.

There's a reason for this: the GM may include dozens of points of interest (caves, towers, pyramids, lost temples) anywhere he or she wants, altering part of the terrain while recognizing the predominant features. Remember the *draw maps, leave blanks* principle? There are virtually thousands of blanks for you to use. So, even in a plains hexagon, you have room for a circle of hills around a lost valley. The possibilities are limitless.





Atisi

Atisi is an old kingdom fighting against its demise. As a theocracy – their king, Anenhast III, is the mortal closest to the gods, or so they say, and acts as supreme lord of the kingdom’s temples – all citizens obey the wishes of the priests, who are considered the interpreters of divine will. This give an extreme meaning to concepts like servitude, death, and life after death, to the point that pyramids can be found all over the land, as well as minor tombs protected by mortals and more unusual beings.

The temples and government buildings sometimes mix their functions, as priests also perform many bureaucratic duties in the many layers of the society. The nobility and priesthood are the rulers of the common citizens.

Considering this, there’s almost no difference between the militia (citizens taking arms to defend a place), the guard (designated officers acting as a police force), and the army (regular armed forces): by order of a politician or a priest (or, often, a priest whispering behind a politician), the guard can act as a militia or the army can take over a city. The only non-official answers to that are bands of mercenaries, ready to lend their services to the highest bidder.

All this orbits the laws of Atisi, written in a way that mixes the secular and sacred: it’s heresy not to give part of one’s earnings to a temple, to miss an important ritual, or not to perform an essential rite (birth ceremonies, death rituals, and marriages need an overseeing priest, which he’ll charge for). And heresy, accordingly to the will of the priests, can have many different punishments: death is one of them.

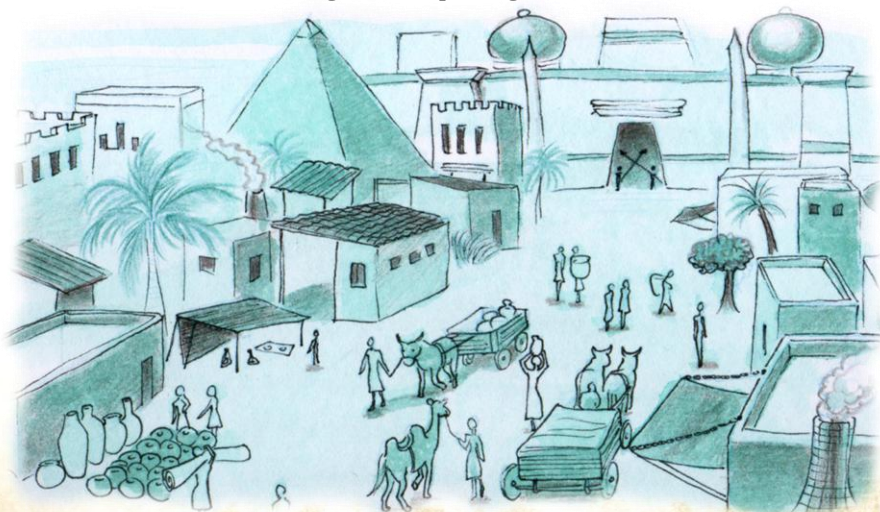


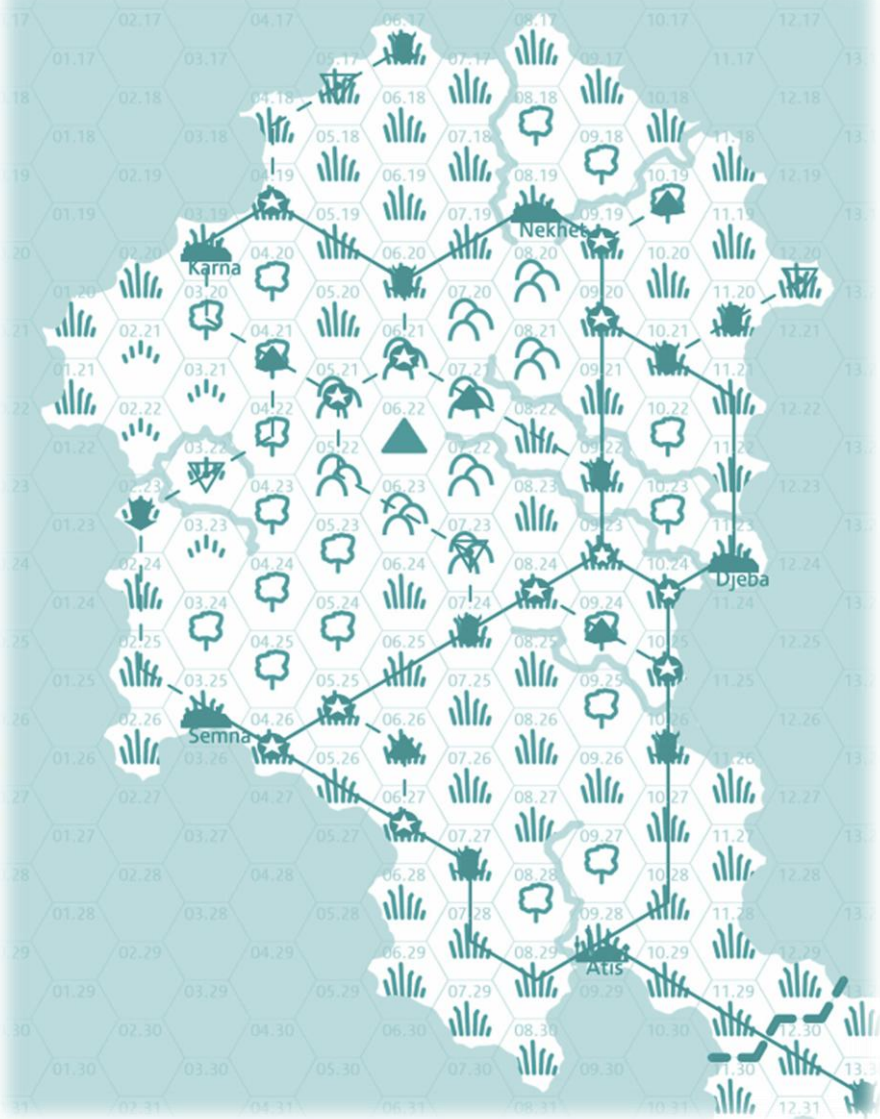
At the margin of the legal and non-official lie the merchants and traders. Buying and selling has always been a good way to make money, but Atisi seems to maximize that, as there's demand for certain unusual items. Knowing where to buy and where to sell is the key to the success of prosperous traders and small merchant companies. The problem is not finding a buyer: it's reaching her. Crossing the landscape, even using the well kept royal roads, is dangerous and even fatal. Due to the scarcity of horses and the difficulty in taming them, merchants need to use oxen carts or camels – and the slow pace of such journeys invites bandits and marauders to rob them. Theft is one thing, but some of those outlaws go further and capture fools as slaves to be sold in black markets.

So, you reached a city. What lies there? Generally speaking, there are one-story buildings made of clay or wood, sometimes in precarious condition. There are also some stone multi-story buildings, but they are often religious or governmental, as the commoners don't have the know-how to build or the wealth to afford them. Huge palaces also exist, but they are few and the contrast of their height acts as another way to impose the ruler's authority over the people.

This is Atisi as we know it. Bronze tools and weapons, markets full of rare items, sacred chants and oppressing guards: this is what the people of the kingdom of the pyramids know. Here, mystery, blood, and faith mix with magic, strength, and greed.

And this is the setting of our epic sagas.





03.19 KARNATA

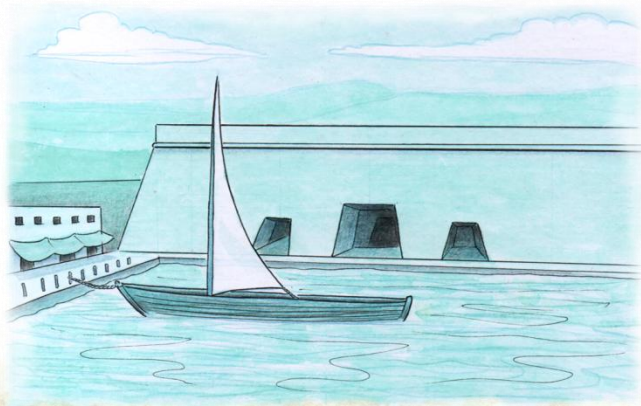
03.19 KARNA

The walled port of Karna is built over ancient ruins: an amalgam of past and present around the Great Ziggurat of Setenpte, Karna's highest building, a place of mystical learning and city administration. The wide and open streets are marked by small wooden posts, but underneath them, some say, subterranean passages intertwine and allow one to reach any part of the city without returning to the surface.

Many villages lie around Karna, ensuring a steady flow of people coming and going. This, and an old treaty, safeguard the travelers as horns sound if there is any sign of problems – militias are raised and quickly disband the troublemakers. At least, this is what people *expect* to see, yet some say they haven't heard the call...

As a port town and one of the doors to Atisi, it's common to see people from other nations calling Karna their home (albeit temporary). But the Karnati are haughty, strangers are not welcome, and most of them live in ghettos on the outskirts of the city. Unfortunately, even this segregation is not enough to prevent some vocal citizens from taking arms to remind the foreigners Karna is not their home.

That's not all: the Karnati believe there's only one way to climb the social or political ladder: killing the opposition. True friendships are rare, as everything is a game of interests that, if played wrong, may result in betrayal. Things work fine when people work together to fulfill their goals, but when the situation changes they need to find a way to ensure ongoing loyalty...or face the consequences sooner or later.



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The Mystical College of Setenpte

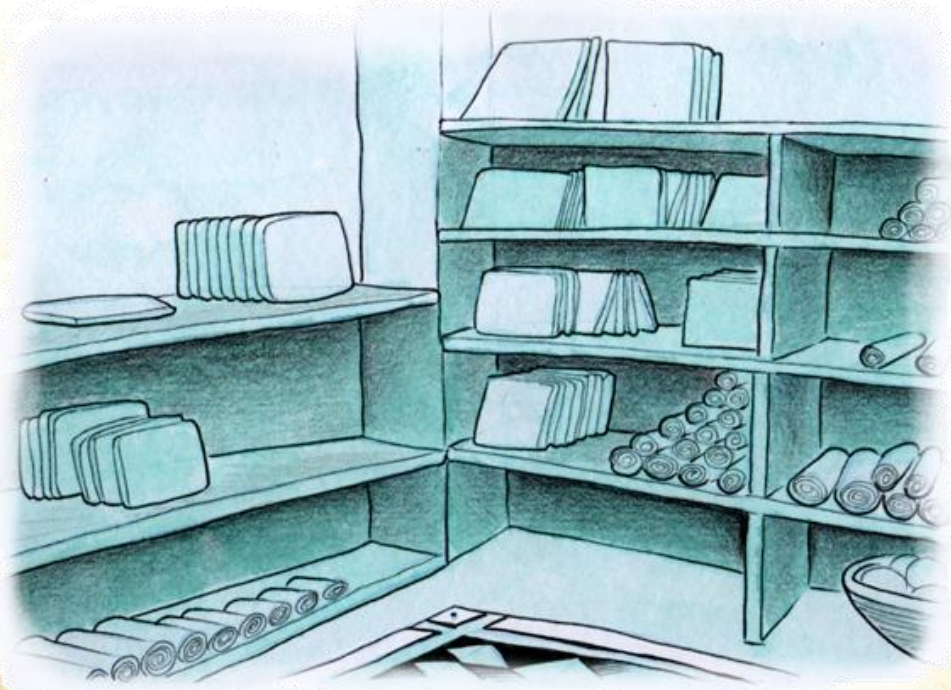
Seeking a way to keep her ill father alive, Steward Meketu has conducted arcane researches by herself. She knows the rituals she'll need to perform depend on the combined power of many masters of the Old Art, but the trouble of finding them without raising alarm is significant.

Her best option, for now, is training potential students in order to get their help. The alternative would be finding an artifact she's not so sure really exists, a kind of mystical vessel that could condense arcane energy and keep it under control until the moment of the final release.

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Perusing the books of the College

When you access the College's library and hit the books, say what you are researching and roll +INT. On a 10+, you find a mystical clue to what you are looking for. On a 7-9, you discover there's a missing book in the library with the information you seek.



ADVENTURE HOOK: PILGRIMAGE

Adventure Hook: Pilgrimage

Satdjere, Ameten, and Maetkarpu are three priestesses of Karna who need to make a pilgrimage to the temples of Djeba (11.23). Their journey is not accompanied by an official escort as they are not formally initiated in the high mysteries, but that doesn't prevent others from following them.

Satdjere may ask the heroes to protect them during the pilgrimage, telling them she will use her healing arts on them if needed. Ameten has a gold and sapphire ring that could be given as a reward. Maetkarpu, on the other hand, is willing to curse those who don't help them.

ESCORTING THE PRIESTESSES

Escorting the priestesses

When you are confronted by other people while you are escorting the priestesses, roll +CHA. On a 10+, they go out of their way to help you. On a 7-9, they leave you alone.

QUESTIONS:

- * Who built the Great Ziggurat? What for? Why is it named after Setenpte?
- * Who are the current major troublemakers in the city?
- * Who is the head of the wealthiest family in Karna? What does he or she want?
- * What's the name of the largest ship in the port? What is it doing there?



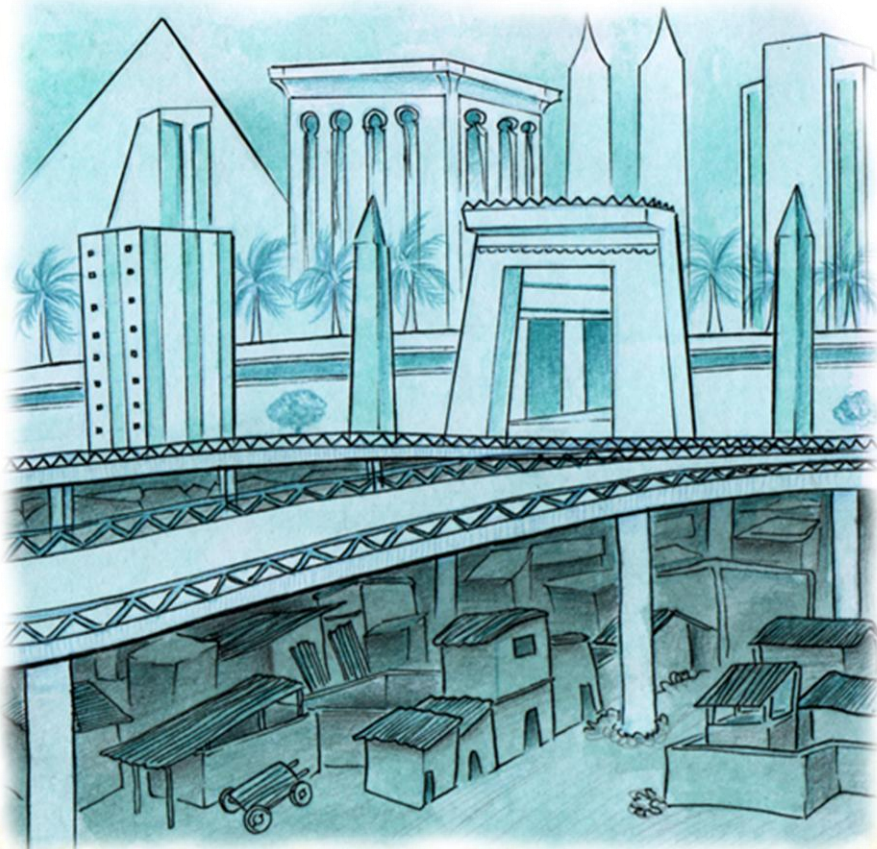
03.25 SEMNA

03.25 SEMNA

South of the Etet Woods lies Semna, the city of temples. The Atisit are religious but the people of Semna go above and beyond that, leaving everything in the charge of a priest.

The myriad temples also act as a large school center, as children usually learn how to write and do mathematics while reciting important passages of the divine tomes.

Yet, Semna is a place of contradictions: under the majesty of the temples and the sandstone streets there's another city. The Low Web, the name given to the tangled underground streets, hides the worst of Semna, a lair of misery, depravity, and violence. The common people try to ignore the Low Web, pretending to know nothing about its existence.



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The pyramid of Djeti

Nothing is more important to the Great Priest of Semna than pleasing the gods, even to the detriment of his own people. A few years ago he received a vision of power and started building a pyramid with his own hands. Then, when he obtained power over the city, he enlisted the citizens of Semna to help him in this, as he claims, divine task.

By his command, even farmers must devote half of their days to building the pyramid. As a consequence, the city treasury has been depleted, as Semna constantly requires food from other settlements.

The Semnati believe in Djeti's vision and work hard for the glory of the construction. Many even volunteer to work in Biset's quarries (07.23), leaving their empty homes behind.

No one knows that the pyramid is being built over a mystical nexus, created by the intersection of natural arcane lines. Those who work on the edification rarely feel tired, but don't realize what they are helping to create: when the pyramid is complete, that nexus' power will rise and the whole place will become a portal to somewhere else...

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Connecting with the nexus

When you try to connect with the mystical forces of the nexus, roll +INT. On 10+, you heal any non-physical Condition and feel energized as if you have just awakened after a full night's rest. On a 7-9, you feel energized as if you have just awakened after a full night's rest.

QUESTIONS:

- * What's Semna's biggest temple? To which Atisit god or goddess was it built?
- * How does Pakheru deal with officials from other cities? How does he explain that he relinquished the power?
- * Why does Tamere want to rule Semna? How long will it take for her to reach that goal?
- * What's the truth behind the mystical nexus? How does the entity who created it keep feeding it with energy?



04.26 AKHEM WINDMILLS

04.26 AKHEM WINDMILLS

A series of farms around the point where the Royal Roads converge has windmills that help grind wheat into flour. One of them, on the Akhem Plateau, draws attention due to being made of iron.

It works continuously, in windy weather or not, and emits a low hum. The farmers around it don't have the slightest idea about its construction, but use it regularly in spite of its strange features.

Using the windmill

Using the windmill

When you **use the windmill**, roll +INT. On a 10+, you notice a pattern in the humming sound while you make enough flour to bake a full meal for 8 people. On a 7-9, you make enough flour to bake a full meal for 6 people.

QUESTIONS:

- * Why is the iron windmill impervious to rust? Is it really made of iron?
- * For how long, at least, has the windmill existed? What can the oldest farmer tell about it?
- * Is the flour made there any different from normal flour? Why?
- * What will happen if the humming pattern can be replicated?



05.21 CAVES OF KARNU

05.21 CAVES OF KARNU

On Mount Karnu there are many isolated caves. Some have become animal lairs, others are completely empty.

Meaningless writings cover the walls of these caves, some painted, others carved in the bare rock. There is no link between these writings and any known language, and even the scholars who have tried to gather and organize the finds were not able to obtain new information.

However, something unique happens when both moons wane in the sky: some characters become lit (brightly enough to illuminate the caves) and remain that way for hours. No other effect is known.

DECIPHERING THE WRITINGS AND CARVINGS

Deciphering the writings and carvings

When you try to understand the meaning behind the writings and carvings, roll +INT, adding +1 to your roll if the characters are lit by the moon. On a 10+, you believe the writings tell of a place where a marvelous treasure is hidden: say 3 things about it (one of them is the truth, decided by the GM, but you'll need to find out which by yourself). On a 7-9, the writings tell of an impending danger or doom, but also reveal its weakness: say 3 things about it (one of them is the truth, decided by the GM, but you'll need to find out which by yourself).

QUESTIONS:

- * What kinds of animals live in the caves?
- * How were the writings made? What kind of ink or paint was used?
- * What kinds of ideograms or symbols are preminent? Describe them.
- * Is there any substantial difference between the characters carved and those written?



If the 8 steps pass without interrupting the Bride, the Essential will show himself in all his glory as a sandy mass of tentacles that expand to the horizon, consuming everything it touches until exploding. From now on, consider hexagon 05.25 as a great lifeless desert with a huge pyramid in its center, acting as an open portal to the Essential realm.

However, if the heroes interrupt the ritual and defeat the Bride and the Essential in his lesser form, the portal will disintegrate in flames and crystal, and all *blessed* cultists will lose their powers (and probably try to escape). The heroes will have saved Atisi for now.

QUESTIONS:

- * What's the nature of the Essential? What does it want?
- * Are there other beings like the Essential?
- * Who are the cultists? How did they learn about the Essential at first?
- * What happened to the hunters of the camp?



06.17 VILLAGE OF DESHRA

06.17 VILLAGE OF DESHRA

There's a small village in the north where fishing and fruit harvesting are the norm. Its inhabitants live calm lives and enjoy the isolation.

Every night after curfew, all gather in the temple, chanting for hours. Only then do they return home.

On the temple's altar there's a grayish statue of a cloaked old man. The people of Deshra pray to him, ignoring the gods of Atisi.

The statue is made of steely wood, extracted nearby (05.17). The villagers don't risk gathering it due to the perils involved.

But years of living near that amount of steely wood have caused another problem: they are becoming barren. Since then they have asked the statue for guidance. Some say that, in dream, a young woman found the old man and he told her they should bring other people to the village...

...so the people of Deshra have captured children from Karna (03.19) and Nekhet (08.19), seeking to make them forget their past and become new sons and daughters of Deshra.

RESISTING THE CALL OF THE STATUE

Resisting the call of the statue

When you listen to the chants of the people of Deshra, roll +WIS. On a 10+, you are able to resist the call of the statue and act normally. On a 7-9, the statue calls to you and you feel the urge to answer: take -1 ongoing unless you surrender yourself and go to the temple to chant with the others.

QUESTIONS:

- * Who is the man depicted in the statue? Who created the statue?
- * Why have the people of Deshra abandoned the gods of Atisi? Have the gods acted upon this?
- * Who is the young woman who dreamt? What's her role in the village?
- * How have the people of Deshra kidnapped the children? How do they ensure the children forget their past?



06.20 FORT KAHEN

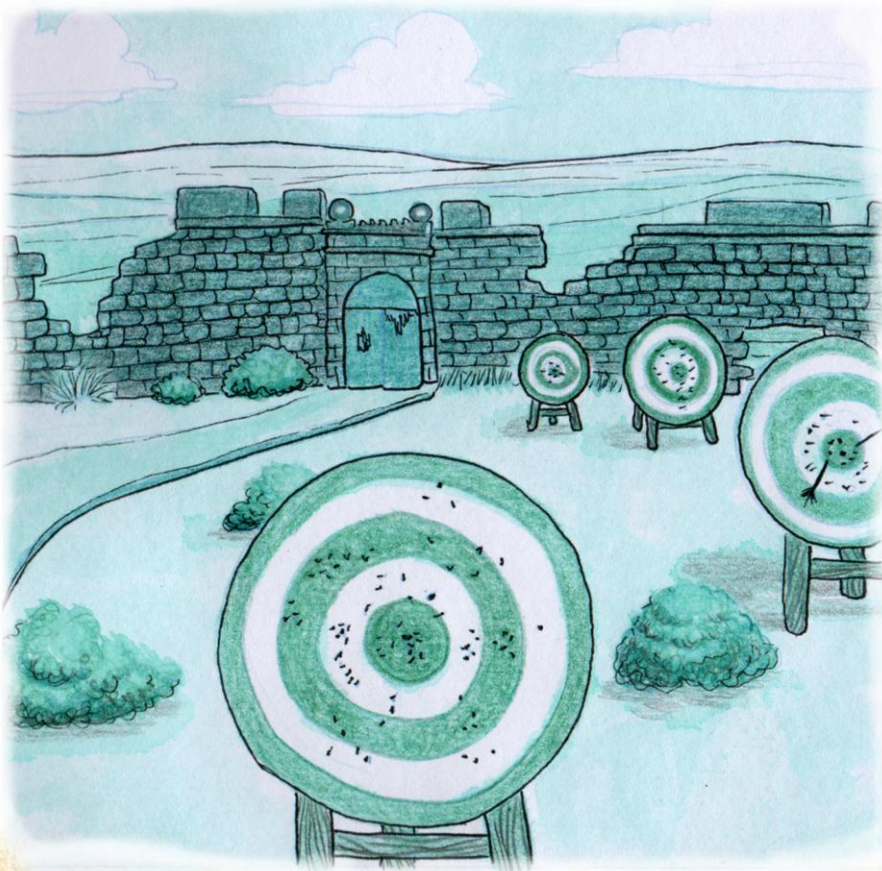
06.20 FORT KAHEN

Kahen once reigned on the northern plains of Atisi, acting as an archery training center. However, one day two generations ago, all communication with the fort ended.

They were attacked by m'siseks (page 196). Using an underground passage, the creatures invaded Kahen, hitting from the inside. The fort's defenses being focused on external threats, it fell.

Since then, there have been many attempts to retake the fort, but none were successful, as Kahen is extremely good at preventing enemies from invading the edification.

Now, those who follow the path linking Nekhet (08.19) and Karna (03.19) avoid the road that leads to Kahen. On the occasions when this is not possible (larger caravans don't fare well off roads), the wise ones hire mercenaries in order to protect them.



QUESTIONS:

- * How did the monks find out about the ophidian god? How did they contact him?
- * Is there a more apt kind of treasure that can be offered?
- * Are there any visible influences of the ophidian god upon the monastery or the monks?
- * What's the first step in closing the portals to the lower planes?

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06.27 RUINS OF MAADI

An arch and a tower mark the entrance to Maadi, a fort swallowed by the earth. The external walls and arch are covered by intricate engravings in the form of leaves, but there's no record of them in the annals related to the construction.

According to the historians, Maadi was already sunken before the first cities of Atisi. However, it's unclear if the place collapsed into the earth or if it was built like that originally.

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Exploring the ruins

When you **explore the ruins of Maadi**, roll +WIS. On a 10+, you find a real leaf growing from the engravings: it's edible and heals 1d8 hit points. On a 7-9, you find a petiole (leaf stalk), but no leaves.

QUESTIONS:

- * How did the leaf engravings come to be? When?
- * How can one enter the fort? What kind of traps and locks prevent one from entering?
- * Are there minor towers remaining on the surface?
- * What kinds of creatures live in the ruins? Why are they so protective of their liar?



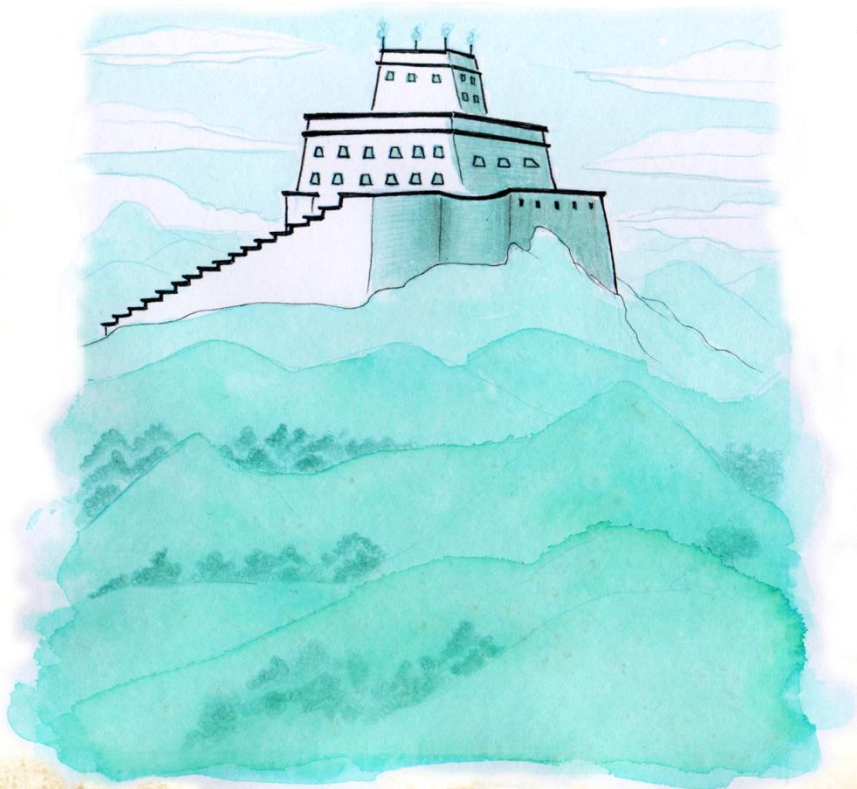
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07.21 MONASTERY OF AKHUR

Amidst the mountains that rise in the center of Atisi lie the fragments of the ancient Monastery of Akhur. Known as a place of placid contemplation, it harbored priests devoted to all of the Atisit pantheon, acting as a common room where everyone was able to honor their gods unscathed and learn from one another.

Alas, there came a day when those rituals went wrong, corrupting the monastery to the point that the gods turned their backs on it, allowing the shadows to take it for good. The priests were consumed by the darkness, losing every bit of sanity they once possessed and reverting to a feral state. Since then, they hunt like animals, turning Akhur into a primitive lair.

This happened years ago. From that point on, the descendants of those insane humans inherited the madness of their forefathers, building a feral society that honors the strongest. Nowadays, they bask in their appetite for destruction and hunger.



FERAL

*Feral**horde, organized*

ancient weapon (d6 damage); 7 HP, 1 Armor

*close***Instinct:** to be left to themselves

- * drive someone back
- * call up reinforcements
- * launch a reckless attack

TALKING TO THE FERALS

Talking to the ferals

When you **try to communicate with the feral beings**, roll +INT. On a 10+, they understand simple concepts and words and are able to answer to the best of their knowledge (note that they may not want to do so, but they are able to). On a 7-9, they understand simple concepts and words but can only communicate back using gestures (if they are willing to do so).

QUESTIONS:

- * What really went wrong? How so?
- * Which god was the first to turn his back? Why?
- * What do the ferals want most today? Why haven't they achieved it?
- * What do the ferals fear? How can it be used as leverage?



07.23 THE BISET QUARRIES

07.23 THE BISET QUARRIES

These quarries are old: the first walls of the capital used the stones of Biset. At the present time, work has been doubled due, in part, to the demands of the Pyramid of Djeti in Semna (03.25), to the point that new extraction points have been created.

However, the workforce remains the same, and that overload worries the overseers as they know about the accident risks. To make matters worse, new workers are often under-trained...and some have been noticing strange tremors lately.

The truth is that the quarry work is disturbing the resting place of the ancient guardians of the mountains. Nameless, they stand there to watch over the untaken paths, waiting for the calling of the gods.

Those guardians are, in fact, stone golems (see page 190), focused on preventing anyone from reaching the tallest mountains.

WALKING PAST THE GUARDIANS

Walking past the guardians

When you follow the old mountain path, roll +DEX. On a 10+, you avoid disturbing the guardians. On a 7-9, the guardians notice you and make their presence known by shaking the land, but don't intervene for now.

QUESTIONS:

- * How did the last accident impact morale? How many lives were lost?
- * Why does someone want to work on the quarries? What rewards are expected?
- * Why did the gods make the guardians? What do they really protect?
- * What prevents the biggest guardian from awakening? What kind of powers does he have?



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07.24 RUINS OF MARNAK

Marnak was a fortress built atop a rocky mountain, acting as a watchtower over the south-center plains. Yet, when the kingdom faced a civil war, Marnak was the first to go down.

The secession army forced a siege upon the fortress, but the place had a full supply of provisions. Even after weeks of blockade there were no signs of surrendering, so the sieging army mounted a strike against the gates.

The fortress held its ground, but there was a traitor inside the walls: one night, after a tiring battle, the traitor lifted the gate. The opposing army invaded and, in a bloodbath, put an end to everyone inside – including the traitor.

The civil war ended some days later, with the secession army defeated and disbanded. Marnak was then abandoned, all that bloodshed in vain.

Those dead didn't find their rest. Betrayed, they rose again to defend the walls... and there they have stood for centuries.

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Resting on the outskirts of Marnak

When you **approach the outskirts of Marnak**, roll +INT. On a 10+, you are not under the influence of the undead. On a 7-9, thoughts of betrayal cloud your mind: take -1 ongoing when making camp or casting any magical spells and similar effects.

QUESTIONS:

- * Where does the traitor's descendant live nowadays? Is he aware of his relative's betrayal? How can one find him?
- * What is locked in the fortress' dungeon? Why is it so dangerous?
- * Is the betrayal the only cause for the unrest?
- * What can be done to make Marnak's undead rest for good? Why hasn't anyone done this before?



07.27 MAADA'S DOME

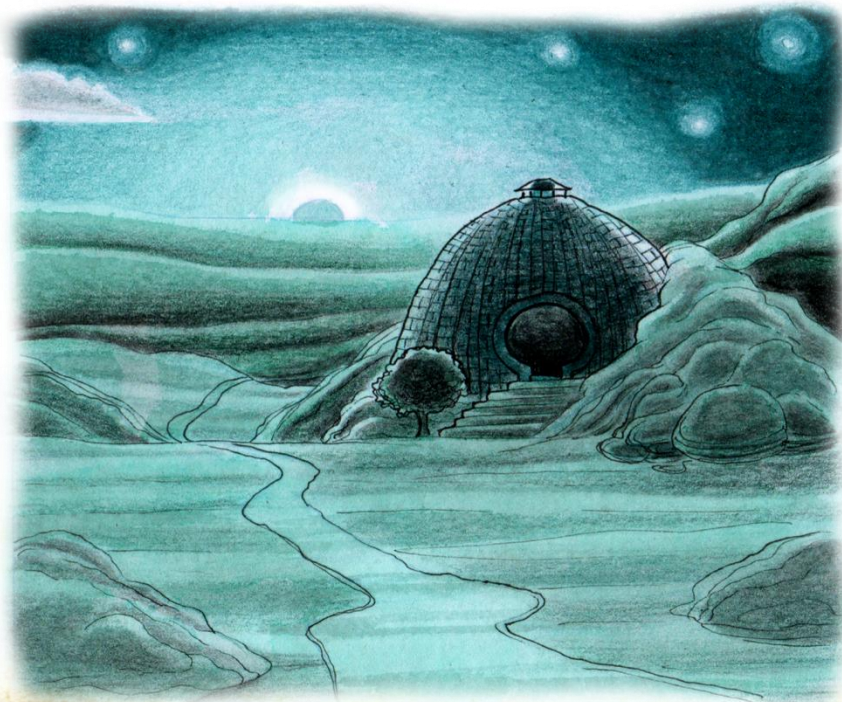
07.27 MAADA'S DOME

South of the road, away from prying eyes behind a peculiar rocky formation, lies Maada's Dome.

At first one can see a single level under the dome – a worn stone construction – but there's something else underground. A magnificent altar rises: inside a stone box, by a natural fountain, lie the bones of the leg of Arperen, Goddess of Hallucination (or so it's believed). Touching them induces arousal and excitement. That news has brought people to the Dome, and a small community has grown around the edification.

Three rituals are conducted daily at dusk, at midnight, and at dawn. Although there's nothing preventing the villagers from attending all ceremonies, most gather around the altar at dusk.

A priest and a priestess oversee this small community, offering gold coins to the fountain under the dome. However, on the first night of each year, a virgin is sacrificed on the altar in honor to Arperen as the priests ask for the blessings of the Goddess to be renewed.



without food or water. This reduces the candidate to a weakened state that clouds rational thought, making her an easier target for the upcoming ritual: one of those larvae is placed in her mouth, where it digs its way through the palate toward the brain. The candidate passes out from pain; when she awakes, the larva is in control of her body and mind via symbiotic link.

The new elite squadron member then returns to the world outside, becoming part of Atisit society and crawling toward vital roles in order to, someday, allow the collective to take over Atisi (and, maybe, the world).

Conquest is not so simple, as keeping the disguise requires careful understanding of the hazards: the larvae are highly vulnerable to electricity and even a simple discharge will activate the defense mechanisms that lead to immediate unconsciousness (lasting an amount of minutes equal to the damage received).

DESYUUNU@ELITE

Becoming Elite

When you perform the Elite ritual in the underground fortress, roll +CON. On a 10+, you bite the larva before it can begin controlling you and the ones overseeing the ritual don't notice. On a 7-9, like 10+ but the overseers notice there's something wrong.

QUESTIONS:

- * How badly are foreigners mistreated in Nekhet? How can a foreigner avoid such treatment?
- * What can make the military officers join forces instead of fighting Ankhufep?
- * Who are the apparent leaders of the Thieves' Guild? What do they really want?
- * Who controls the larvae of the elite squadron? How can the control be enforced?



08.24LEBA7S@A1A7

08.24 LEBA'S ALTAR

On Leba's plateau, to the west of the road, lies an altar in honor of all Atisit gods.

It's a simple stone altar surrounded by divine statues, each depicting one god. Some have paid the toll of time, others are in pristine condition. Priests take turns in vigil, taking care of the altar, cleaning it, and performing daily rituals. There is no housing nearby, as the priests who attend the altar are in constant pilgrimage.

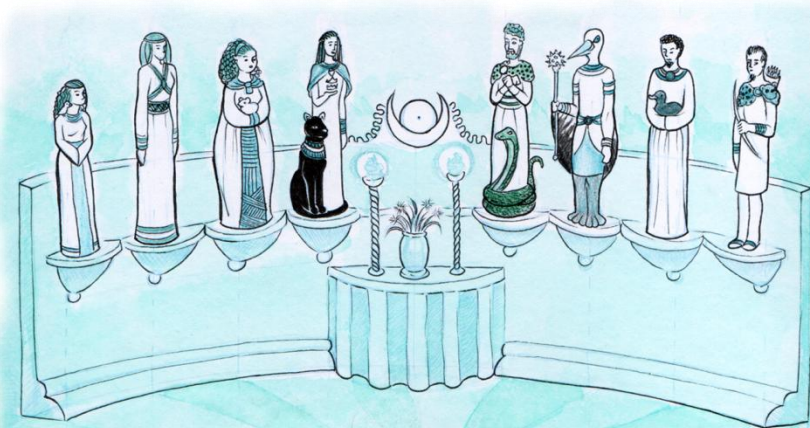
Praying to the gods

Praying to the gods

When you pray to the gods of Atisi at the altar to help you on a specific task, roll +OFFERING – good offerings are worth +1, great offerings +2. On a 10+, the gods hear your prayers and you take +1 ongoing when performing that task for an amount of days equal to your roll. On a 7-9, the gods hear your prayers and you take +1 forward when performing that task.

QUESTIONS:

- * Which statues are pristine? Which ones are worn? Why don't the priests repair them?
- * Why does no one establish an inn or some kind of settlement nearby?
- * What happens to the offerings?
- * What happens if one performs a profane rite at the altar, or an offering to a non-Atisit god?



09.19 | HEMUN TOWER

09.19 HEMUN TOWER

To the southeast of Nekhet (08.19) a thick wooden tower rises, surrounded by a palisade and watching over the royal roads. Reaching an impressive 50 meters high (lightly bending under strong winds), the tower can be seen by anyone in a 30-kilometer radius (i.e., when you are at any hexagon adjacent to 09.19, you can see the tower when the sky is clear).

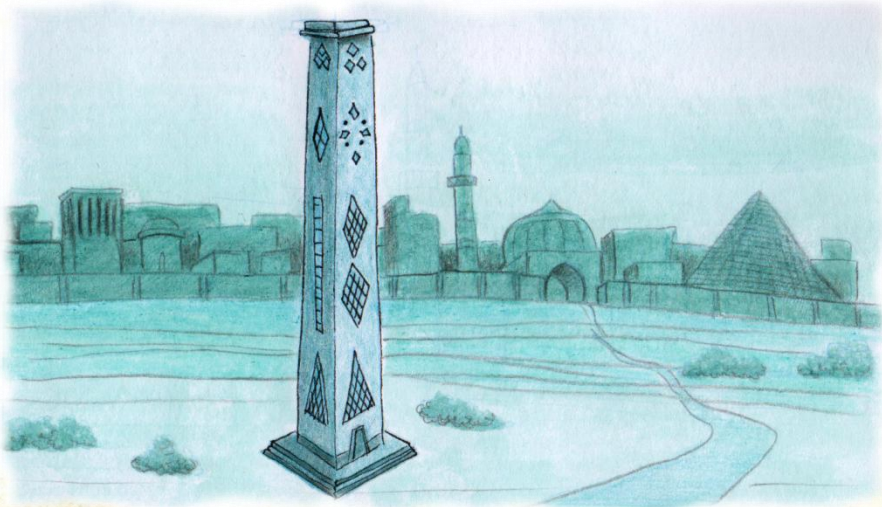
CLIMBING THE TOWER

Climbing the tower

When you **climb the steps of Hemun Tower**, roll +CON. On a 10+, you make it to the top without breaking a sweat and take +1 forward as you feel reinvigorated. On a 7-9, you make it to the top a bit tired, but you have bragging rights. On a 6-, mark XP as you almost collapse mid-climb and take -1 ongoing until you make camp.

QUESTIONS:

- * When and why was the tower built?
- * Who guards the tower? Why does it need to be guarded?
- * What strange natural feature can be seen from the top? What does it look like?
- * Who was buried under the tower? Why?



09.23 | 09.23 | 09.23 | 09.23

09.23 GONG INN

This big wooden building on the royal crossroads has three floors and two chimneys. There's always a minstrel with tales and songs, and the exquisite food is famous around the kingdom. There's one more thing, which gives the inn its peculiar name, a huge gong behind the common room – whenever someone enters the inn, a patron hits the gong, and the noise can be heard for long distances.

There's another tradition: at sunset, the innkeeper lights a candle that lasts around four hours, and when the flame goes out, the doors are locked and no one else can enter the inn until dawn – patrons can leave, but no one can enter.

09.23 | 09.23 | 09.23 | 09.23

Hitting the gong

When you hit the gong (or are near it when it sounds), roll +CON. On a 10+, you endure the deafening noise with flair. On a 7-9, the noise echoes inside you head and you can't focus your mind well: take -1 forward in any mental task.

QUESTIONS:

- * Who is the innkeeper? Who are the usual patrons?
- * Why does everyone follow the tradition? Why was it enforced at first?
- * What happens to one who hits the gong by mistake or for the wrong purpose?
- * What's the best unappreciated food served there? What's the most expensive one?



09.24 RUINS OF SWENA

09.24 RUINS OF SWENA

Swena was a town based upon its logging industry, its people prosperously living by the woods and always welcoming new faces.

One day, though, the woodcutters went too far into the forest, cutting down trees protected by the guardians of the woods. The men were cursed, bearing a plague that spread by touch and caused a disease that made their skin become white, hardening it to the point of breaking into tiny pieces – no one survived.

In months, the people of Swena perished, as few were able to escape before being infected. By royal orders, Swena became off-limits, a cursed place of death.

THE WRATH OF THE GUARDIANS

The wrath of the guardians

When you kill a plant – deliberately or not – in the woods of Swena, roll +CON. On a 10+, you feel the curse pass through your body, but you repel it. On a 7-9, you feel the curse and become shaken by it: take -1 ongoing until you plant a tree in atonement. On a 6-, mark XP as you are infected by the plague, for which there's no known cure: take -1 ongoing.



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09.28 ATIS

The capital of Atisi, a big walled city full of obelisks on its squares, Atis is the kingdom's entrance by land. As a confluence of trade routes, Atis' wealth feeds the great royal palace and the purses of the old merchant families.

The most skilled artisans live here, including jewelers, blacksmiths, and sculptors. This brings envoys from the neighboring kingdoms seeking new priceless artifacts for their masters' treasuries.

Yet this wealth has another side: slavery, widespread in the kingdom, is the source of the workforce of Atis. There's a slave market open all day long, eager for new *merchandise*. Slavery by debt is common (legally, one can even sell oneself if needed), as is slavery by capture in times of war. The slaves are property of the kingdom and are *ceded* accordingly with a given payment – this way, if one causes damage to a slave, she is in fact damaging public property, and is subject to the appropriate punishment.

This makes Atis a city boiling over: farmers and commoners are second-class citizens and resent it; merchants believe nobles don't deserve the riches they inherited; nobles see merchants as usurpers of the traditional ways; and slaves (apart from the few who accept their fate) want freedom above all else.



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Government

King Anenhast III, of Nebaka's bloodline, is Lord of Atis and Divine Regent of All Atisi. His queen, Tjedaa, follows him on all public occasions, always whispering something in his ear. Together, they are the most beautiful jewels of the Palace of Aqak.

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Secrets of Atis

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The arena in turmoil

Some nobles have been using their slaves as entertainment in an old, abandoned arena. Away from the eyes of the law and buying people from head-hunters not sanctioned by the government, they force their slaves to fight, enjoying the bloodshed of this mindless fun.

Some of those slaves have sought to escape...or, at least, seek out payback. Given the chance, many slaves would turn the tables and place their masters in the arena. A smaller group wants more, to take the revenge to their masters' families.

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Placing bets in the arena

When you analyze the current fighting roster to place a bet, say how many coins you'll bet and roll +INT. On a 10+, you choose well: recover your coins and earn double that amount. On a 7-9, you have a good eye: recover your coins and earn 50% more (round down).



10.19 KAHUNU

10.19 KAHUNU

Kahunu was a defensive experiment. It should have combined ritualistic knowledge with martial prowess. It should have worked.

It didn't.

In the woods to the northeast of Atisi in a cave complex, Kahunu became a ruin, taken over by creatures who are not allowed to rest since an unknown power slew everything there in a single blow.

Amidst the lost arcane secrets and the remains of the best military equipment Atisi had at the time, there are beings eager to attack anyone foolish enough to approach their unresting place.

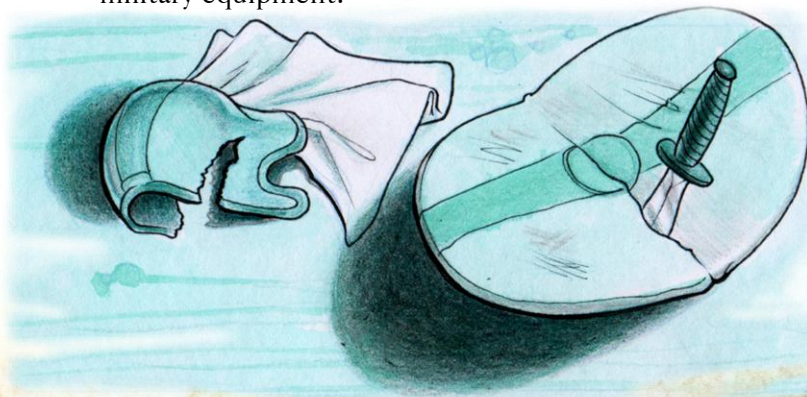
DECIPHERING THE LOST SECRETS

Deciphering the lost secrets

When you **take time to study the arcane secrets of Kahunu**, roll +INT. On a 10+, you gain insight about how magic and martial prowess can be combined: take +1 forward when casting a spell in the middle of a combat or when aiding/interfering with someone casting a spell in battle. On a 7-9, you gain insight about how to defend against harmful spells in battle: take +1 forward when defying danger in that way.

QUESTIONS:

- * What were the people trying to do there? What went wrong?
- * How were they killed? Is the being responsible for that still around?
- * What are they now? Why can't they rest?
- * What kind of arcane secrets are there? What about the military equipment?



10.21 LAIR OF THE PEDJETI

10.21 LAIR OF THE PEDJETI

In the middle of a series of rocky formations is a cave. Inside, a lake occupies most of the primary chamber, quiet and placid with a small island in its center. The small passages around it hide a danger: pedjeti (see page 202).

Each path holds more and more pedjeti nests, some still covered in the initial larvae, others already mature. Two matriarchs command the hive, waiting for inattentive creatures to dare to explore the place, ready to lay their eggs on them.

SWIMMING IN THE DARK

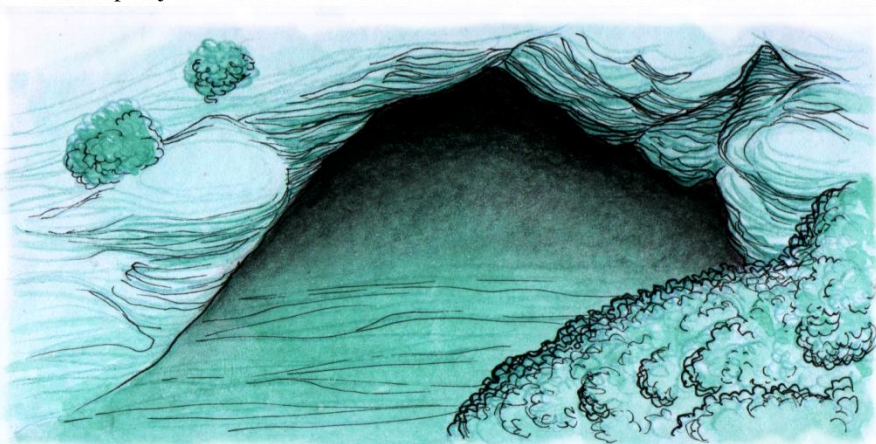
Swimming in the dark

When you swim in the underground lake, remove any heavy armor you may be wearing, say where you want to go, and roll +CON. On a 10+, choose 2. On a 7-9, choose 1.

- * The pedjeti don't hear you.
- * You reach your intended destination.
- * You are not tired.

QUESTIONS:

- * What lies on the island in the middle of the lake?
- * What kind of corpses are found near the cave's entrance?
- * What treasures can be found under the water?
- * What lies in the chamber beyond the passages, past the pedjeti nests?



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10.24 RUINS OF SOLEB

There is a row of fallen towers to the southwest of Djeba (11.23). Originally built as spires, they are now broken and fragmented, left in shambles. Nature has made her way through the cracks, merging stone and life in a strange puzzle.

Underground passages can be reached at the places where the towers once stood, but many of them are obstructed by the debris of their former glory.

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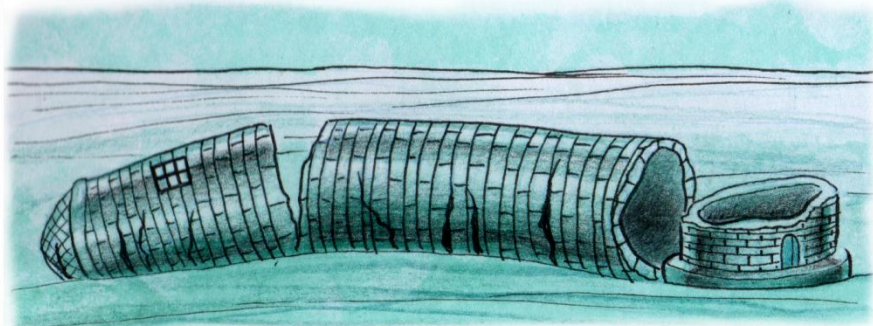
Ritual in Soleb

Satdjere, Ameten, and Martkarpu are the key elements of this adventure, so at least one of them should have survived the Pilgrimage (it's possible to replace them using other priestesses-in-training, but having a previous link to the PCs helps to ensure they care a little more about them).

The PCs leave Djeba (11.23) and reach the ruins at night, in the company of older priests and priestesses. When they enter one of the passages among the ruins, they notice the place is full of sakenys and syuti (see pages 205 and 209). There's little time to ponder as the creatures lunge forward.

Even more beasts appear from a darker path, spawning from a portal beyond. It's up to the priestesses to conduct a ritual to seal the portal by themselves, as the old priests believe this is a rite of passage chosen by the gods.

But the priestesses are not able to close the portal: they are not strong enough, or the portal is sturdier than they thought.



10.25 THE WRECK OF THE NEPHTHENHAY

10.25 THE WRECK OF THE NEPHTHENHAY

By the shore, it's possible to see a large galleon broken in half on a reef line. The only identification is the name *Nephtenhay* on the hull, though it's not a name any of the Atisit ports have registered in the past.

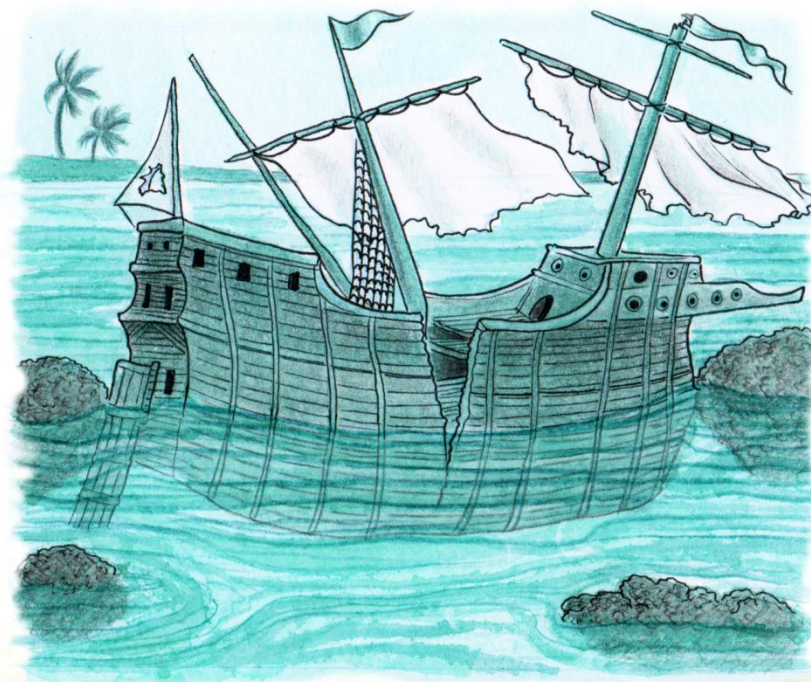
10.25 THE WRECK OF THE NEPHTHENHAY

Inspecting the wreck

When you approach the galleon, say what you are looking for and roll +WIS. On a 10+, you find clues about it. On a 7-9, you find clues, but it's far more difficult to get what you want.

QUESTIONS:

- * Where did the ship come from? Why are there no records of it?
- * What happened to the crew? And to the cargo?
- * How did the accident happen?
- * What was recovered when others plundered the ship before?



10.26 ARENUT'S REST

10.26 ARENUT'S REST

Arenut was a priestess who fell in love with a follower of Niri, a Goddess honored by the people of the Principalities of Minal. For love she renounced her faith and, as her punishment, she was sentenced to death.

The priests wanted to drag Arenut from Atis (09.28) to Djeba (11.23), using their healing arts to ensure she would reach it alive. However, during the penance journey, the wagon that dragged her hit a rock and broke a wheel. The priests didn't want to wait for someone to arrive and fix the vehicle, so they hanged Arenut on a big tree by the road.

The branch that held Arenut broke. The priests then tied her and set her on fire, burning her and the tree as well. Since then, the place became known as Arenut's Rest.

Nature took charge once more and today another tree has grown in that spot – an apple tree. Arenut's pain radiates over the land, corrupting the life that dared to grow over her ashes.



11.20 TEMPLE OF PEDI

11.20 TEMPLE OF PEDI

In a dry valley lies a temple marked by signs of disrepair. Yet it's always lit by candles, as it's an old building in honor of Pedi, God of Candles and Destruction. The structure is kept in this condition to appease both domains of the deity.

Once a week, three priests conduct a rite glorifying Pedi, but few join them – the same rite is conducted in every other temple in the towns, so there's no need to journey there, people think. However, below the temple there's another sanctuary, older, in honor of the Master of the Diamond of Ashes.



According to the records found in the sanctuary, a scholar of the mystical arts discovered a valuable gem in the caves that lie below the temple. This jewel, a diamond covered by a pile of ash, seemed to emanate something special, almost hypnotizing. The scholar marveled at its beauty and soon brought priests to study it. To their surprise, the diamond talked to them, revealing itself as the vessel of a primal deity, answering only to the name *Master*, and it trusted them to keep the dogmas of a new society.

They accepted the Master's truth, and, leaving their old temples behind, talked their families into following them to the caves. As time went by, those *Messengers of the Master of the Diamond of Ashes* became legion, which came to the knowledge of the Nekhet priesthood. Soon they were denounced as heretics and their temple was destroyed.

Soon after, the temple of Pedi was built over the ruins. Everything should have gone back to normal...

...but the Diamond of Ashes was kept safe by some of the old Messengers. In due time they were able to seduce other priests and their families, convincing them to steal some old texts of Nekhet by saying they belonged to the ancient cults of the Master. The truth, however, is that those thefts were just a façade: if anyone found out that the priests were involved in the burglaries, their lives would be forfeit. By having been forced to participate, they are now forced to stay loyal to the Master.

The Messengers also asked the women in these families to collect their menstrual blood and keep it in a container made of leaves and goats' guts, to be gathered by the old Messengers from time to time.

Today, the leader of the Messengers is a priest called Bekopsha. What the other Messengers don't know is that Bekopsha is the scholar of yore, the same one who found the Diamond of Ashes. He is still alive due to a ritual he performs on the longest night of each year using the menstrual blood of all those women. This allows him to preserve his life and control them, and each year he chooses a few to lay down with him in order to produce vessels for the Master of the Diamond of Ashes: abominations with the potential to become old gods. Until the day comes, these creatures guard Bekopsha's quarters in the lower levels of the temple.



BEKOPSHA

Bekopsha

solitary, intelligent

sacrificial dagger (d6+3 damage); 10 HP

close

Instinct: to bring forth the Master

- * attack an unsuspecting victim
- * use his followers to his advantage
- * put a decades-long plan into motion

ΔΒΟΥΛΗΚΑΤΑΦΙΘΑΝ

Abomination

group, organized

claws (d8 damage); 12 HP

close, forceful

Instinct: to protect Bekopsha

- * shake the earth
- * fling someone or something
- * blend into the environment

ΒΥΕΑΚΙΝΗΣ ΒΕΚΟΠΣΗΑ ΓΥΕΥΘΑΝΤΩ

Breaking Bekopsha's control

When you talk to a female member of the Cult of the Master of the Diamond of Ashes in order to try to break Bekopsha's control over her, roll +CHA. On a 10+, you are able to set her free and she manages to keep her façade until she sees a chance to leave. On a 7-9, you set her free but Bekopsha notices something is wrong with her at the first opportunity.

QUESTIONS:

- * What truths has the Master revealed to his followers?
- * Which sacred texts were stolen by the cult? Where are they guarded?
- * What will it take for an abomination to really become an old god?
- * What will happen to Bekopsha if the yearly rite is not performed? What about the women he controls?



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Secrets of Djeba

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The lotus fields

Each day, more and more workers are forced to lend a hand in the lotus fields (12.20), a steady flow of cash for Djeba's nobility. With the promise of good money (and, when that is not enough, silent threats to their families), many citizens see no other choice and risk themselves by gathering pollen.

Traders leave with their open wagons under the cloak of night, taking new workers to their destination. The wagons are filled with pollen and return before dawn, ensuring that prying eyes don't learn too much... and those who know of the whole process have their silence bought.

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Hijacking the wagons

When you try to steal the pollen on the return trip of the wagons, roll +DEX. On a 10+, you gather enough to create 1d6 uses of lotus crystals. On a 7-9, as 10+ but you inhale some pollen (see page 243).

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The profane ritual

It all started with a promise.

The first ones to find the obsidian mirror believed that by studying it, they would be able to see the future. When they saw a somber one, they vowed to prevent it. They found out how, but needed more people. They needed a joint effort, a focused one, depending on each other to accomplish their tasks.

The mirror revealed that it was not enough. Some gave their own blood. Others, their own lives.

Then a voice added to the visions in the mirror. The first ones learned from it. They found out more secrets. They received power beyond their imaginations.



What started as a promise now became the focus of their lives. They are not the same people who witnessed the beginning of the cult. They don't even remember the promise.

But they know they'll gather even more power. They just need more people to join them. Those who also seek power will receive it; those who don't will be sacrificed.

Now, once every thirteen days, they gather around the obsidian mirror on the lower catacombs of the temple of Menkhere. There others will be initiated... or sacrificed.

BEHOLDING THE MIRROR

Beholding the mirror

When you **are brought before the obsidian mirror**, say what kind of power you seek and roll +WIS. On a 10+, you see past the false promises: take +1 ongoing when acting against the minions of the mirror cult or leave the catacombs. On a 7-9, you understand that something is amiss: take +1 ongoing when trying to leave the catacombs.

QUESTIONS:

- * Who is the mastermind behind the work on the lotus fields? Besides riches, what more does the mastermind want to achieve?
- * Who knows about the lotus pollen operation? Besides money, what are they receiving to keep their mouths shut?
- * What was the promise made by the mirror? What was the somber future the first ones saw?
- * Who is the leader of the obsidian mirror cult? How is everything kept secret?



11.29 ARCH OF LAHUN

11.29 ARCH OF LAHUN

Near the frontier to the southeast rises the Arch of Lahun, a great structure that harbors a trade outpost and headquarters, functioning as the first line of defense by land (even considering any conflicts with Gotai off the table).

All caravans leaving or entering the kingdom pass under the Arch of Lahun, as they say good luck and riches come to those who cross beneath it.

FINDING EXQUISITE MERCHANDISE

Finding exquisite merchandise

When you supply at the shops by the Arch of Lahun, say what exquisite merchandise you are looking for and the GM will tell you how much it costs. If you are willing to spend the money, roll +CHA. On a 10+, choose 3. On a 7-9, choose 1.

- * There's no problem getting the item.
- * There's no delay in getting the item.
- * There's nothing wrong with the item.
- * There's no one else looking for the same thing.
- * There are no extra fees.

QUESTIONS:

- * Who was Lahun? What did he do to deserve the honor of having a monument named after him?
- * What kind of items are rare in Lahun? What's common?
- * How often do caravans come from Gotai? What about those that go there?
- * Are the people of Gotai welcome in Lahun? Why?



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12.20 LOTUS FIELDS

Hidden by large hedges and painted wooden boards (to try to confuse anyone coming from the sea) lies a huge lotus farm where valuable pollen is gathered. The material, used to create hallucinatory elixirs, is then processed and exported throughout the kingdom using non-official means – with some help from the Djebati nobility (11.23).

Working in the fields is dangerous, as inhaling the pollen risks the gatherer's life – the pollen and the leaves are poisonous (see page 242). Even contact with the skin is enough to provoke a reaction.

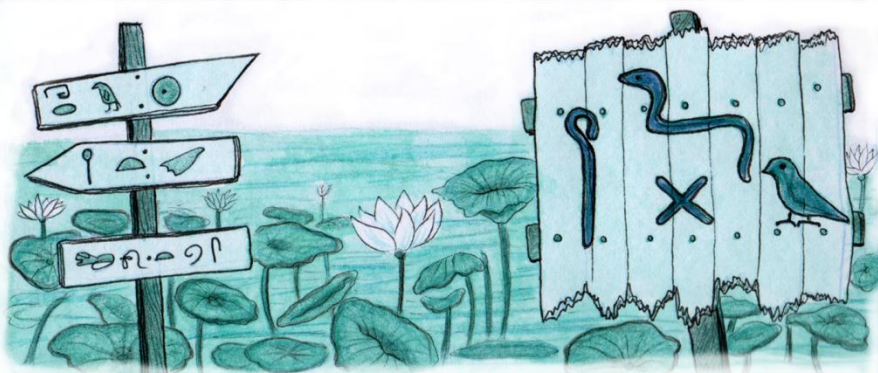
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Locating the farm

When you are **near and actively looking for the farm**, roll +WIS. On a 10+, you locate the structure. On a 7-9, someone on guard spots you as you begin to discern the contour of the building.

QUESTIONS:

- * Where is the pollen processed? How can one access the area?
- * Who owns the farm? Where is the owner now?
- * Who will profit when the operation is dismantled? Why does the operation keep running despite them?
- * What defenses are there at the farm? What prevents someone from trashing it?



BEASTIARY

BESTIARY

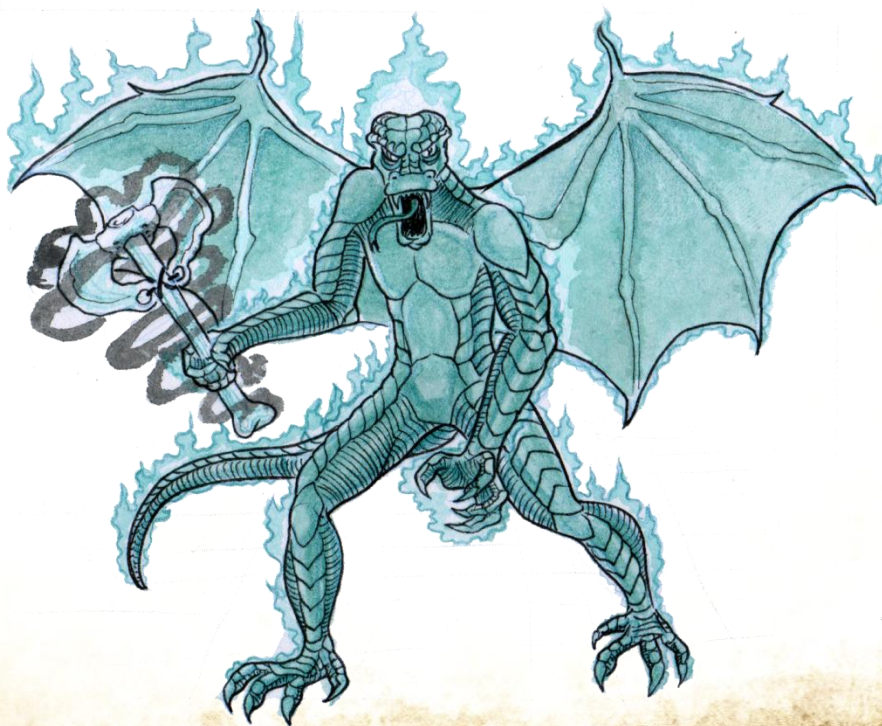
AMMITENY

*Ammiteny**solitary, large, terrifying**shadowy bone axe (d10+3 damage, 3 piercing); 16 HP, 3 Armor
close, reach, messy*

“I saw it. It’s a demonic mix of beings and I’m not too sure how it came to be. Imagine a human with crocodile’s head, claws instead of hands, and bat wings...and don’t forget those dark flames over its skin or the metallic aroma it exhales! It’s intelligent and belligerent, using a whip made of fire and a bone axe covered by shadows. And worse: it can summon minor demons to serve it and to attack its enemies. How do you fight that? I don’t know. I ran away.”

Instinct: to rend flesh and spill blood

- * hit something with the fire whip
- * summon minor demons
- * fly to hit from a safe distance



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*Anhu**solitary*

hook slash (d10 damage); 19 HP; 1 Armor

close, reach

“Three-meter tall horned demons, the lower half like a lion, the upper half like a hairless, four-armed human. Two arms, big and robust, end in hooks, the other two end in claws. Fire can’t hurt them, and they never touch the ground as they constantly levitate.”

Instinct: to punish the weak

- * pin something
- * inflict pain
- * levitate proudly



ΔΡΟ ΣΗΙ

Aposhis

solitary, large, hoarder

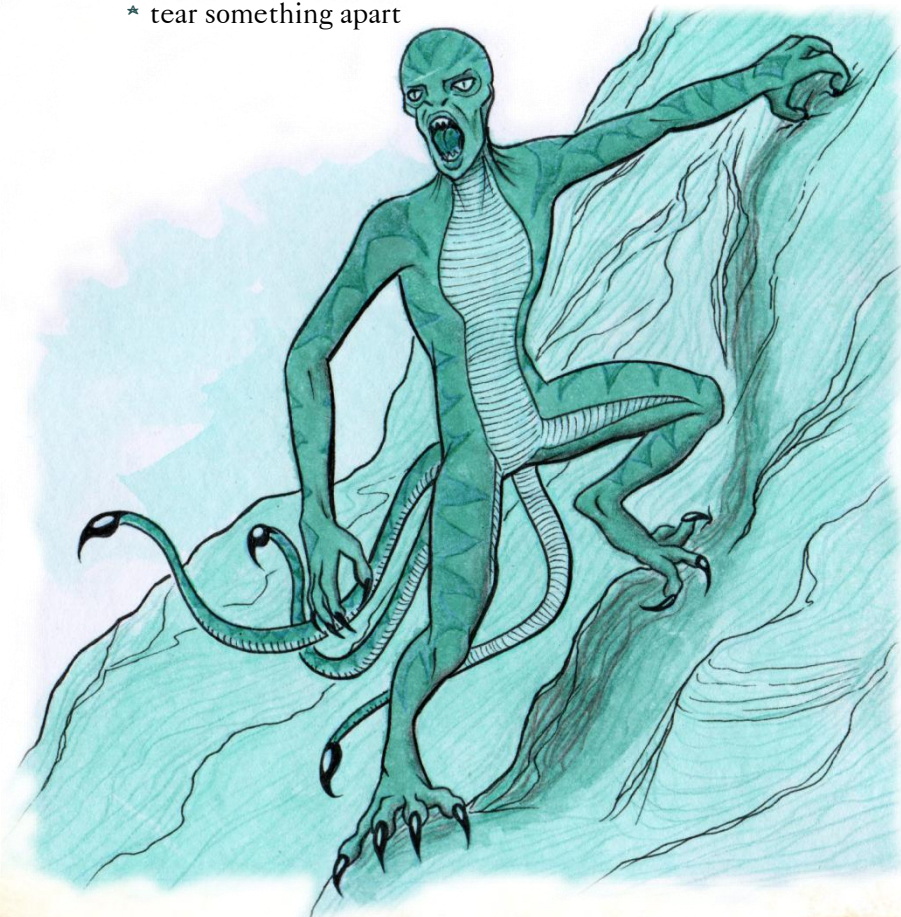
bite (1d12+3, 3 piercing); 16 HP; 2 Armor

reach, messy

“I’ve read ancient texts calling them *wyverns*, but I don’t know what that name really means. What I do know is the *aposhisi* I saw in the mountains are two-legged, reptilian creatures with three tails that end in venomous stings. They have leathery skin instead of scales. I don’t know how ferocious they really are, but I haven’t seen many other animals anywhere near their nests.”

Instinct: to destroy trespassers

- * jump on something
- * poison someone
- * tear something apart



BEṢṢUBI

*Benubi**group, large*

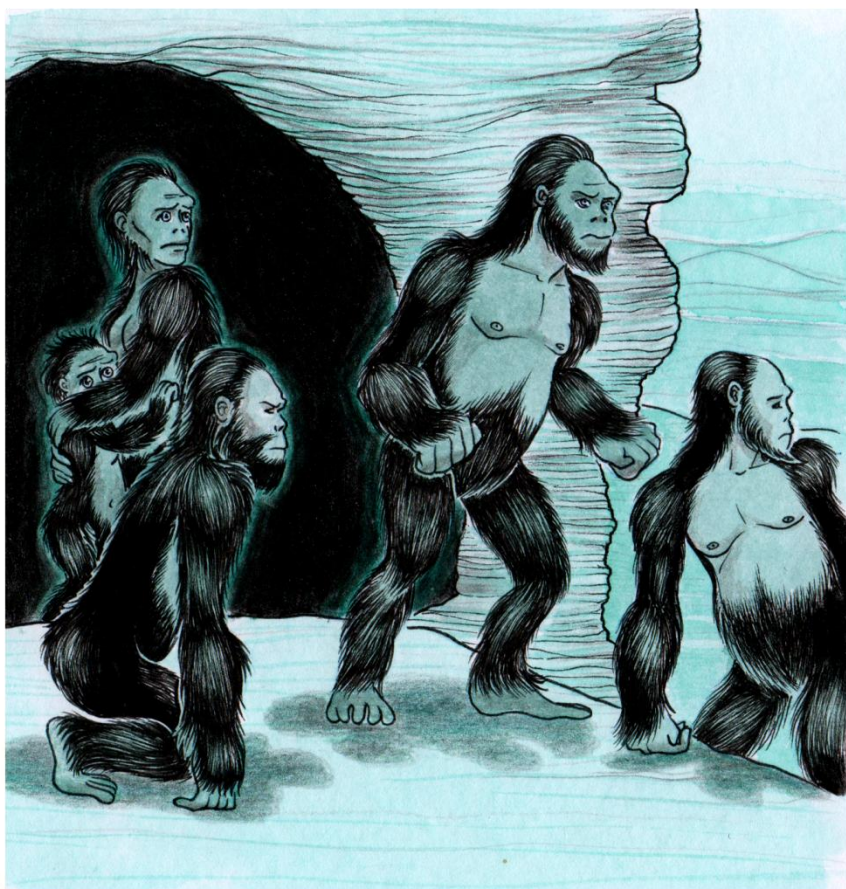
hand slap (d8+2 damage); 10 HP; 1 Armor

close, reach, forceful

“The benubi are large carnivorous primates that live in the woods on the Island Kingdoms. They are somewhat related to gorillas, but walk upright and have some fondness for raw meat. I witnessed some territorial fights among benubi clans and, as long as I kept my distance, I was not seen as a threat.”

Instinct: to keep their clan safe

- * destroy something
- * throw something
- * eat something



BETKARE

*Betkare**horde, devious, organized*

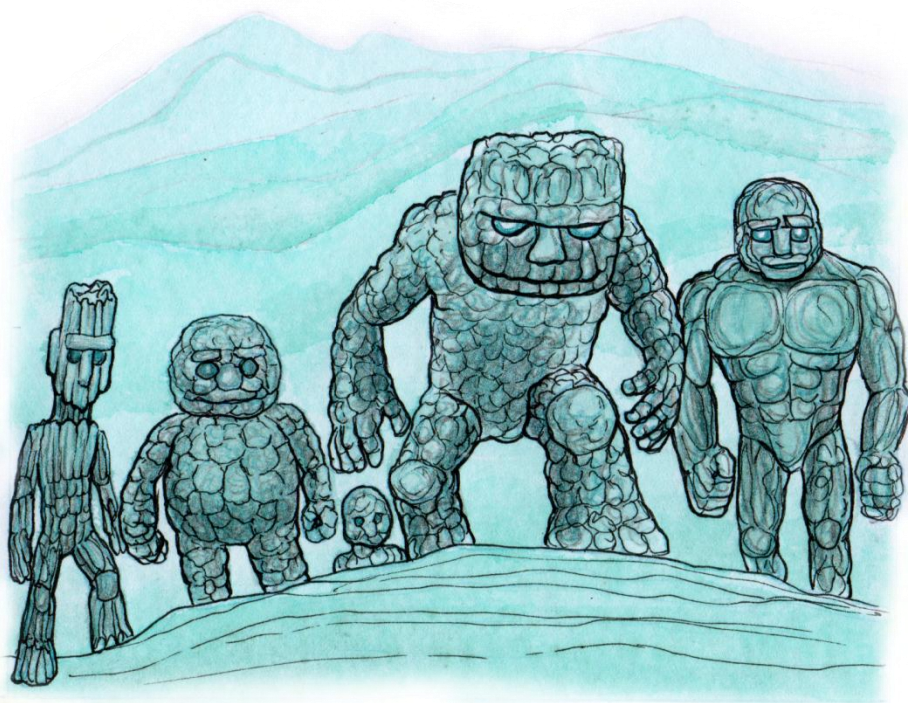
punch (d6 damage); 5 HP; 2 Armor

close

“Small humanoids with robust bodies made of rocks and clay. They punch hard and can change the material structure of any stone or rock they hit, turning it into a brittle and sandy substance. I can only imagine them using this power to breach walls and ruin towers...were they responsible for the many ruins in Atisi? I don't know for sure.”

Instinct: to destroy unnatural structures

- * turn rock to sand
- * shake the earth
- * burrow away



骨騎士

Bone Knight

solitary, magical, intelligent, hoarder, terrifying

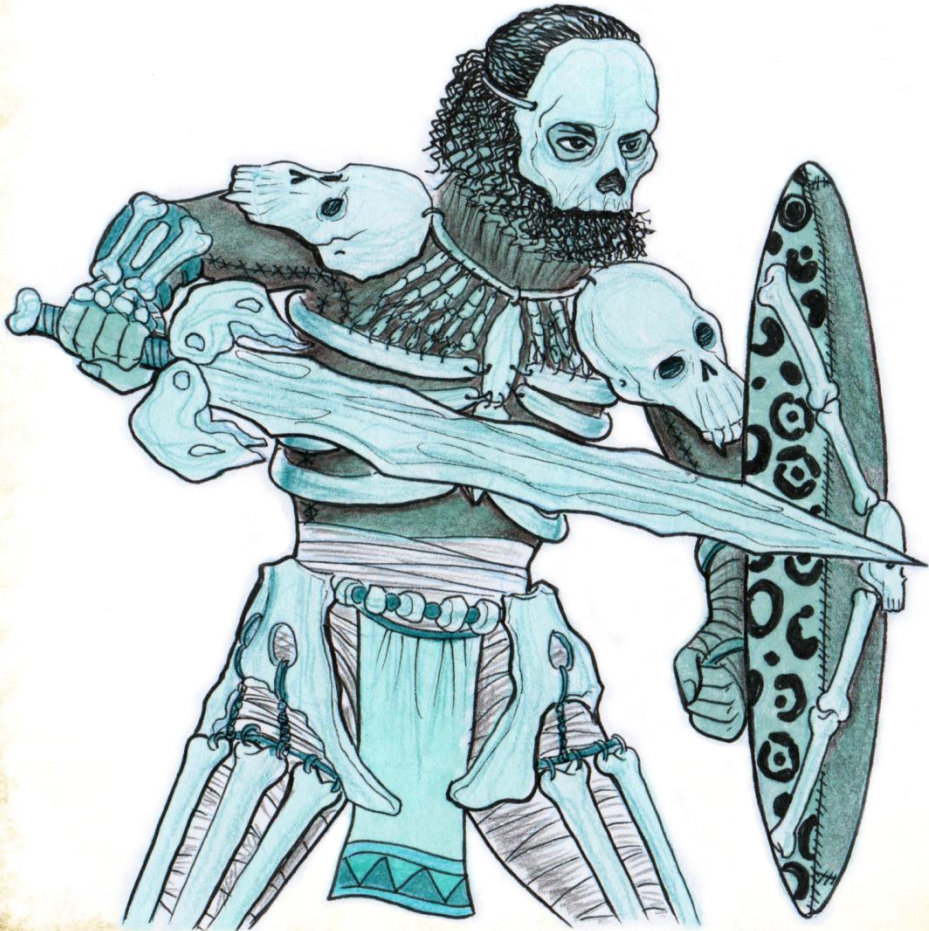
great sword (b[2d10]+4 damage); 19 HP; 4 Armor

close, forceful, reach

“A dead knight clad in bone armor, wielding a large bone sword that makes our bones chill. This monster is that and more. After all, how did it come to be? I’ve heard tales of knights across the seas, but never saw one. Are they cursed? Are they called into being? Maybe we shouldn’t learn that.”

Instinct: to crush the living

- * cleave their victims
- * rend the soul
- * terrify with a gaze



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Cultist

horde, intelligent, organized

sacrificial dagger (d6 damage); 3 HP; 1 Armor

close

“Those men and women dedicate their lives to serving and honoring empty gods and fallen demons – they must be crazy if they think that could result in anything good. In any case, I was able to talk to one of them in a, let’s say less than savory environment. It seems there are different cultist groups, and there’s an initiatory process that includes protecting the place of devotion and studying the *sacred* texts of the cult. In time, one may become a mentor to other initiates and receive the *honor* of conducting rituals and sacrifices. Those who excel become leaders and have all of the resources (human and wealth) available to the group at their disposal.”

Instinct: to serve

- * follow dogma
- * cast a dark spell
- * mumble incoherently



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Cultist, blessed

horde, intelligent, organized

claws (b[2d6] damage); 8 HP; 1 Armor

close

“When a crazy god or fallen creature gives its blessing to a cultist, she becomes marked as unique in the group. This mark is usually a physical and magical one, and it allows those *blessed* cultists to transform their hands into claws that rip their skin and, with a single thought, make them return to normal once more.”

Instinct: to blindly serve

- * invoke dark powers
- * advance a malignant plan
- * sacrifice a minion



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Dust Sphinx

solitary, large, intelligent, devious

claws (d10+2 damage); 13 HP

reach

“A winged lion with an owl’s head that thrives on dust to the point of turning other things into dust, flying over our heads searching for its perfect prey. I still have the creature’s screech echoing inside my head. The swords of our guards simply turned into dust when they hit it. Our spears became long sticks, but we drove it away as we ran.”

Instinct: to turn into dust

- * turn metal to dust
- * gain strength from consuming dust
- * fly to swoop at something



HÖRE†

*Horet**group, organized*

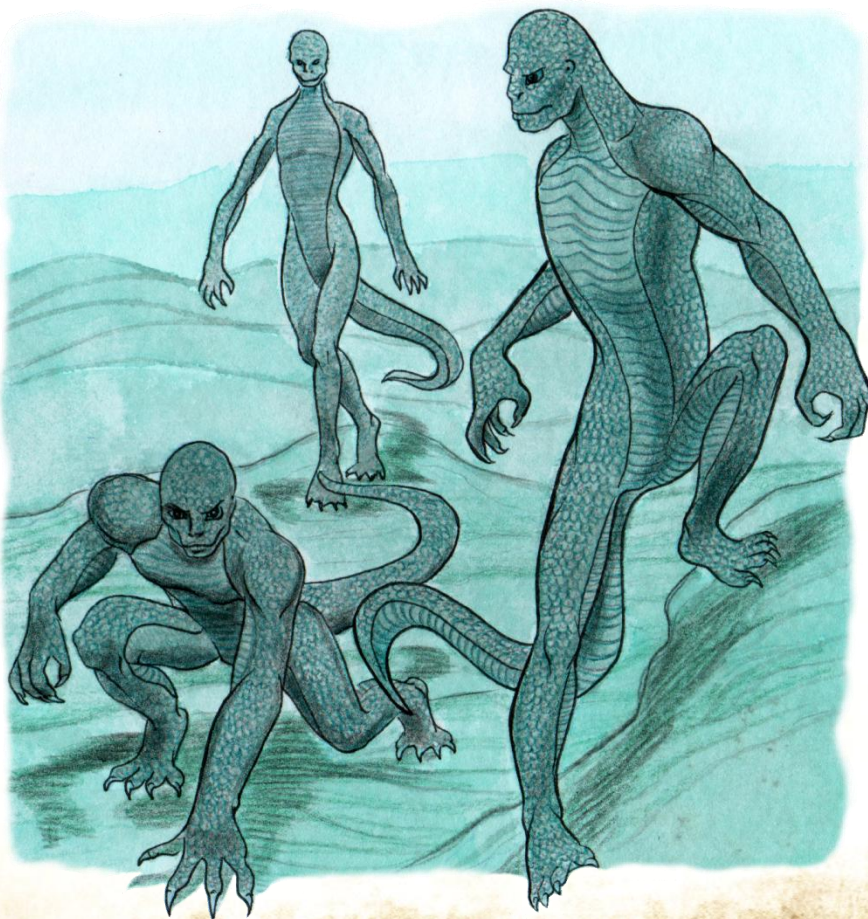
bite (d8 damage); 10 HP; 1 Armor

close

“They are as big as benubis. But they are reptilian! Imagine that: big humanoid lizards! And they are able to re-grow lost parts – even the head! – if their stomach is still intact. I saw one do it! But I also saw that they are vulnerable to fire, as it cauterizes the skin and disallows any of that damned regeneration. Cut a tail off and burn the vestige, and it won’t ever grow again.”

Instinct: to prey on the unwary

- * raid and retreat
- * use scavenged weapons
- * regenerate damage or limbs



KARNIENS

*Karnien**group, organized, intelligent*

khopesh (d8 damage); 6 HP; 1 Armor

close, reach

“I don’t know if I should call them karniens, but it makes sense since they are Karna’s hyenas. They have heads like hyenas and bodies like humans, but I saw very few females among them – maybe ten males for each female. And for all that I know, karniens are carnivorous... but they are not natural creatures. They are born from cursed women, and a madman once told me a few *breeders* (yes, he used that word) are kept locked in dungeons near Karna with the sole goal of spawning more karniens.”

Instinct: to prey on weakness

- * track prey
- * strike at a moment of weakness
- * protect the breeder



LICH

*Lich**solitary, magical, intelligent, cautious, hoarder*soul drain (d10+3 damage, ignores armor); 16 HP; 5 Armor
near, far

“A ritualist or a priest may become a lich when they perform forbidden rituals or are cursed for their actions. The unlife they earn then corrupts their minds and forces them to seek more power, engaging in even more villainous acts.”

Instinct: to seek power

- * cast a perfected spell of decay
- * set a ritual or great working into motion
- * reveal a preparation or plan already completed



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M'sisek

horde, intelligent, organized

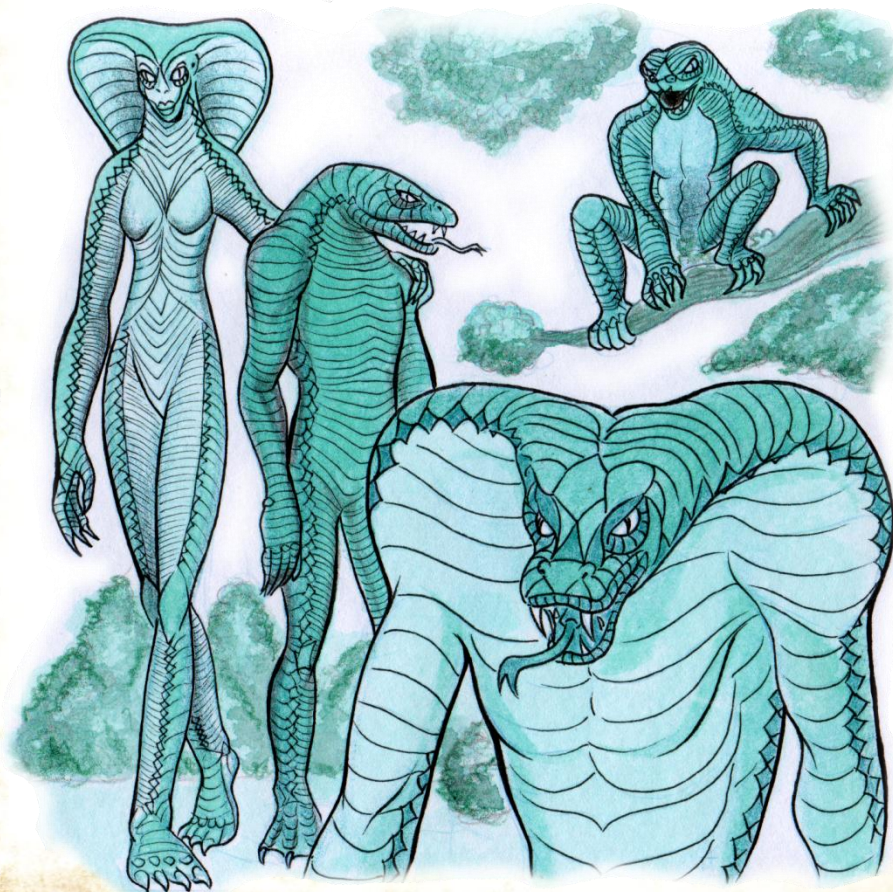
spear (d6 damage); 3 HP; 1 Armor

close, reach

“M'siseks are like snakes with arms, legs, and shield-like scales that offer good protection. Males are smaller than females but they both perform all duties in their society, including taking care of the hatchlings (females lay eggs after a four-month pregnancy). In fact, there don't seem to be any words in their sibilant language to indicate gender.”

Instinct: to multiply

- * call reinforcements
- * strike wildly
- * poison something with a bite



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Mummy

solitary, hoarder

smash (d10+2 damage); 16 HP; 1 Armor

close

“I’ve read about them, but I’ve never seen one in person. And I think I’m glad for that. As far as I know, mummies are created by profane rituals that corrupt embalmed corpses to bring them to a new life with the sole goal of protecting someone. However, when that someone dies (usually from old age), the mummy is free to roam as she likes. And, I mean, the ritual makes her live forever! Only magic, enchanted weapons, or fire are able to hurt mummies, and the curse they cause (mummy rot) prevents the victim from receiving magical healing from spells or items and even hinders the natural healing process. Sometimes extract of lotus root is able to cure it.”

Instinct: to protect / to enjoy eternal rest

- * curse someone with mummy rot
- * wrap someone up
- * mesmerize someone





Neseny

solitary, intelligent, devious

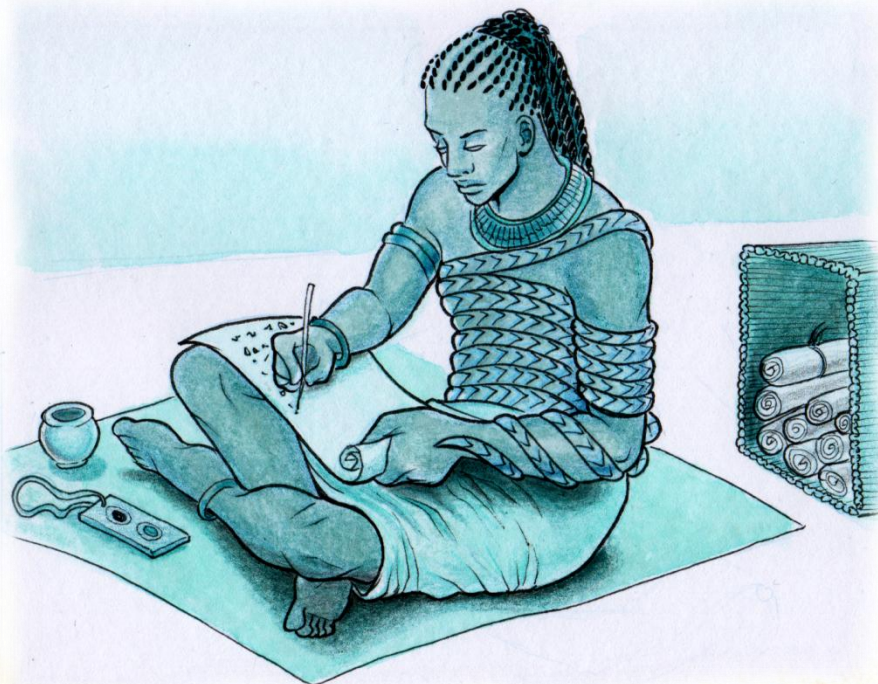
chain grapple (d10 damage, ignores armor); 12 HP; 3 Armor

close, reach

“These fair demonic creatures are similar to humans, but their tails are like long chains which they use to cover their bodies and act as impromptu weapons, like a whip or flail. If not for the chains, a neseny could pass as a beautiful human – yet, their not being able to speak can betray them. They talk using a kind of limited telepathy that depends on visual contact. However, I met one of them once and it was able to mimic speech, open and closing its mouth as the thoughts reached me. When it ‘talked’ to another person in my presence, though, I noticed the mouth movements but I heard no sound.”

Instinct: to drag to another plane

- * take a captive
- * confuse someone with telepathy
- * retreat, only to come back stronger



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Nutenmor

solitary

claws (d8+1 damage, 3 Piercing); 14 HP; 4 Armor

close

“The nutenmori are giant winged humanoids with leathery skin as hard as stone. Their wings are bat-like and they have sharp, protruding bones that act as some kind of armor when closed around them, like a carapace. Their eyes are like flames, and they have claws for hands.”

Instinct: to bring suffering

- * rip armor and break shields
- * roll using the bone carapace as a weapon



OSHIR

Oshir

stealthy, solitary, intelligent

withering touch (d10 damage, 1 piercing); 10 HP; 2 Armor
close

“Oshires are powerful, human-like undead with skin like papyrus. They prolong their post-life by sucking the breath of their victims, who age as the oshir becomes younger. They are seldom alone, as every creature they kill (by sucking the breath or not) rises again as a hollow spawn (saisets, as seen on page 204). However, if an oshir and its victim agree beforehand, it can give her the curse of unending life, turning her into an oshir. At the last moment, when there’s no more breath in the victim, the oshir can blow the curse back, making the victim enter a torpor while her skin slowly withers and becomes like papyrus. The new oshir then rises committed to serve her master. If the oshir refuses to blow the curse back, though, the victim simply turns into a saiset.”

Instinct: to manipulate

- * charm someone
- * feed on someone’s breath
- * retreat to plan again



PEDJET

*Pedjet**horde, devious*

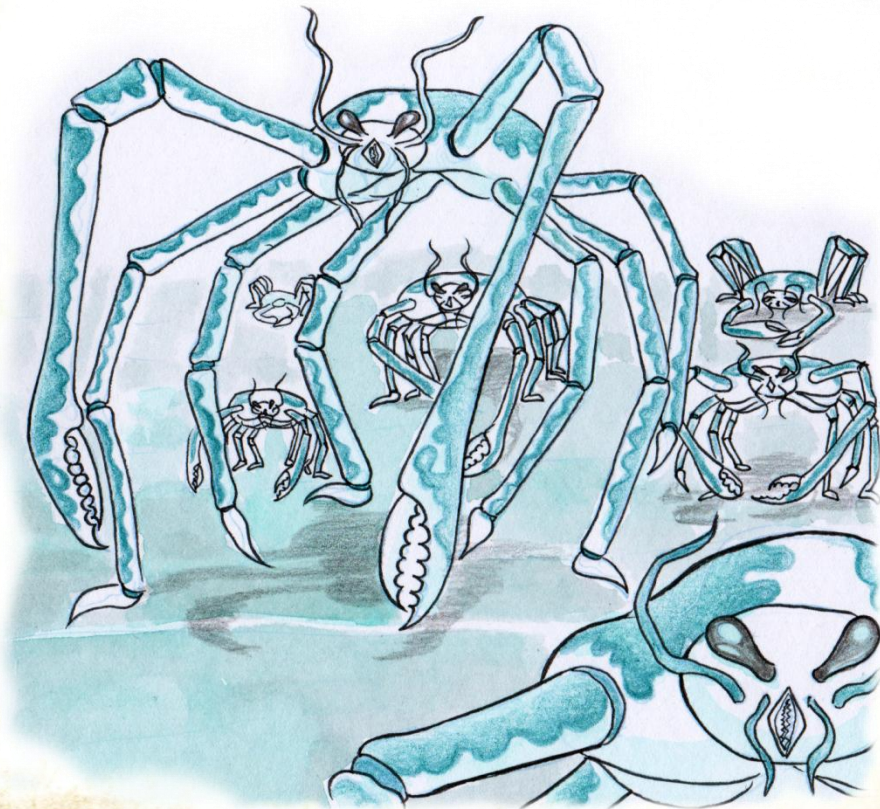
pincers (d8 damage); 10 HP; 2 Armor

close, reach

“This creature resembles a man-sized crustacean with a hard carapace, three pairs of tentacles, and a pair of pincers. When hungry, they become aggressive and pursue their victims until they are able to dominate them, or become distracted with something else. One in twelve pedjeti is a matriarch, able to lay eggs that hatch only when warmed by living hosts or those who died recently – when the eggs hatch (usually after a few days), they eat their host to the bones. Not a beautiful sight, I assure you.”

Instinct: to ensure the matriarch lays eggs

- * pursue something
- * hold something with their tentacles
- * ambush something



PRIMAL

*Primal**horde, intelligent*

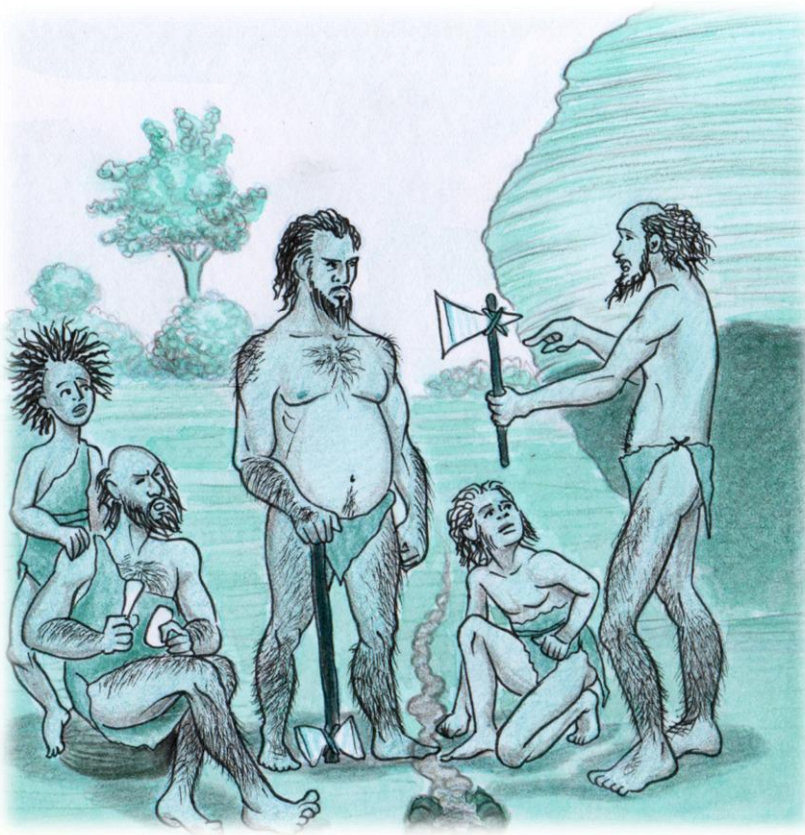
stone hatchet (d6+2 damage); 3 HP

close, messy

“Primals are bestial pre-human beings who never left the primitive state behind, or were returned to it by something. Big and sturdy, they live in small clans and use simple tools made of stone and wood, although they are able to use modern items if they can get them from their victims.”

Instinct: to fight

- * attack with abandon
- * unleash chaos
- * take someone's weapons



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Saiset

horde

bite (d6 damage); 11 HP; 1 Armor

close

“Saisets are undead creatures who rise in cursed places or by profane means (see oshir, page 201). They are putrefied and decaying, exhaling the stench of grave, and are tied to the place where they were raised (and can’t wander more than five kilometers away from it).”

Instinct: to consume the living

- * attack with overwhelming numbers
- * corner someone
- * gain strength from the dead



SAKENY

*Sakeny**horde, organized, intelligent*

pounce (d6+1 damage, 1 piercing); 7 HP; 1 Armor

close

“These creatures resemble large jackals and are summoned by ancient rituals or by crossing unprotected portals. They have a fierce bite and are able to breathe hot sand.”

Instinct: to hunt

- * encircle prey
- * summon the pack
- * breathe a cone of hot sand



SENHAPY

*Senhapy**horde, intelligent*

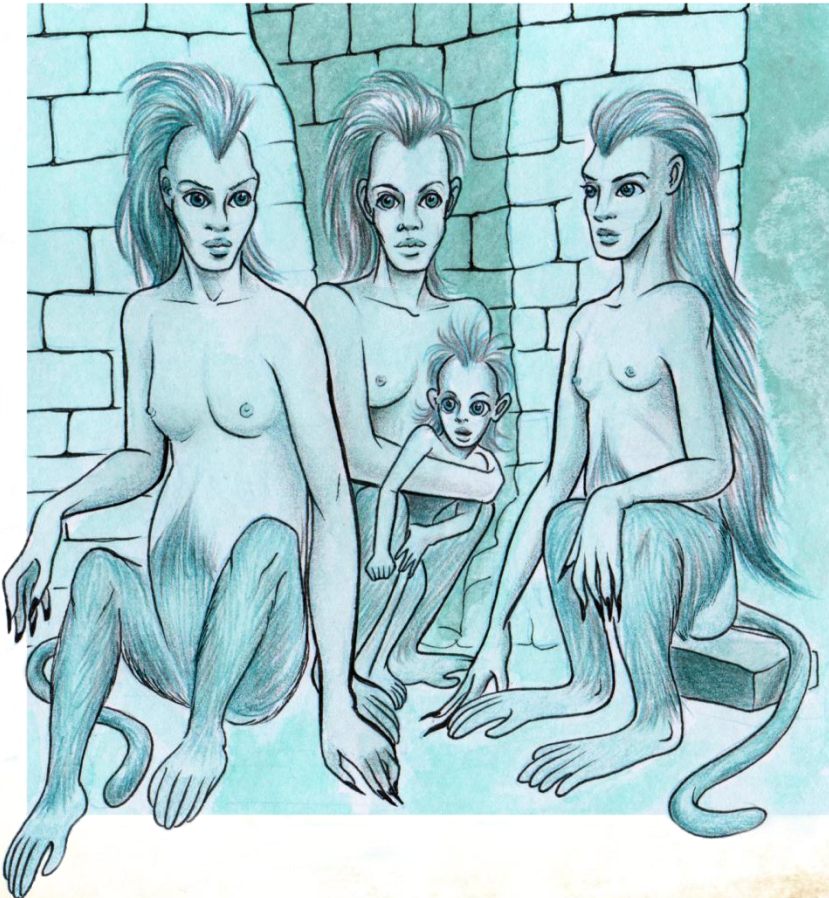
sharp nails (d6 damage); 5 HP; 1 Armor

close

“Senhapys may have a feminine build, but they are, in fact, androgynous. The lower body is like a baboon’s, the torso and arms are human-like, and they have large manes on their large-eyed heads. They can poison others (except other senhapys) with their gaze, but are vulnerable to their own reflection.”

Instinct: to devour

- * poison someone with a look
- * draw someone’s gaze
- * lay a trap



SKELETON

*Skeleton**horde*

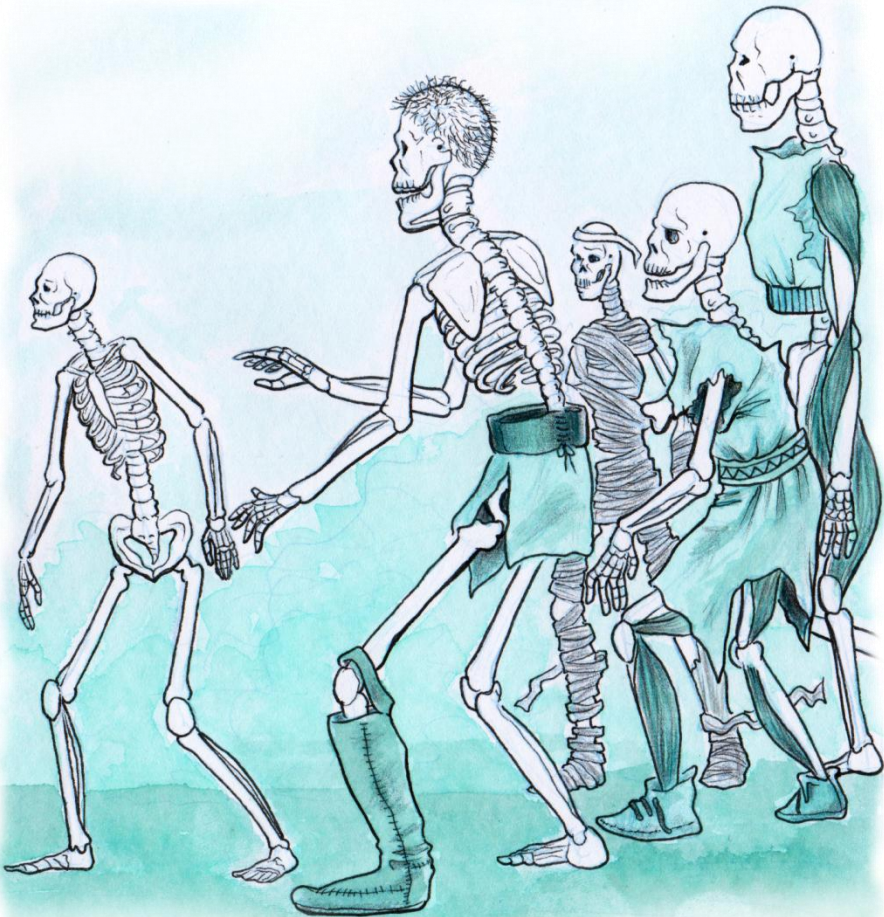
slam (d6 damage); 7 HP; 1 Armor

close

“Imagine the decay of flesh. Imagine the final remains: the bones. Now imagine some curse or madman has animated those bones to life once more. Yes, that’s it. Enough necromancy for me.”

Instinct: to take the semblance of life

- * act out what it did in life
- * snuff out the warmth of life
- * reconstruct from miscellaneous bones





Syut

horde, intelligent, organized

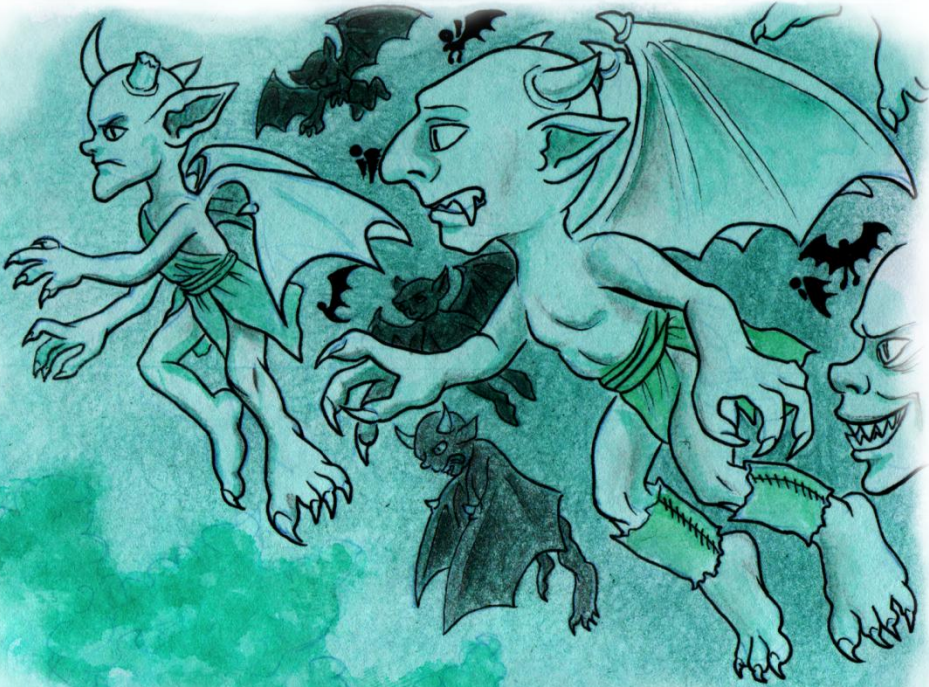
essence drain (d6 damage, ignores armor); 7 HP; 1 Armor

close, near, far

“Some ritualists consider syuts to be minor devilish goblins, others postulate they are kin to the larger demons. I don’t have a particular opinion, but I dislike them anyway. After all, syuts are created by the essence of perversity, assuming a winged ragdoll look and able to reattach lost body parts and regenerate wounds. It’s nightmarish!”

Instinct: to harass

- * cause mischief
- * steal something small
- * fly away to bolster their numbers



Silver Coins and Bronze Weapons

By no means are these lists meant to be exhaustive—feel free to add new items and tags as needed.

NEW TAGS

NEW TAGS

entangling	The ability, item, or weapon can be used to entangle limbs and weapons, or wrap around objects.
harmless	The weapon can normally only deal damage to a creature with the <i>tiny</i> tag. It can still be used to distract or deliver poisons.
<i>n</i> deflecting	When you spend hold from defend to reduce damage, reduce the damage taken by <i>n</i> .
returnable	When this weapon is thrown, it will return unless the user selects the option of spending ammo on a volley.
iron	x4 coins, -1 weight
obsidian	x2 coins, +1 piercing
steel	x8 coins, +1 piercing, -1 weight
steely wood	x8 coins, -1 weight
bent	-piercing, -2 damage, +clumsy
broken	+hand, -(other ranges), -piercing, -1 damage, -1 weight
dull	-piercing, -1 damage



EQUIPMENT

EQUIPMENT

This weapons and armor listed here are similar to those found in other Dungeon World settings. The significant change is, as this is an Ancient World, most weapons are made of wood, bone, bronze, iron, and obsidian – steel weapons are rare, as one needs to import them from the Principalities of Minal. Armor is usually made from leather, bone, and bronze, but sometimes from iron or steel.

The basic changes are listed in the form of tags, as you can see above. If you want a little more detail, this section has some extra rules regarding the differences.

BRONZE

Bronze

Atisit smiths have been using bronze for centuries, so it's common to see this alloy of copper and tin in weapons and armor all around the kingdom. Mechanically speaking, as bronze weapons and armor are the default, they aren't subject to rules changes.

Bronze items are prone to bending if they hit something harder than themselves. It's not uncommon for a warrior to throw her weapon away and draw another mid-combat when that happens.

WOOD AND BONE

Wood and bone

Weapons made of wood and bone are common and, like their bronze cousins, aren't subject to special rules. Depending on what they hit, wood and bone weapons may break.

Bone can also be used in armor making, usually giving the wearer a more tribal look.



IRON

Iron

Ironsmithing is something Gotai and Eiman artisans learn from the time they are able to grab a hammer. Iron is a bit lighter than bronze and not as easy to bend – however, after an arduous fight, iron weapons usually become dull and need to be sharpened again. Iron armor is a little lighter than its bronze counterpart.

As these weapons and armor are rare outside of Gotai and Eiman, their prices are four times higher in other nations.

OBSIDIAN

Obsidian

To work the stone that allows obsidian to become a sharp glass is an art. These weapons are sharper, but they are prone to breaking when hitting something sturdier. Perhaps it's possible to avoid this with **defy danger**.

Kunla, Kidhai, and Qatab smiths are masters of obsidian-craft; any good weapon bought outside those nations usually costs double.

STEEL

Steel

The secrets of steel are kept as a treasure of the Principalities of Minal. After all, steel weapons don't require special care, are not prone to bending or breaking, and are sharper than those made of bronze or iron. Steel armor is also lighter and sturdier than armor crafted from other metals.

Purchasing steel is also an onerous task: outside the Principalities of Minal, steel weapons and armor are usually sold at eight times their value.

The best replacement for steel is steely wood, but this is also rare.



Halberd	reach, +1 damage, two-handed, 9 coins, 2 weight
Hammer, hand	close, 8 coins, 1 weight
Hammer, war	close, two-handed, +1 damage, forceful, 8 coins, 3 weight
Harpoon, metal	reach, thrown (near), awkward, 1-piercing, 2 weight, 15 coins
Harpoon, wood	reach, thrown (near), awkward, 2 weight, 9 coins
Hatchet	close, thrown (near), 12 coins, 1 weight
Katar	hand, 1 piercing, 25 coins, 1 weight
Khopesh	close, +1 damage, 15 coins, 2 weight
Mace, hand	close, 8 coins, 1 weight
Mace, war	close, +1 damage, 15 coins, 2 weight
Maul	close, +1 damage, forceful, awkward, 20 coins, 2 weight
Net	thrown (near), awkward, harmless, entangling, 2 weight, 4 coins
Pike	reach, two-handed, 1 weight, 2 coins
Scepter	close, 1 coin, 2 weight
Sickle	hand, 8 coins, 1 weight
Scythe, hand	close, 8 coins, 1 weight
Scythe, war	reach, +1 damage, two-handed, 9 coins, 2 weight
Sling	near, 1 coin, 0 weight
Bag of Stones	2 ammo, 1 coin, 1 weight
Spear, barbed	reach, thrown (near), 1-piercing, 15 coins, 1 weight
Spear, hunting	reach, thrown (near), 5 coins, 1 weight
Spear, war	reach, two-handed, 1 weight, 2 coins
Staff	close, two-handed, 1 deflecting, 1 coin, 1 weight
Stang	close, two-handed, 1 piercing, 5 coins, 1 weight
Sword, bastard	close, +1 damage (+2 damage if two-handed), 28 coins, 2 weight
Sword, long	close, +1 damage, 15 coins, 2 weight
Sword, short	close, precise, 8 coins, 1 weight



Sword, 2-handed	close, reach, +1 damage, two-handed, 20 coins, 2 weight
Throwing stick	close, thrown, near, -1 damage, 3 coins, 1 weight
Trident	reach, thrown, near, 1 piercing, 20 coins, 2 weight
Whip	reach, +1 damage, precise, dangerous, 20 coins, 2 weight

Armor list

Armor list

Light armor	1 armor, worn, 10 coins, 1 weight
* fur armor	
* leather cuirass	
* leather tunic	
Medium armor	2 armor, worn, clumsy, 50 coins, 3 weight
* bone armor	
* mail armor	
* ring armor	
* scale armor	
Heavy armor	3 armor, worn, clumsy, 350 coins, 4 weight
* chest plate	
* metal cuirass	
* metal plate	
Ritual armor	1 armor, worn, clumsy, 50 coins, 3 weight
Shield	+1 armor, 15 coins, 2 weight
Shield, spiked	+1 armor, +1 damage, 25 coins, 2 weight
Bracers, pair	+1 armor, 1 deflecting, 22 coins, 1 weight



OTHER TOOLS AND EQUIPMENT

Adventuring gear 5 uses, 20 coins, 1 weight

Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you **rummage through your adventuring gear for some useful mundane item**, you find what you need and mark off a use.

Antitoxin 10 coins, 0 weight

When you **drink antitoxin**, you're cured of one poison affecting you.

Bag of books 5 uses, 10 coins, 2 weight

When your **bag of books contains just the right book for the subject you're spouting lore on**, consult the book, mark off a use, and take +1 to your roll.

Bag of caltrops 5 coins, 1 weight

When you **scatter a box of caltrops across the ground**, creatures that move through the area without taking care to avoid them (or aren't aware of them) suffer injuries to their feet (unless their feet are sufficiently armored or they are not able to feel pain): depending on the severity, either their speed is reduced or they are unable to walk until they have time to heal.

Bag of marbles 1 coins, 0 weight

Could also be glass or metal spheres, just as long as they roll about. These can be used in a similar manner as a box of caltrops, except instead of inflicting harm they cause creatures to stumble and fall. They can also be used as a distraction, to check if a floor is level, and possibly to reveal the presence of pit traps or creatures.

Bandages 3 uses, slow, 5 coins, 0 weight

When you **have a few minutes to bandage someone else's wounds**, heal them of 4 damage and mark off a use.



Beauty kit 8 coins, 1 weight

Contains items such as soap, perfume, make up, a comb, a brush, a towel, and a small mirror.

Camping gear 8 coins, 2 weight

Contains items such as a small tent, fur blanket, flint and steel, and basic eating tools.

Healer's kit 5 uses, slow, 15 coins, 1 weight

Contains bandages, antitoxins, healing salves, etc. When you mark off a use of the kit to **take care of someone else's wounds**, heal them of 2d6 damage.

Healing salve 3 uses, 3 coins, 0 weight

When you **make camp and apply this salve to your wounds**, regain +1d8 hit points the next day.

Holy symbol holy, 10 coins, 0 weight

This represents a standard holy symbol, made of typically available materials.

Hunter's tools 3 coins, 1 weight

When you **make camp and set up the small traps and nets**, gain 1d4-1 uses of rations by hunting game the next day.

Incense 1 use, 10 coins, 0 weight

If you are a Cleric: when you **burn this incense while using divine favor to regain Favor**, take +1. It may also be needed as part of the thaumaturgy move, or as part of a sacrifice to your deity.

If you are not a cleric: when you **burn this incense as you pray**, say what you want to accomplish and take +1 forward when acting accordingly.

Musical instrument 2 coins, 1 weight

Lute, flute, mandolin, harp, lyre, ocarina, drums, horns... this represents any basic musical instrument and a way to store it safely.



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MEALS

A hearty meal for one	1 coin
A poor meal for a family	1 coin
A feast	15 coins per person

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TRANSPORT

Cart and Donkey, to carry your burdens	50 coins, load 20
Horse	75 coins, load 10
Camel	120 coins, load 11
Warhorse	400 coins, load 12
Wagon	150 coins, load 40
Barge	50 coins, load 15
River boat	150 coins, load 20
Merchant ship	5,000 coins, load 200
War ship	20,000 coins, load 100
Passage on a safe route	1 coin
Passage on a tough route	10 coins
Passage on a dangerous route	100 coins



LAND AND BUILDINGS

LAND AND BUILDINGS

A hovel	20 coins
A cottage	500 coins
A house	2,500 coins
A villa	50,000 coins
A keep	75,000 coins
A month's upkeep	1% of the cost

BRIBES

BRIBES

A peasant dowry	20-Charisma coins
"Protection" for a small business	100-Charisma coins
A government bribe	50-Charisma coins
A compelling bribe	80-Charisma coins
An offer you can't refuse	500-Charisma coins

GIFTS AND FINERY

GIFTS AND FINERY

A peasant gift	1 coin
A fine gift	55 coins
A noble gift	200 coins
A ring or cameo	75 coins
Finery	105 coins
A fine tapestry	350+ coins
A crown fit for a king	5,000 coins



Paths of Power

Here are a few compendium classes the heroes can follow in these Ancient Worlds.

THE ACOLYTE

JADE ACOLYTE

People call them Jade Acolytes, members of a secret Order of assassins – or maybe worse. No one knows the Order’s goal, or what its members want to accomplish, but the ones who bear the jade weapons are feared throughout Atisi.

When you are deemed honorable by other Jade Acolytes, the next time you level up you may choose this move:

Jade Weapon

You earn the right to bear one of the unique jade weapons of the Order: describe it. When you **hack and slash** or **volley with your jade weapon**, on a 7+ take +1 forward against the same target. If you lose your jade weapon, seek another Jade Acolyte to learn what you’ll need to do to receive another.



If you have **Jade Weapon**, the following count as class moves for you, and you can take them the next time you level up:

Friends in Shadowy Places

When you **recruit in a town or city**, on a 7+ a competent Jade Acolyte shows up.

Severing Bond

Permanently give up a bond to add 1 of the following effects to your jade weapon:

- * The weapon embodies the strength of the old acolytes: you now roll its damage twice and take the best result.
- * The weapon becomes partially ethereal: it now has the *ignores armor* tag and may also hurt non-physical beings.

Jade Aura

When you **wield your jade weapon**, gain Armor +1.

Jade Signs

You become versed in the signs other acolytes have left in towns and cities. When you **discern realities in a settlement**, you may always ask “Which way is the nearest safe house I can use?”.



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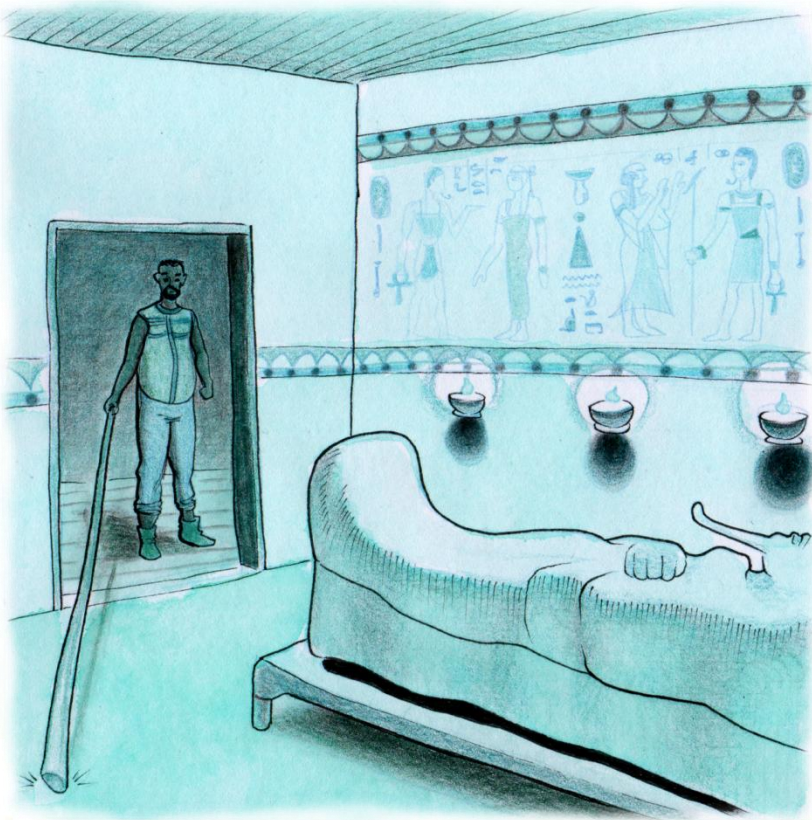
TOMB RAIDER

The dangers of the depths, the treasures they guard, the traps they are famous for: you've crawled through confined corridors in search of lost artifacts that people insisted on taking with them when buried. Don't worry: they will be yours soon.

When you **plunder at least three different tombs**, the next time you level up you may choose this move:

I Know the Way

When you **discern realities in a dungeon or similar structure**, you may always ask "Which way lies the nearest treasure/peril?," even on a miss.



If you have **I Know the Way**, the following count as class moves for you, and you can take them the next time you level up:

Alertness

When you **are inside a dungeon or similar structure**, you are always alert: you always react to unseen enemies and traps before they can hit you.

Well Prepared

When you **use an item with multiple uses (adventuring gear, healer's kit, etc.) in a dungeon or similar structure**, roll +INT. On a 10+, choose 1 and take +1 forward. On a 7-9, choose 1.

* You produce another identical item.

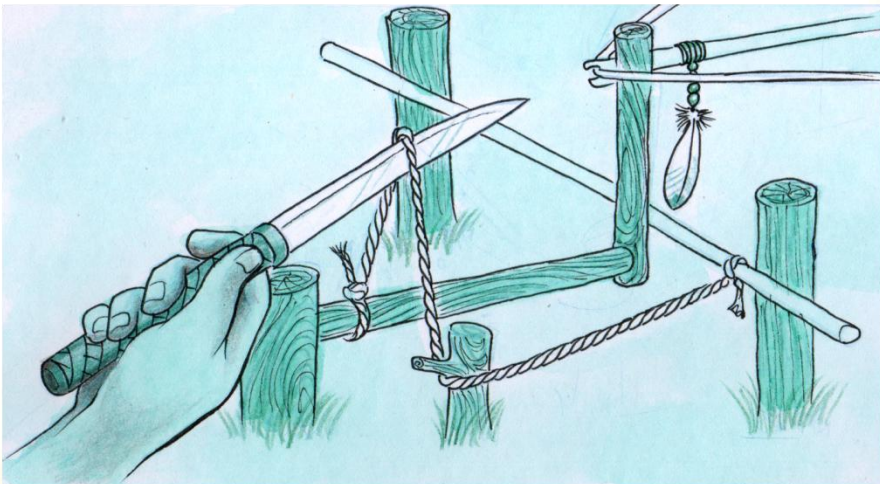
* You don't spend one use of the item.

Tunnel Rat

When you **deal damage in a dungeon or similar structure**, say how the cramped architecture helps you and roll as usual. If the GM buys your explanation, roll your damage dice twice and take the best result.

Risk and Reward

When you **purposefully spring a trap you can't disarm**, roll +DEX. On a 10+, you do it safely. On a 7-9, you do it but you draw unwanted attention or leave an item behind (your choice).



If you have **Meet the Gaze**, the following count as class moves for you, and you can take them the next time you level up:

Payback

When you **take damage from a demonic creature**, roll +CON. On a 10+, you deflect half of the damage back to the creature. On a 7-9, after surviving the attack you deal 1d6 damage to the creature.

You Have No Power Here

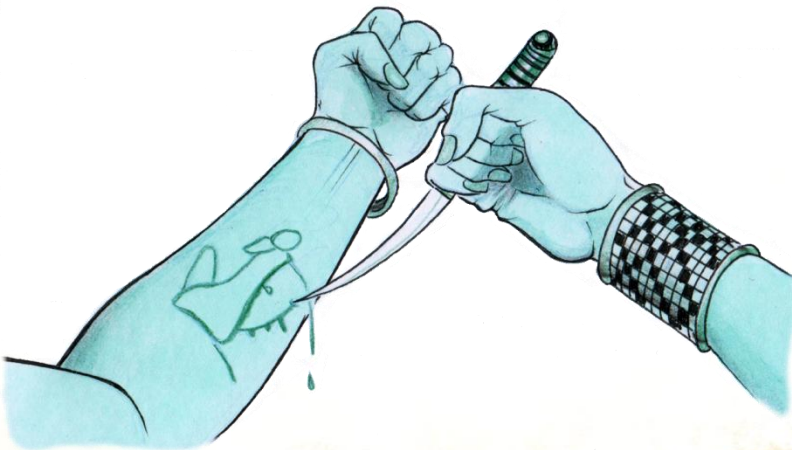
When you **know the true name of the demonic creature before you**, roll +WIS. On a 10+, it can't directly hurt you as long as you focus your attention on it. On a 7-9, take +1 ongoing when directly engaging it.

Aether Cage

When you **draw a magic circle around a demonic creature**, roll +INT. On a 10+, it physically can't cross the circle or use its powers beyond it. On a 7-9, it physically can't cross the circle.

When You Look Into the Abyss

When you **make a pact with a demonic creature**, say what you want and choose (not roll) one corruption mark from the **tempted by a spell** results. You gain the mark and corruption, and the GM will tell you what more you need to do in order to receive what you want.



DARK SERVANTS

DARK SERVANT

People call them minions of darkness and cultists. The truth is, some of them simply saw an alternative route to power beyond imagination, even if their souls are forfeit in the process. And when people call them mad, they show off the power they received. People become silent after that.

When you pledge yourself to a demonic being or an elder/forgotten/fallen entity, the next time you level up you may choose this move:

Shadow Grasp

When you **hack and slash** with your dark powers, you summon a tentacle of darkness with the *close*, *reach*, *messy* and *1 piercing* tags.



If you have **Shadow Grasp**, the following count as class moves for you, and you can take them the next time you level up:

Shadow Push

When you **manipulate the shadows around you**, roll +INT and choose 1. On a 10+, hold 3. On a 7-9, hold 1. You can spend hold, 1 for 1, to throw a man-sized object or creature up to *near* range – you can spend more than one hold at the same time.

- * You take 1d4 damage (ignores armor).
- * You draw unwelcome attention.

Shadow Pin

When you **order a creature's shadow to stay put**, roll +CHA. On a 10+, hold 3. On a 7-9, hold 1. You can spend hold to prevent the creature from moving more than a few steps, dragging its feet/paws, at 1 hold per instance. Flying or levitating creatures are immune to this move.

Lower Influence

When you **connect to the dark being and ask for advice**, roll +WIS. On a 10+, it will suggest a course of action: take +1 ongoing while following its advice. On a 7-9, it will ask for something in return for telling you a course of action.

In the Dark we Thrive

When you **seek the solace of shadows during the day and spend some time in meditation**, roll +CON. On a 10+, heal 1d8. On a 7-9, heal 1d6.



GLORYHOUND

GLORYHOUND

Those who fight for glory, showing off their skills, may receive the boon of applause and money sooner or later, gathering among people a few fans.

When you survive two fights in different cities or towns and gain the applause of the bystanders, the next time you level up you may choose this move:

Aren't You Entertained?

When you spend a few moments to address a crowd watching you fight, take +1 forward.

If you have **Aren't You Entertained?**, the following count as class moves for you, and you can take them the next time you level up:

Calling Names

When you insult an enemy during a fight, roll +CHA. On a 10+, you take them off guard: take +1 and they will focus solely on you until they hit you. On a 7-9, they want payback: they will focus their moves on you until they hit you.

Shattered Weapon

When you are hit by a physical attack, you may destroy your weapon instead of taking damage.

Show Off

When you are outnumbered, you have +1 Armor.

This Will Serve

When you hack and slash with an improvised weapon, deal +1d4 damage if you break it on your target.



AKHUNA'S GAUNTLET

AKHUNA'S GAUNTLET

hand, concealable, forceful, 1 weight

This left-handed bronze gauntlet has the following sentence written on it in the old language known as mereit: *strength and eternal life have a price*. There are traces of blood inside the gauntlet.

Putting the gauntlet on

Putting the gauntlet on

When you **put the gauntlet on your left hand**, roll +CON. On a 10+, it adjusts to your hand, a bit too tight, and you feel pain for a while (sooner or later you get used to it). On a 7-9, the gauntlet grows spikes inside as it adjusts to your hand, causing 2d6 damage (ignores armor).

Once in its place, the only way to remove it is by cutting off your hand.

Using the gauntlet in combat

Using the gauntlet in combat

When you **hack and slash and hit a living creature with the gauntlet**, on a 12+ you cause +1d8 extra damage.

Paying the price

Paying the price

When you **have worn the gauntlet for a whole year**, choose 1:

- * **Pay with Life:** sacrifice one of your own children, killing your offspring with the gauntlet, and remain as young as the year before (in practice, time doesn't pass in your body, allowing you to live forever).
- * **Pay with Strength:** you age twelve years in a single night and lose 1d6 Strength permanently.

When the next year comes, you must pay the price again.



QUESTIONS:

- * Who was Akhuna?
- * How did he lose the gauntlet?
- * Is there a right-handed gauntlet? What does it do?
- * Where did the most recent expedition to find the gauntlet go? Why did the expedition fail?

ARPEREN'S FACIAL TONIC

ARPEREN'S FACIAL TONIC

0 weight

Small flasks filled with this blessed, beer-scented cream are usually found in the ruins of Arperen's temples. They are sealed with bee's wax and contain enough tonic for 1 use each, and are commonly found in batches of three or four flasks.

OPENING A FLASK

Opening a flask

When you **open a flask and apply the cream to your face**, roll +CHA. On a 10+, take +1 ongoing to all Charisma-based rolls for 2d6 hours while it enhances your natural beauty. On a 7-9, like 10+ but it lasts for 1d4 hours.

WEARING OFF

Wearing off

When **the effects wear off**, roll +WIS. On a 10+, take -2 ongoing to all Charisma-based rolls as the cream becomes brittle like sand on your face, until you wash your face with beer. On a 7-9, like 10+, but after you remove the sandy residue you still take -1 ongoing for 1d4 hours.

QUESTIONS:

- * Why did the priestesses of Arperen use this tonic?
- * What happens when one drinks the tonic?
- * How can one make the tonic last longer? How much longer?
- * What happens when one tries to wash the cream off using water?



ARPEREN'S MASK

ARPEREN'S MASK

worn, 0 weight

This painted blue mask of rustic clay depicts the face of Arperen, Goddess of Hallucination.

PUTTING THE MASK ON

Putting the mask on

When you **place the mask on your face**, roll +CHA. On a 10+, you feel an acute pain as it adapts to your face, causing 1d6 damage (ignores armor). On a 7-9, like 10+ but your face is distorted, causing 2d6 damage.

Once you have the mask on, take -1 ongoing until the next dawn, when the mask falls from your face.

BEAUTY OF BEER

Beauty of beer

When you **have the mask on and wash your face with beer**, roll +CHA. On a 10+, the mask dissolves and you assume a seductive and beautiful feminine face, like Arperen is said to have, and take +2 ongoing to Charisma rolls until the next dawn, when the mask falls from your face. On a 7-9, like 10+ but take +1 ongoing.



QUESTIONS:

- * Why did Arperen allow this mask to be created?
- * Why the mask was created? By whom?
- * Why does it work only with beer?
- * Does the mask also changes the user's voice when put on and washed in beer?



DASHRIS' GIRDLE

DASHRIS' GIRDLE

worn, 0 weight

This girdle, made from serpent scales and emeralds, has wondrous runes of protection inscribed on its internal side. It's said to protect the user from harmful magic.

Being targeted by spells

Being targeted by spells

When you wear the girdle and a spell (even one you cast yourself, or beneficial magic) targets you directly, roll +Nothing. On a 10+, the spell is absorbed by the belt as the emeralds shine. On a 7-9, the spell is partially absorbed the girdle: the GM will tell you how it affects you.

QUESTIONS:

- * Who was Dashris?
- * Why does the girdle have a serpent theme?
- * What kind of spell can't be absorbed by the girdle?
- * What happens to someone who wears the girdle for too long?



DESHIS' SACRIFICIAL DAGGER

DESHIS' SACRIFICIAL DAGGER

hand, 1 weight

Forged from bones of a sphinx, this curved dagger was handed from ritualist to ritualist, from priest to priest, always eventually lost and found sometime later by another bearer. It's as if it looks for a way always to be held by someone willing to use it.

Strong and sharp, yet heavy to the point of not being suited for throwing, Deshis' Sacrificial Dagger gathers the vital essence of every human it kills – though for the most effect the victim should be bare-breasted and incapable of defending herself (tied, drugged, unconscious, etc.). This will make the dagger assume a scarlet tint as it draws the blood of the sacrifice.

DRAWING BLOOD

Drawing blood

When you kill a helpless human using this weapon, roll +STR. On a 10+, gain Blood 3. On a 7-9, gain Blood 1. You may spend Blood, 1 for 1, to add +1 to any spellcasting or spell-like effect roll (this may be done after the roll is made). When the dagger is out of Blood, it resumes the cold steel tint it had before the sacrifice.



QUESTIONS:

- * Who was Deshis? Why is the dagger named after her?
- * Who created the dagger? Why?
- * Who previously held the dagger? How did it find its bearer?
- * What would happen if one took their own life with the dagger?



HAWASET'S AXE

HAWASET'S AXE

close, +2 damage, two-handed, 3 weight

The double crescent blades give a menacing look to this large axe, made completely from a dark metal. It's heavy, but after one brandishes the weapon no other seems good enough.

KILLING BLOW

Killing blow

When you inflict enough damage to kill a creature, roll +INT. On a 10+, the axe absorbs the essence of the creature: gain 1 Soul. On a 7-9, as 10+ but the axe absorbs part of the wielder's essence as well: gain 1 Soul and grow older by 1 year. On a 6-, mark XP as the axe absorbs more from you: grow older by 1d6 years.

LISTENING TO THE SOULS

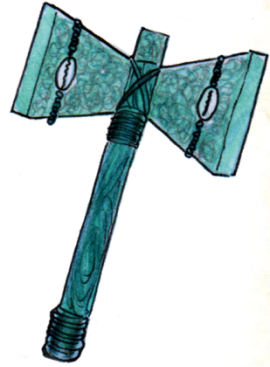
Listening to the souls

While you hold the axe in your hands, you may listen to the absorbed souls and ask for advice: spend 1 Soul to take +1 forward.

GIVING UP THE AXE

Giving up the axe

When you try to abandon the axe or give to anyone else, roll +INT. On a 10+, you part ways with it. On a 7-9, as 10+ but the axe absorbs 1d10 years from your life as you let it go. On a 6-, mark XP, grow older by 1d10 years, and you are not able to let the axe go.



QUESTIONS:

- * What strange glyphs are carved in the crescent blades? What do they mean?
- * What kind of dark metal is the axe made of? How it was gathered?
- * Why does the axe feed on souls' essence?
- * What do the voices say when you try to abandon or give the axe away?



EMBRACING THE BEAST

Embracing the beast

When you call upon the power of the jackal, roll +CON. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 in addition to whatever the GM says.

You transform into a half-jackal, half-human creature: your possessions meld into your new form and you may now attack with your claws and fangs, and run at a higher speed when on all fours. You still use your normal stats but some moves may be harder to trigger. Also, you may spend 1 hold to scavenge the body of an animal or human you have just killed to heal 1d6 HP. Once you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

QUESTIONS:

- * Are there suits of armor related to other animals?
- * Does wildlife consider the one who wears the armor to be a predator?
- * What will happen if the one wearing the armor embraces the beast for too long without reverting to human form?
- * Which traits will the one wearing the armor develop in time?



104U

LOTUS

0 weight (see page 218)

The lotuses of Atisi are unique: their leaves are poisonous and their pollen is hallucinatory. As a consequence, it's forbidden to grow them.

That, however, doesn't prevent some people from cultivating the plant. After all, the profits compensate for the lives lost working in the semi-flooded areas where it grows.

104U LEAVES

Lotus leaves

40UHIHHELEAF

Touching a leaf

When you touch a lotus leaf with your bare hands, roll +CON. On a 10+, you resist the poison. On a 7-9, the poison hurts: take 1 damage.



PREPARINGTHELEAVES

Preparing the leaves

When you take time to cook and prepare the leaves, roll +INT. On a 10+, you create 3 uses of powdered ingestible poison or 1 use of contact poison to cover a weapon. On a 7-9, you create 1 use of powdered ingestible poison.

Ingestible lotus poison causes 1d6 damage. Contact lotus poison causes +1d4 damage for the next three **hack and slash** moves.



NEFERURY'S FALCON

NEFERURY'S FALCON

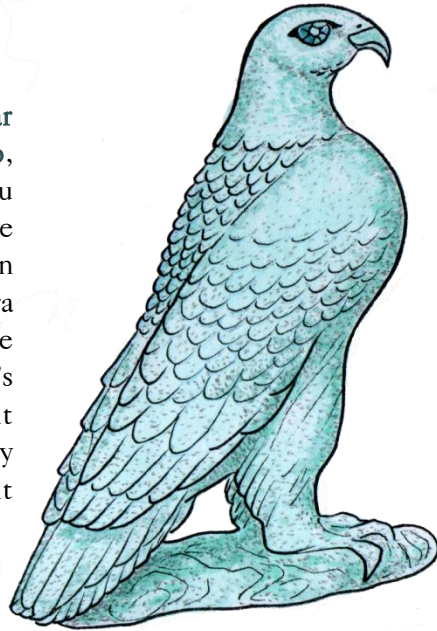
2 weight

This stone idol with ruby eyes is the size of a dagger, but weighs as much as a big sword. It's said to grant good dreams and warn the owner of danger.

WEET@)REAUL

Sweet dreams

When you place the idol near your head and try to sleep, roll +CON. On a 10+, you quickly enter slumber and have dreams where you fly between mountains, recovering an extra 1d4 hit points when you wake up if you have a full night's rest. On a 7-9, you sleep tight and are not bothered by any noises, unless they are meant to alert you.



FALC@SS7@)S7REECH

Falcon's screech

When you are asleep under the guard of the idol and an intruder approaches, roll +WIS. On a 10+, you and everyone nearby quickly wake up as the falcon screeches: take +1 ongoing to deal with the intruder. On a 7-9, as 10+ but take +1 forward when dealing with the trespasser.

QUESTIONS:

- * Why was Neferury's soul trapped in the idol?
- * What's her relationship with dreams?
- * How can her soul be freed?
- * What strange aura does the idol emanate? Why?



NESENAJ'S CIRCLLET

NESENAJ'S CIRCLLET

worn, 0 weight

Gold and bronze leaves in a twisting shape give this circlet a wondrous aura.

WEARING THE CIRCLLET

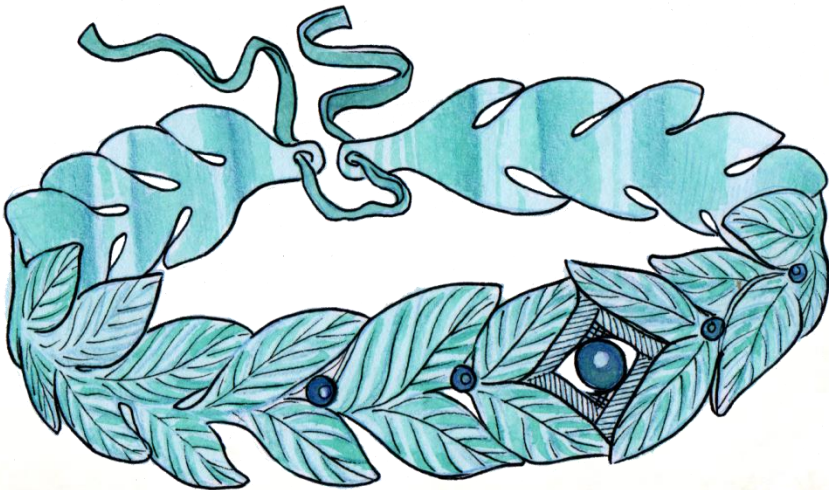
Wearing the circlet

When you **put the circlet on your head**, roll +CHA. On a 10+, it adjusts perfectly and you choose 2. On a 7-9, like 10+ but choose 1.

- * You are able to talk, albeit only in rhyme.
- * You take +1 ongoing on any Charisma-based rolls.
- * Your allies take +1 ongoing when dealing with anyone trying to hurt you.

QUESTIONS:

- * Why does the circlet seem to be made from leaves?
- * What happens to someone who wears the circlet for too long?
- * What legendary figure fought for this circlet in the past? Why?
- * Who tried to destroy the circlet in recent years? Why did she fail?



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SHAYTEN'S PENDANT

worn, 0 weight

This silver pendant on a silk string has the shape of a lizard. Even under heat, the pendant remains cold to the touch.

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Unleashing the crocodile

When you **throw the pendant on the ground**, roll +INT. On a 10+, choose 3 as it transforms into an ethereal crocodile. On a 7-9, choose 1. The crocodile has Bloodlust 3.

- * The crocodile is burly.
- * The crocodile is ferocious.
- * The crocodile is tireless.
- * The crocodile is stealthy.
- * The crocodile can guard you.

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Coordinated attack

When you and the crocodile **attack the same target**, add +2 to your damage. Take +1 to its Bloodlust.

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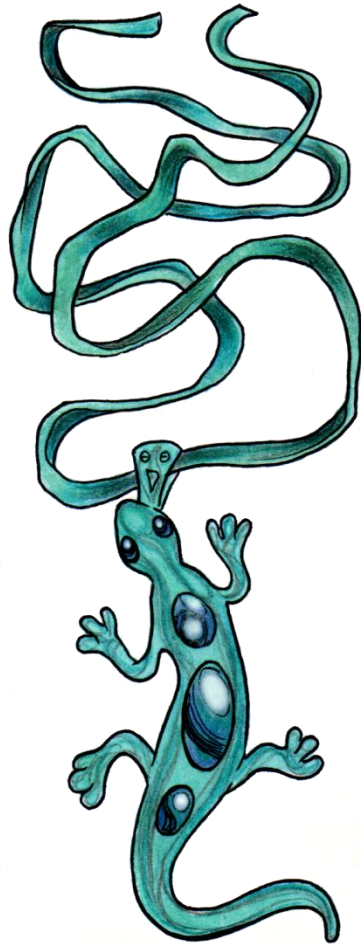
Taking the blow

When you **take damage**, add +3 to your armor if the crocodile can guard you.

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Calming down

When the crocodile doesn't help you **hit someone** (excluding when **taking the blow**, above), take -1 to its Bloodlust.



QUESTIONS:

- * What was the name of the brewmaster? What was he really trying to do when he created the silver beer by accident?
- * Why has no one been able to recreate the drink? When and how was the recipe lost?
- * Why does the beer keep its properties for so long? Is there an expiration date?
- * How were some bottles able to reach places like ruins and caves?

†ΔΓΒΙΔΓΔεϑ†ΓΔΨεϑϑΓΠϑϑ

TARUIA'S STRAW SCORPION

0 weight

This straw scorpion is as small as a man's toe, but it can't bend or break. When inside a purse, bag, or any kind of container, it acts as its guardian.

ΠΣΚΙϑϑεΔεϑΒΑΓΓΕ)εϑϑ†ΔΙϑϑεΓ

Picking a guarded container

When you try to grab anything inside a container protected by the straw scorpion that belongs to someone else, roll +DEX. On a 10+, gain Cutpurse 2. On a 7-9, gain Cutpurse 1. You may spend Cutpurse, 1 for 1, to choose from the list below:

- * You avoid the 2d4 sting damage.
- * You grab a random item.
- * The straw scorpion falls from the container and is free to be taken and used by anyone.

QUESTIONS:

- * Is this the only straw scorpion made by Taruia?
- * Who was Taruia?
- * How large can the guarded container be?
- * What happens if one swallows the straw scorpion?



†ΔWE7E7 50E70U7I7770BLADE

TAWERE'S DEVOURING BLADE

hand, worn, +1 damage, 0 weight

Legend says that Tawere was a powerful sorceress-queen, taking the throne of Atisi using lost rituals. Years of progress followed as she propelled the people to glory, but she wanted more: her desire was to command all of the island kingdoms.

Her major strike, however, never took place.

One night, when she was enchanting a dagger with untold mystical powers, the other sorcerers who attended the ritual captured her essence in the blade. Tawere was no more at the exact moment the dagger was imbued with her corrupting force.

The dagger's hilt assumed the shape of a large, toothed mouth made of onyx; the blade curved into itself in a serpentine pattern, with two small, fang-like tips.

After it was given to the highly ranked priests, the weapon was hidden. They had hoped it wouldn't be found again.

They were wrong.



ACCEPTING THE BLADE

Accepting the blade

When you **accept the blade**, you must place your hand willingly on the onyx mouth and roll +CON. On a 10+, the mouth closes, biting your hand off and you take 1d4 damage (ignores armor). On a 7-9, as 10+ but take 1d6 damage.

You won't be able to use your arm until you make camp, rest, and heal all the damage you suffered from the bite. The blade can't ever be dropped, stolen, or disarmed, as it has become part of your body.

ATTACKING A SPELLCASTER

Attacking a spellcaster

When you **hack and slash and hit a spellcaster**, roll +INT. On a 10+, you cause +1d6+(target's level) damage. On a 7-9, you cause +(target's level) damage. On a 6-, mark XP and take +1 Doom.

RELEASING TAWERE

Releasing Tawere

When the blade has gathered enough Doom (GM's decision – it may take more than a lifetime), Tawere's essence will be released into the body of the wielder of her blade. **Every dawn when you host Tawere's essence**, roll +WIS. On a 10+, you keep her at bay and act normally until the next dawn. On a 7-9, you struggle with Tawere: take -1 ongoing when performing any action she doesn't want to do. On a 6-, mark XP and Tawere dictates all your actions for the day. (As a suggestion, have a backup character, like a servant, hireling, or henchman to play for the day).

QUESTIONS:

- * Why was Tawere betrayed? Who led the coup?
- * Who took the throne after the coup?
- * What are Tawere's current plans? How does she intend to reach her goal?
- * What will happen to Tawere if the host dies after she takes over his body?



Present this as a fantastic version of Egypt, with women fighting alongside men, sorcerers and priestesses dealing with corrupting magic, pyramids being built, and ancient artifacts changing nations.

Present opportunities for exploration

Present opportunities for exploration

We live in an age where the four corners of the Earth are not a mystery anymore – and we are too early to really explore the depths of the oceans or the vastness of space. However, an ancient world demands to be explored! All those ruins clamor to be discovered, treasure wants to be found, relics desire to see the light of day. Common people follow predictable routes, living their daily lives inside villages, towns, and cities, within the safety of the walls and the boredom of the roads... but heroes want more! They want to leave the calm behind and discover what lies beyond the horizon. Show them the strange rock formations, the crumbling statues, and the decadent temples, and let them uncover the secrets they hide. Let them point to a spot on their maps and journey onward.

Seek patterns amidst chaos

Seek patterns amidst chaos

Symbolism is important when we create stories. In a Dungeon World game, where there's a shared narrative, one of the duties of the GM is to keep everything coherent and running – this means reading between the lines, focusing your mind in that chaotic mix of ideas, and finding patterns that will guide the game to its conclusion. It's a train wreck sometimes, but a *good one*, and when everyone is having fun, it's a *fantastic* train wreck. The patterns you'll find may have a deeper symbolic meaning, but even if they don't, your players will find one. The human brain is always seeking correlations between ideas, so use this natural mechanism to help you and your group have fun.

In the end, it's your game. It's your world. Play to find out what happens.

Glory awaits the bold!



Appendix I: Names

This appendix lists a series of common names for men, women, and locations, to be randomly selected when creating a new character, NPC, or point of interest. Just roll a d8 and a d10 and read them as tens and ones (a ten on d10 should be understood as zero) to generate one of the 80 possible names in each category, with each nation having its own entries.



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COMMON NAMES IN ATISI

	Male	Female	Location
10	Abaedjef	Abas	Abet
11	Ahhun	Abenmor	Abyto
12	Ahosit	Ameris	Adak
13	Akhtedbat	Anetit	Ahris
14	Akhtmipuyumo	Anhayten	Akhet
15	Ametjet	Ankhem	Akhmis
16	Amun	Areten	Alon
17	Aner	Ateres	Alos
18	Ared	Ates	Amak
19	Aser	Ateset	Anis
20	Awymet	Atet	Aqqak
21	Banakhty	Athonthis	Arak
22	Bensuta	Atis	Arnak
23	Besekha	Betany	Ashur
24	Djadjedi	Heretiaa	Askak
25	Djebimaya	Hery	Astim
26	Heparu	Honsobe	Astis
27	Heraia	Horela	Asyut
28	Hirkanu	Ibreret	Aten
29	Hiufankho	Inhatet	Atet
30	Honse	Ipys	Athris
31	Horape	Irawis	Atis
32	Ibibat	Isien	Atwak
33	Ibrefer	Ithipys	Avak
34	Imuher	Itibun	Awak
35	Inesnein	Itysyt	Awtydo
36	Iyneris	Maatnefer	Awtyto
37	Kadjeha	Maetkare	Benna
38	Kepty	Mehti	Buba
39	Khari	Mekhenhu	Byda
40	Khepete	Menkhere	Dashis
41	Kheqaemu	Merety	Desheb
42	Khoramay	Meryety	Deshra
43	Khutahhu	Monthiahu	Dety
44	Menemhuya	Mosisi	Djeda
45	Menety	Mutenwy	Giza
46	Menmena	Mutu	Hawas
47	Menmoy	Nanefer	Heba
48	Minefy	Nebnefert	Hena
49	Miraha	Nebteny	Iubak



	Male	Female	Location
50	Munema	Nefere	Iuhet
51	Munere	Neferhu	Kada
52	Munermu	Nefretiaa	Kahatw
53	Nakhtepe	Nenofre	Kahem
54	Nakhtheqaem	Neretu	Kahen
55	Nebabuy	Nesentnay	Kahun
56	Nebesuy	Nestempy	Kalah
57	Nedjese	Netaisi	Kara
58	Nefere	Neteny	Karna
59	Neferka	Ninofre	Kheba
60	Nefy	Nirduathue	Khena
61	Nespani	Nodjmosy	Khunu
62	Nestahi	Nutahpy	Lona
63	Pahapa	Nuwere	Maada
64	Panefy	Reoneferh	Mada
65	Panemou	Retena	Madi
66	Panese	Ritenay	Marna
67	Pare	Rury	Meda
68	Pashemhu	Sankhiahay	Medi
69	Pasheni	Sankhu	Memphatw
70	Pashonse	Senaunay	Memphun
71	Payitaha	Senefer	Menda
72	Paynakhty	Seneferh	Mimedj
73	Pedefhui	Share	Muna
74	Penamay	Shery	Nakar
75	Peripy	Shisena	Naqar
76	Perrenpi	Siemkhenhue	Naucra
77	Perrewy	Siemkhero	Neba
78	Petahu	Sitketruia	Nekhet
79	Pollota	Taiuheruia	Nekhur
80	Psethhetui	Tarure	Nety
81	Ptehete	Tatahue	Niseb
82	Rihere	Tatena	Saisaqq
83	Senefy	Tatiro	Seba
84	Senmere	Tawere	Semna
85	Sere	Tempety	Sira
86	Serkhefy	Teneferh	Swaset
87	Serkhuy	Tenwastu	Swenu
88	Setawy	Tenweskhuy	Syuty
89	Sete	Tepenay	Taty



	Male	Female	Location
50	Joodu	Khatai	Kuzhu
51	Juche	Khechu	Magnai
52	Juchi	Khiny	Mamay
53	Kassa	Kipchi	Mene
54	Kitbo	Koke	Meny
55	Kouangai	Kuli	Mongai
56	Kuba	Maidai	Mongke
57	Maage	Mari	Muke
58	Madai	Merkai	Mului
59	Magne	Merke	Mura
60	Magsa	Mongi	Muri
61	Maidai	Muke	Nijnua
62	Mange	Muria	Nogay
63	Manua	Negai	Nyma
64	Mugu	Nogi	Olog
65	Muha	Nymay	Punsa
66	Munlay	Oyutajjn	Qadu
67	Munli	Punsa	Qaria
68	Munluy	Qadai	Qasa
69	Negey	Qara	Qori
70	Negu	Qari	Qoria
71	Nijnua	Qasa	Quchaa
72	Ombol	Qora	Quchi
73	Oyulin	Qoyori	Qutli
74	Qasa	Qului	Qutu
75	Qoyora	Qutai	Sagey
76	Qutli	Sagu	Salmay
77	Sara	Sari	Suri
78	Sundai	Shrany	Taba
79	Taba	Ssuhe	Tanua
80	Tama	Taba	Targai
81	Tema	Tachi	Taria
82	Temay	Tachu	Tema
83	Tengri	Tara	Temay
84	Tili	Targi	Tikhtai
85	Tiluy	Tegi	Toqoi
86	Tolai	Tikhta	Touktai
87	Tolay	Tikhtu	Tulai
88	Tuluy	Yuhus	Uchik
89	Ulid	Yukun	Yabuk



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COMMON NAMES IN THE PRINCIPALITIES OF MINAL

	Male	Female	Location
10	Adel	Ahar	Aban
11	Aduq	Ahid	Abeyeh
12	Aduz	Ahnaz	Aman
13	Ahbang	Aneh	Anez
14	Ahyah	Araf	Aran
15	Amash	Areeh	Arar
16	Amin	Aris	Argan
17	Anin	Atoosh	Ateh
18	Arah	Baha	Bahoy
19	Arhab	Beha	Bate
20	Arham	Behri	Beyekuy
21	Arouz	Daba	Bijan
22	Arviv	Elkaz	Chehoy
23	Ashtin	Fara	Dishoy
24	Asran	Fari	Fari
25	Atod	Farkha	Fiehoy
26	Baha	Fili	Garmoh
27	Bijah	Fori	Gava
28	Boli	Horsha	Ghafte
29	Dadi	Inab	Ghahra
30	Ehdid	Jabba	Ghahri
31	Ezan	Jala	Golbouk
32	Fandia	Jali	Hahra
33	Fara	Jama	Hijan
34	Fari	Khama	Ijasht
35	Fariya	Khamsa	Iroft
36	Farshya	Mahka	Islan
37	Farzia	Mahna	Janaj
38	Farzoo	Mala	Jarmansh
39	Fora	Maly	Jaskou
40	Ghabi	Mana	Jili
41	Haha	Marma	Jolfa
42	Hahriya	Maroya	Kali
43	Hangar	Meha	Kamuj
44	Hangoud	Mehoo	Kanand
45	Inah	Mehri	Kanowsh
46	Irada	Mida	Khabon
47	Jadi	Mihia	Khade



	Male	Female	Location
48	Jafa	Mina	Manab
49	Jahaya	Mince	Manjan
50	Jali	Minoo	Mari
51	Janee	Mona	Marvde
52	Kama	Nama	Mehoy
53	Kami	Namiya	Mehra
54	Kamshya	Nazia	Mehre
55	Kana	Neda	Meinar
56	Kasri	Negol	Meshku
57	Kheedi	Neha	Mineh
58	Kheydi	Nousa	Moli
59	Kiana	Nusra	Myara
60	Madi	Oled	Myare
61	Makia	Para	Namian
62	Mana	Pari	Nehoy
63	Manee	Parta	Orvez
64	Mani	Parva	Pare
65	Marsa	Pegah	Pava
66	Meda	Pounoo	Pishva
67	Morti	Rayha	Polde
68	Musti	Reha	Rande
69	Nama	Reshti	Ranshoy
70	Nami	Saba	Roude
71	Nema	Saha	Rumah
72	Nouri	Sahba	Runaj
73	Parvar	Sakoo	Sadra
74	Parveen	Sana	Sahoy
75	Parvosh	Satta	Sali
76	Peymi	Sepa	Sanjarm
77	Pouria	Shana	Sanowsh
78	Salmi	Shomy	Sara
79	Sana	Shorshou	Sare
80	Seini	Soonu	Sari
81	Shama	Sora	Sava
82	Sheedi	Sori	Savi
83	Shina	Souda	Shabur
84	Shoosha	Soumy	Shahra
85	Toorya	Tema	Shahre
86	Vasha	Tooba	Shahsi
87	Yaghan	Yehrih	Taku
88	Zadi	Zahrou	Tanab
89	Zaha	Zana	Zare



	Male	Female	Location
50	Kinda	Kelu	Kela
51	Kinki	Kelya	Kengui
52	Kolu	Kengu	Kimba
53	Konga	Kinda	Kola
54	Kusa	Kinka	Kolya
55	Liko	Kinko	Konga
56	Lingba	Komba	Kongo
57	Lule	Leala	Kongu
58	Luleo	Lenga	Kusa
59	Maka	Mako	Lealu
60	Mako	Manda	Luka
61	Manda	Mata	Lula
62	Manga	Mebe	Lumba
63	Mbola	Mida	Maki
64	Meba	Mondo	Mako
65	Mida	Msambwe	Mana
66	Mona	Msanda	Manda
67	Monda	Msonda	Mango
68	Monga	Muamba	Mata
69	Mudo	Muambe	Mbanda
70	Muko	Mufo	Mbiame
71	Mula	Muka	Meba
72	Mule	Muko	Moba
73	Muleo	Mulu	Mona
74	Mumba	Mulya	Monga
75	Munga	Mumba	Muambi
76	Muolu	Munga	Mufo
77	Musa	Mungo	Muko
78	Mussa	Musa	Mula
79	Mutswa	Mussa	Mulu
80	Mutswa	Mutswa	Mumba
81	Nkolu	Mutswa	Munga
82	Oyedide	Mwiri	Mungu
83	Oyengombo	Nimpa	Musa
84	Pashi	Nkasa	Mussa
85	Pinga	Noki	Mwaanga
86	Renda	Nyemba	Oyediska
87	Tomba	Nyenda	Poungo
88	Tshivung	Rawe	Saba
89	Tula	Sambwa	Siba



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COMMON NAMES IN KUNLA

	Male	Female	Location
10	Adeh	Adeh	Abang
11	Aden	Adeng	Adeh
12	Adeng	Afah	Aden
13	Adoun	Agrim	Adeng
14	Adoux	Ahoun	Afah
15	Afiah	Ahoux	Agben
16	Aggeh	Ahoyoh	Agrim
17	Aggeng	Akang	Agyen
18	Agrin	Akim	Ahoyoh
19	Agyeng	Akun	Ahwol
20	Ahoyol	Allang	Akah
21	Ahwoh	Amang	Akun
22	Akah	Amoah	Aleh
23	Akim	Anim	Amang
24	Akux	Anin	Ambah
25	Amah	Anoeng	Amim
26	Ambang	Ansah	Angan
27	Amim	Anyan	Angim
28	Angang	Asran	Anim
29	Angim	Aten	Anyan
30	Angoh	Attah	Asang
31	Anim	Bange	Asran
32	Anoeh	Barbo	Asrang
33	Arah	Batoo	Awoh
34	Arin	Biola	Azim
35	Assang	Boohe	Baba
36	Ateh	Bunde	Bamu
37	Ateng	Bunu	Barbo
38	Azux	Busu	Begga
39	Bamu	Deba	Biange
40	Bella	Dedje	Bianya
41	Beri	Dela	Biola
42	Biole	Deme	Boohoyo
43	Bonsie	Dikai	Bundiaye
44	Boohe	Dikke	Cheagwue
45	Buhe	Dikkou	Dikou
46	Deku	Dunji	Edien
47	Dela	Ebang	Edjin
48	Deme	Eyazun	Egbeng
49	Demu	Gbamboye	Erun



	Male	Female	Location
50	Diaba	Gbuse	Gbange
51	Diku	Ikkol	Gbate
52	Dipo	Ikwueng	Gbiango
53	Dotsu	Jebea	Gbuhoyo
54	Dukwe	Jidaye	Gnanga
55	Ebayol	Jukwu	Ingin
56	Ereh	Keri	Injin
57	Erun	Kinga	Ipoh
58	Erux	Lada	Jeba
59	Etian	Mbarba	Kegba
60	Hasra	Mfagba	Keri
61	Idan	Nderi	Keru
62	Igboyeng	Nkigbo	Kigba
63	Igbuen	Nkuchoyo	Kigbe
64	Ikwueh	Obeh	Kunla
65	Ingim	Obiang	Maku
66	Isieh	Odeng	Mfagbue
67	Jake	Odun	Ndeke
68	Jiaggo	Odux	Ndese
69	Keje	Ofreh	Ngibo
70	Kuchoyo	Ofren	Nkamu
71	Kunla	Ojun	Nkinge
72	Lowu	Ojux	Nkinje
73	Mange	Okain	Nweazu
74	Mbisu	Okim	Obiang
75	Ngide	Olah	Oblim
76	Nkuchoyo	Onsux	Odeh
77	Nwole	Oseh	Odun
78	Oden	Osux	Ofreh
79	Ofreh	Otchwey	Okim
80	Ofren	Otooh	Okun
81	Ogux	Otseh	Okux
82	Okux	Oweng	Oleh
83	Oleh	Side	Onsux
84	Osun	Taroo	Osux
85	Otsen	Ugbux	Otchwey
86	Owen	Unin	Otsen
87	Owun	Unjoh	Ounnun
88	Sidie	Usian	Ounnux
89	Tahoyo	Usiang	Ounwan



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COMMON NAMES IN KIDHAI

	Male	Female	Location
10	Abong	Abwoth	Adiot
11	Abor	Afrah	Aken
12	Attat	Alad	Aker
13	Ayohom	Amah	Anyah
14	Ayondor	Anjah	Badi
15	Ayotaad	Anjat	Begno
16	Baka	Asum	Biaho
17	Bala	Ayondor	Biiha
18	Bale	Azan	Boote
19	Batta	Baba	Botha
20	Batte	Bada	Botho
21	Bedo	Baka	Daga
22	Berho	Batta	Diby
23	Biaho	Beda	Dinga
24	Biiho	Biihai	Diopé
25	Bile	Bile	Gaho
26	Boko	Bili	Galu
27	Diba	Boota	Gatho
28	Dibe	Diba	Iyatén
29	Dubo	Gali	Iyatib
30	Farya	Gothai	Kaba
31	Gale	Hanu	Kabboyo
32	Gatho	Ired	Kabe
33	Gaza	Kabba	Kaka
34	Guby	Kabbe	Kara
35	Homboyo	Kako	Karya
36	Ingan	Kara	Kassa
37	Isal	Kassa	Kata
38	Iyabwen	Kata	Kate
39	Kaba	Kate	Kesa
40	Kabba	Kemboyo	Kipka
41	Kabe	Keno	Kipki
42	Kaka	Kenya	Kira
43	Kako	Kesaye	Kissa
44	Kara	Kiboyo	Kissaye
45	Kassa	Kiby	Konda
46	Kassaye	Kidha	Konga
47	Kata	Kidhai	Konge
48	Kate	Kidho	Kyeswa
49	Keno	Kipka	Maatha



	Male	Female	Location
50	Kenya	Kira	Maatho
51	Kesi	Kondi	Mago
52	Kibo	Konga	Mata
53	Kondo	Konno	Mate
54	Kongo	Konnu	Mshundi
55	Konno	Kyanu	Mugwa
56	Maatho	Kyeswa	Musa
57	Mate	Maathai	Muta
58	Mayanja	Maatho	Mwaki
59	Mshabte	Maki	Naisi
60	Muha	Mugwa	Nama
61	Muho	Muhai	Neki
62	Mungo	Mungo	Neni
63	Mute	Munu	Nguefe
64	Muwa	Musa	Njonja
65	Nadi	Muta	Nyago
66	Njonja	Mute	Nyama
67	Nyage	Muwa	Nyatta
68	Nyama	Mwangaya	Odib
69	Nyanzi	Mwanu	Ogban
70	Obom	Mwera	Ogong
71	Obot	Naisa	Ogor
72	Ohom	Ngaha	Okot
73	Ohor	Nyaga	Okwen
74	Okong	Nyanzi	Omben
75	Onjom	Nyatte	Onyom
76	Otah	Nyonka	Open
77	Samau	Obot	Osoth
78	Sianya	Okom	Otaan
79	Sile	Okor	Ouger
80	Susa	Okwen	Sila
81	Tano	Onjor	Sile
82	Teete	Onnen	Sili
83	Tibwa	Oped	Sogo
84	Tula	Oulen	Tafaye
85	Tule	Samau	Tana
86	Wera	Sianya	Tefe
87	Were	Tindi	Tera
88	Weru	Tshani	Terya
89	Woga	Wana	Tulu



	Male	Female	Location
50	Astivas	Bhani	Koturai
51	Asudin	Bhara	Kushopur
52	Asuhan	Bhinta	Marmare
53	Asurul	Bija	Matnaga
54	Atal	Bisa	Mirzipatn
55	Atanan	Boli	Moreilla
56	Athurav	Bujya	Muzaffat
57	Atikag	Candra	Nagari
58	Atit	Cara	Nakana
59	Avalas	Cari	Nandure
60	Avanan	Ceta	Purunu
61	Avasin	Chela	Ramatna
62	Baha	Dapa	Rampondiya
63	Bala	Dara	Rangari
64	Bhadurya	Gayathra	Sansara
65	Bharmasa	Gola	Sehi
66	Brata	Gura	Sharanga
67	Cidra	Hana	Shimliga
68	Dalaka	Hasa	Shinchwari
69	Danaka	Hoba	Shivpure
70	Dananda	Jala	Sikroha
71	Dayita	Jati	Sivalli
72	Debala	Jini	Simhambua
73	Debodha	Jiva	Simhinsa
74	Dhokhika	Kamni	Singra
75	Dhushujaya	Kana	Sura
76	Dita	Kani	Surajal
77	Eshchavan	Kari	Tawari
78	Gamala	Kithi	Thaoratpur
79	Gana	Kundya	Tharajab
80	Hana	Kunja	Thrajama
81	Havara	Kusa	Thramapur
82	Hedana	Leka	Tina
83	Hitama	Mali	Turi
84	Isanan	Marta	Usal
85	Javitsa	Nima	Vala
86	Jithima	Sela	Veli
87	Kamana	Shika	Vijaipur
88	Kamati	Shodi	Villianu
89	Kambara	Suma	Yanpur



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COMMON NAMES IN QATAB

	Male	Female	Location
10	Aasir	Abis	Abam
11	Abu	Ablat	Aban
12	Afeen	Ah'ah	Adeb
13	Ah'ry	Ah'ma	Ajmah
14	Aleer	Ah'na	Alah
15	Amad	Ah'ra	Anbut
16	Aq'sa	Ah'tiya	Anuk
17	Aris	Ah'yah	Arut
18	Asiz	Ainah	Ashbah
19	Azeen	Aleen	Atil
20	Bakri	Amar	Atrah
21	Bu'sa	Am'fa	Baha
22	Dhari	Am'wa	Bara
23	Fa'fiy	Arah	Bari
24	Firiya	Areeh	Bura
25	Fi'uq	Baha	Dammi
26	Gha'al	Basa	Dhaba
27	Haadiyaa	Bera	Dhabai
28	Hafa	Bia'ah	Dhabi
29	Ha'ha	Bia'da	Dhagra
30	Ha'sa	Bida	Diyaha
31	Hiy'ud	Butha	Fuji
32	Imaad	Fa'ah	Ghabu
33	Imaan	Fada	Habi
34	Isaad	Fa'ha	Hadna
35	Ismaa'ed	Fara	Hahra
36	Jeehy	Fata	Hari
37	Jy'gha	Firiya	Haybai
38	Kaama	Ha'ah	Haybi
39	Khayriya	Haha	Hobai
40	Lali	Ha'na	Hutaq
41	Lee'tee	Ha'za	Jaddah
42	Ma'ah	Hida	Jubi
43	Ma'an	Hura	Kalli
44	Maha	In'fa	Khabi
45	Ma'ha	Ka'na	Khaimi
46	Ma'ma	Laha	Khara
47	Mani	Ma'ah	Khashba
48	Ma'ud	Ma'gha	Khaybai
49	Mee'aq	Maha	Khayla



	Male	Female	Location
50	Mee'ha	Mina	Lifah
51	Mee'taa	Na'ah	Madha
52	Mutaa	Nada	Maha
53	Naatha	Na'ha	Majmi
54	Nabhy	Na'ma	Makka
55	Naeemee	Nana	Masal
56	Ni'ma	Na'sa	Mataizz
57	Ni'mee	Na'siya	Medah
58	Ni'ry	Natha	Misaiq
59	Ni'taa	Na'zia	Misayl
60	Numa	Ne'ja	Muka
61	Ossam	Ne'sa	Muscat
62	Qas'kha	Nura	Nasla
63	Raani	Qaya'ha	Nataf
64	Rafa	Rabia	Nishtaf
65	Raha	Radha	Nizwi
66	Ri'fiy	Raha	Qaiquw
67	Ri'ib	Raja	Qala
68	Riyadha	Ra'ma	Rana
69	Riya'fee	Ra'ni	Riyaha
70	Riya'ma	Ra'ra	Safahl
71	Ry'al	Ra'zia	Saful
72	Saahiy	Reebia	Saha
73	Saama	Reema	Saiqat
74	Sa'fi	Riyyaha	Sala
75	Sa'im	Ruka	Sayli
76	Sa'in	Ruqa	Sayuna
77	Sa'kiy	Sa'fa	Shabai
78	Salaa	Saha	Shari
79	Sama	Sa'na	Shashfir
80	Sa'ma	Sa'sa	Siri
81	Sani	Siya'na	Soha
82	Sa'ni	Suha	Sula
83	Shafee	Thara	Suma
84	Shussa	Umm	Sumi
85	Siry	Wa'ah	Sura
86	Soudy	Wa'gha	Tafuf
87	Subdiyaa	Wa'ma	Taqur
88	Taahy	Wiyaha	Ujait
89	Taa'sa	Yah'ra	Yashbah



Appendix II: Calendar

Each solar cycle has 360 days, but people give their moons more importance than their sun (an orange star).

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NUNA AND NATY

There are two moons: Nuna (to the left in the following calendar) is the smaller, having a greenish color and 18-day cycle; Naty (to the right) is larger, with a red halo and a 36-day cycle. Their cycles are the basis of the calendar of the Island Kingdoms.

WEEKS, MONTHS, AND YEARS

WEEKS, MONTHS, AND YEARS

Each week has 9 days: nisarais, bebtaris, metaris, naytaris, nentnaris, betaris, benisarais, anubaris, and tenhisaris (usually a day of rest and religious devotion). Each month has three weeks, and there's another week of festivals and celebrations at the end of the year.

The 13 regular months, each with 27 days, are nurhemys, rebyhemys, atithemys, merhemys, benethemys, tetethemys, retahemys, sanithemys, inuhemys, herethemys, senahemys, isihemys, and neferhemys. The 9 final days of the year, called merishemys, are full of festivities.

This makes a 360-day year that begins when the two new moons are high in the sky, always nisarais, 1st of nurhemys. Another double new moon will happen again on another nisarais, on the 10th, 19th, or 1st day of other months.



NURHEMYS

1	Nisaris	● ●	15	Betaris	● ●	2	Bebtaris	○ ●
2	Bebtaris	● ●	16	Benisaris	● ●	3	Metaris	○ ●
3	Metaris	● ●	17	Anubaris	○ ●	4	Naytaris	● ●
4	Naytaris	● ●	18	Tenhisaris	○ ●	5	Nentnaris	● ●
5	Nentnaris	● ●	19	Nisaris	○ ●	6	Betaris	● ●
6	Betaris	● ●	20	Bebtaris	○ ●	7	Benisaris	● ●
7	Benisaris	● ●	21	Metaris	○ ●	8	Anubaris	● ●
8	Anubaris	○ ●	22	Naytaris	● ●	9	Tenhisaris	● ●
9	Tenhisaris	○ ●	23	Nentnaris	● ●	10	Nisaris	● ●
10	Nisaris	○ ●	24	Betaris	● ●	11	Bebtaris	● ●
11	Bebtaris	○ ●	25	Benisaris	● ●	12	Metaris	● ●
12	Metaris	○ ●	26	Anubaris	● ●	13	Naytaris	● ●
13	Naytaris	○ ●	27	Tenhisaris	● ●	14	Nentnaris	● ●
14	Nentnaris	○ ●				15	Betaris	● ●

ATTIHEMYS

1	Nisaris	● ○	16	Benisaris	● ●	17	Anubaris	○ ●
2	Bebtaris	● ○	17	Anubaris	● ●	18	Tenhisaris	○ ●
3	Metaris	● ○	18	Tenhisaris	● ●	19	Nisaris	○ ●
4	Naytaris	● ○	19	Nisaris	● ●	20	Bebtaris	○ ●
5	Nentnaris	● ○	20	Bebtaris	● ●	21	Metaris	○ ●
6	Betaris	● ○	21	Metaris	● ●	22	Naytaris	● ●
7	Benisaris	● ○	22	Naytaris	● ●	23	Nentnaris	● ●
8	Anubaris	○ ●	23	Nentnaris	● ●	24	Betaris	● ●
9	Tenhisaris	○ ●	24	Betaris	● ●	25	Benisaris	● ●
10	Nisaris	○ ●	25	Benisaris	● ●	26	Anubaris	● ●
11	Bebtaris	○ ●	26	Anubaris	● ●	27	Tenhisaris	● ●
12	Metaris	○ ●						
13	Naytaris	○ ●						
14	Nentnaris	○ ●						
15	Betaris	○ ●						

REBYHEMYS

1	Nisaris	○ ●	16	Benisaris	● ●	1	Nisaris	● ●
2	Bebtaris	○ ●	17	Anubaris	● ●	2	Bebtaris	● ●
3	Metaris	○ ●	18	Tenhisaris	● ●	3	Metaris	● ●
4	Naytaris	○ ●	19	Nisaris	● ●	4	Naytaris	● ●
5	Nentnaris	○ ●	20	Bebtaris	● ●	5	Nentnaris	● ●
6	Betaris	○ ●	21	Metaris	● ●	6	Betaris	● ●
7	Benisaris	○ ●	22	Naytaris	● ●	7	Benisaris	○ ●
8	Anubaris	○ ●	23	Nentnaris	● ●	8	Anubaris	○ ●
9	Tenhisaris	○ ●	24	Betaris	○ ●	9	Tenhisaris	○ ●
10	Nisaris	○ ●	25	Benisaris	○ ●	10	Nisaris	○ ●
11	Bebtaris	○ ●	26	Anubaris	○ ●	11	Bebtaris	○ ●
12	Metaris	○ ●	27	Tenhisaris	○ ●	12	Metaris	○ ●
13	Naytaris	○ ●				13	Naytaris	○ ●
14	Nentnaris	○ ●				14	Nentnaris	○ ●

MERHEMYS

1	Nisaris	○ ●	16	Benisaris	● ●	1	Nisaris	○ ●
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BENETHEMYS

1	Nisaris	● ●	16	Benisaris	● ●	1	Nisaris	○ ●
2	Bebtaris	● ●	17	Anubaris	● ●	2	Bebtaris	○ ●
3	Metaris	● ●	18	Tenhisaris	● ●	3	Metaris	○ ●
4	Naytaris	● ●	19	Nisaris	● ●	4	Naytaris	○ ●
5	Nentnaris	● ●	20	Bebtaris	● ●	5	Nentnaris	○ ●
6	Betaris	● ●	21	Metaris	● ●	6	Betaris	○ ●
7	Benisaris	○ ●	22	Naytaris	● ●	7	Benisaris	○ ●
8	Anubaris	○ ●	23	Nentnaris	● ●	8	Anubaris	○ ●
9	Tenhisaris	○ ●	24	Betaris	○ ●	9	Tenhisaris	○ ●
10	Nisaris	○ ●	25	Benisaris	○ ●	10	Nisaris	○ ●
11	Bebtaris	○ ●	26	Anubaris	○ ●	11	Bebtaris	○ ●
12	Metaris	○ ●	27	Tenhisaris	○ ●	12	Metaris	○ ●
13	Naytaris	○ ●				13	Naytaris	○ ●
14	Nentnaris	○ ●				14	Nentnaris	○ ●
15	Betaris	○ ●				15	Betaris	○ ●
16	Benisaris	○ ●				16	Benisaris	○ ●



17	Anubaris	● ○	4	Naytaris	● ○	19	Nisaris	○ ●
18	Tenhisaris	● ○	5	Nentnaris	● ○	20	Bebtaris	○ ●
19	Nisaris	● ○	6	Betaris	● ○	21	Metaris	○ ●
20	Bebtaris	● ○	7	Benisaris	○ ●	22	Naytaris	● ●
21	Metaris	● ○	8	Anubaris	○ ●	23	Nentnaris	● ●
22	Naytaris	● ○	9	Tenhisaris	○ ●	24	Betaris	● ●
23	Nentnaris	● ○	10	Nisaris	○ ●	25	Benisaris	● ●
24	Betaris	● ○	11	Bebtaris	○ ●	26	Anubaris	● ●
25	Benisaris	○ ●	12	Metaris	○ ●	27	Tenhisaris	● ●
26	Anubaris	○ ●	13	Naytaris	● ●	INHUHEMYS		
27	Tenhisaris	○ ●	14	Nentnaris	● ●	1	Nisaris	● ●
TETETHEMYS			15	Betaris	● ●	2	Bebtaris	● ●
1	Nisaris	○ ●	16	Benisaris	● ●	3	Metaris	● ●
2	Bebtaris	○ ●	17	Anubaris	● ●	4	Naytaris	● ●
3	Metaris	○ ●	18	Tenhisaris	● ●	5	Nentnaris	● ●
4	Naytaris	○ ●	19	Nisaris	● ●	6	Betaris	● ●
5	Nentnaris	○ ●	20	Bebtaris	● ●	7	Benisaris	○ ●
6	Betaris	● ●	21	Metaris	● ●	8	Anubaris	○ ●
7	Benisaris	● ●	22	Naytaris	● ●	9	Tenhisaris	○ ●
8	Anubaris	● ●	23	Nentnaris	● ●	10	Nisaris	○ ●
9	Tenhisaris	● ●	24	Betaris	○ ●	11	Bebtaris	○ ●
10	Nisaris	● ●	25	Benisaris	○ ●	12	Metaris	○ ●
11	Bebtaris	● ●	26	Anubaris	○ ●	13	Naytaris	○ ●
12	Metaris	○ ●	27	Tenhisaris	○ ●	14	Nentnaris	○ ●
13	Naytaris	○ ●	SANITHEMYS			15	Betaris	○ ●
14	Nentnaris	○ ●	1	Nisaris	○ ●	16	Benisaris	○ ●
15	Betaris	○ ●	2	Bebtaris	○ ●	17	Anubaris	○ ●
16	Benisaris	○ ●	3	Metaris	○ ●	18	Tenhisaris	○ ●
17	Anubaris	○ ●	4	Naytaris	○ ●	19	Nisaris	○ ●
18	Tenhisaris	○ ●	5	Nentnaris	○ ●	20	Bebtaris	○ ●
19	Nisaris	○ ●	6	Betaris	○ ●	21	Metaris	○ ●
20	Bebtaris	○ ●	7	Benisaris	○ ●	22	Naytaris	○ ●
21	Metaris	○ ●	8	Anubaris	○ ●	23	Nentnaris	○ ●
22	Naytaris	○ ●	9	Tenhisaris	○ ●	24	Betaris	○ ●
23	Nentnaris	○ ●	10	Nisaris	○ ●	25	Benisaris	○ ●
24	Betaris	○ ●	11	Bebtaris	○ ●	26	Anubaris	○ ●
25	Benisaris	○ ●	12	Metaris	○ ●	27	Tenhisaris	○ ●
26	Anubaris	○ ●	13	Naytaris	○ ●	HERETHEMYS		
27	Tenhisaris	○ ●	14	Nentnaris	○ ●	1	Nisaris	○ ●
RETAHEMYS			15	Betaris	○ ●	2	Bebtaris	○ ●
1	Nisaris	○ ●	16	Benisaris	○ ●	3	Metaris	○ ●
2	Bebtaris	○ ●	17	Anubaris	○ ●	4	Naytaris	○ ●
3	Metaris	○ ●	18	Tenhisaris	○ ●	5	Nentnaris	○ ●



6	Betaris	● ●	17	Anubaris	● ●	NEFERHEMYS		
7	Benisaris	● ●	18	Tenhisaris	● ●	1	Nisaris	● ●
8	Anubaris	● ●	19	Nisaris	● ●	2	Bebtaris	● ●
9	Tenhisaris	● ●	20	Bebtaris	● ●	3	Metaris	● ●
10	Nisaris	● ●	21	Metaris	● ●	4	Naytaris	● ●
11	Bebtaris	● ●	22	Naytaris	● ●	5	Nentnaris	● ●
12	Metaris	● ●	23	Nentnaris	● ●	6	Betaris	● ●
13	Naytaris	● ●	24	Betaris	● ●	7	Benisaris	● ●
14	Nentnaris	● ●	25	Benisaris	● ●	8	Anubaris	● ●
15	Betaris	● ●	26	Anubaris	● ●	9	Tenhisaris	● ●
16	Benisaris	● ●	27	Tenhisaris	● ●	10	Nisaris	● ●
17	Anubaris	● ●	ISIHEMYS		11	Bebtaris	● ●	
18	Tenhisaris	● ●	1	Nisaris	○ ●	12	Metaris	● ●
19	Nisaris	○ ●	2	Bebtaris	○ ●	13	Naytaris	● ●
20	Bebtaris	○ ●	3	Metaris	○ ●	14	Nentnaris	● ●
21	Metaris	○ ●	4	Naytaris	○ ●	15	Betaris	● ●
22	Naytaris	○ ●	5	Nentnaris	○ ●	16	Benisaris	● ●
23	Nentnaris	○ ●	6	Betaris	○ ●	17	Anubaris	● ●
24	Betaris	○ ●	7	Benisaris	○ ●	18	Tenhisaris	● ●
25	Benisaris	○ ●	8	Anubaris	○ ●	19	Nisaris	○ ●
26	Anubaris	○ ●	9	Tenhisaris	○ ●	20	Bebtaris	○ ●
27	Tenhisaris	○ ●	10	Nisaris	○ ●	21	Metaris	○ ●
SENAHEMYS			11	Bebtaris	○ ●	22	Naytaris	○ ●
1	Nisaris	● ○	12	Metaris	○ ●	23	Nentnaris	○ ●
2	Bebtaris	● ○	13	Naytaris	○ ●	24	Betaris	○ ●
3	Metaris	● ○	14	Nentnaris	○ ●	25	Benisaris	○ ●
4	Naytaris	● ○	15	Betaris	○ ●	26	Anubaris	○ ●
5	Nentnaris	● ○	16	Benisaris	○ ●	27	Tenhisaris	○ ●
6	Betaris	○ ●	17	Anubaris	○ ●	MERISHEMYS		
7	Benisaris	○ ●	18	Tenhisaris	○ ●	(The festivities)		
8	Anubaris	○ ●	19	Nisaris	○ ●	1	Nisaris	○ ●
9	Tenhisaris	○ ●	20	Bebtaris	○ ●	2	Bebtaris	○ ●
10	Nisaris	○ ●	21	Metaris	○ ●	3	Metaris	○ ●
11	Bebtaris	○ ●	22	Naytaris	○ ●	4	Naytaris	○ ●
12	Metaris	○ ●	23	Nentnaris	○ ●	5	Nentnaris	○ ●
13	Naytaris	○ ●	24	Betaris	○ ●	6	Betaris	○ ●
14	Nentnaris	○ ●	25	Benisaris	○ ●	7	Benisaris	○ ●
15	Betaris	○ ●	26	Anubaris	○ ●	8	Anubaris	○ ●
16	Benisaris	○ ●	27	Tenhisaris	○ ●	9	Tenhisaris	○ ●



